Columbia
COLLEGE CHICAGO

FOUR-YEAR STUDENT DEGREE PLAN
2023-2024 ACADEMIC YEAR

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Game Design	Credits required in major:	48
Concentration:	Game Development	Estimated semesters to complete this degree plan:	8

1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	**15**	**Total Semester Credit Hours**	**15**
PROG 101 Programming I	3	PROG 201 Programming II	3
GAME 110 Introduction to Game Development	3	GAME 225 Game Engine Scripting	3
Columbia Core Requirement (Math)	3	GAME 236 Game Design I	3
ENGL 111 Writing and Rhetoric I (Core)	3	ENGL 112 Writing and Rhetoric II (Core)	3
Columbia Core Requirement (CCCX)	3	Columbia Core Requirement	3

3rd Semester Courses (Typically the Fall Semester)	Credit Hours	4th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	**15**	**Total Semester Credit Hours**	**15**
INMD 102 Fundamentals of Interaction	3	GAME 105 Game Culture	3
GAME 336 Game Design II	3	GAME 220 Simulation and Serious Games	3
GAME 345 Advanced Game Scripting and Environments	3	Columbia Core Requirement	3
Columbia Core Requirement (CCCX)	3	College-Wide Elective	3
Columbia Core Requirement	3	College-Wide Elective	3

5th Semester Courses (Typically the Fall Semester)	Credit Hours	6th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	**15**	**Total Semester Credit Hours**	**15**
GAME 371 Game Level Production	3	INMD 240 Story Development for Interactive Media	3
Columbia Core Requirement	3	GAME 370 Studio Collaboration	3
Columbia Core Requirement	3	Columbia Core Requirement (CCCX)	3
College-Wide Elective	3	Columbia Core Requirement	3
College-Wide Elective	3	College-Wide Elective	3

7th Semester Courses (Typically the Fall Semester)	Credit Hours	8th Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	**15**	**Total Semester Credit Hours**	**15**
GAME 480 Game Studio I (Fall Only)	3	GAME 485 Game Studio II (Spring Only)	6
Columbia Core Requirement	3	Columbia Core Requirement	3
College-Wide Elective	3	College-Wide Elective	3
College-Wide Elective	3	College-Wide Elective	3
College-Wide Elective	3		

Notes on the Four-Year Student Degree Plan:

This degree plan is a suggested sequence only. Students should consult with their Academic Advisors and Academic Departments to develop their unique individual plans.

Columbia Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, Social Sciences and Columbia Experience classes. Students should review their individual Degree Audits for their specific requirements.

Major Electives include courses required to be completed to finish a major, and students will choose from a list of Major Electives in the course catalog.

College-Wide Electives include all courses and credits not specifically applied towards the Columbia Core or Major Requirements.

All degree-seeking undergraduate students are required to complete 6 credits of **Diversity, Equity, and Inclusion (DEI)** coursework. All degree-seeking undergraduate students are required to complete 9 credits of **advanced (200 or higher level)** coursework in the Columbia Core.

Students are encouraged to consider declaring a Minor to complete their required College-Wide Elective credits.

Full-time status at Columbia College Chicago is a minimum of 12 attempted credits per semester, but the cost of tuition is the same for 12-18 attempted credits. Students are encouraged to attempt 15-16 credits each semester for financial reasons and to complete their degree (120-128 minimum credits) in a timely fashion.

Columbia
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TRANSFER STUDENT DEGREE PLAN
2023-2024 ACADEMIC YEAR

Degree: Bachelor of Arts	**Credits required for degree:**	**120**
Major: Game Design	**Credits required in major:**	**48**
Concentration: Game Development	**Estimated semesters to complete this degree plan:**	**4**

1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
Total Semester Credit Hours	**15**	**Total Semester Credit Hours**	**15**
PROG 101 Programming I	3	PROG 201 Programming II	3
INMD 102 Fundamentals of Interaction	3	GAME 225 Game Engine Scripting	3
GAME 105 Game Culture	3	GAME 236 Game Design I	3
GAME 110 Introduction to Game Development	3	GAME 370 Studio Collaboration	3
College-Wide Elective	3	Columbia Core Requirement (CCCX)	3
3rd Semester Courses (Typically the Fall Semester)	**Credit Hours**	**4th Semester Courses (Typically the Spring Semester)**	**Credit Hours**
Total Semester Credit Hours	**15**	**Total Semester Credit Hours**	**15**
GAME 336 Game Design II	3	GAME 220 Simulation and Serious Games	3
GAME 345 Advanced Game Scripting and Environments	3	INMD 240 Story Development for Interactive Media	3
GAME 371 Game Level Production	3	College-Wide Elective	3
GAME 480 Game Studio I (Fall Only)	3	GAME 485 Game Studio II (Spring Only)	6
College-Wide Elective	3		

Notes on the Transfer Student Degree Plan:

This degree plan assumes a student is starting at Columbia with a **minimum of 60 credits in transfer** and the completion of the Essential LAS Core Requirements. **This degree plan is a suggested sequence only.** Students should consult with their Academic Advisors and Academic Departments to develop their unique individual plans.

Columbia Core Requirements include English, Mathematics, Sciences, Literature, Humanities, History, Social Sciences and Columbia Experience classes. Students should review their individual Degree Audits for their specific requirements.

Major Electives include courses required to be completed to finish a major, and students will choose from a list of Major Electives in the course catalog.

College-Wide Electives include all courses and credits not specifically applied towards the Columbia Core or Major Requirements.

All degree-seeking undergraduate students are required to complete 6 credits of **Diversity, Equity, and Inclusion (DEI)** coursework. All degree-seeking undergraduate students are required to complete 9 credits of **advanced (200 or higher level)** coursework in the Columbia Core.

Students are encouraged to consider declaring a Minor to complete their required College-Wide Elective credits.

Full-time status at Columbia College Chicago is a minimum of 12 attempted credits per semester, but the cost of tuition is the same for 12-18 attempted credits. Students are encouraged to attempt 15-16 credits each semester for financial reasons and to complete their degree (120-128 minimum credits) in a timely fashion.