Columbia
COLLEGE CHICAGO

FOUR-YEAR STUDENT DEGREE PLAN
2025-2026 ACADEMIC YEAR

Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Game and Interactive Media Design	Credits required in major:	45
Concentration:	Game Design	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**
GAME 110 Introduction to Game Development	3	INMD 102 Fundamentals of Interaction	3
INMD 120 Digital Media Toolkit	3	INMD 110 Interactive Media Culture	3
PROG 102 Code	3	Columbia Core Requirement	3
Columbia Core Requirement (CCCX)	3	College-Wide Elective	3
ENGL 111 Foundations of 21st-Century Writing (Core)	3	College-Wide Elective	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 225 Game Engine Scripting	3	GAME 336 Game Design II	3
GAME 236 Game Design I	3	INMD 240 Story Development for Interactive Media OR College-Wide Elective	3
INMD 240 Story Development for Interactive Media OR College-Wide Elective	3	GAME 320 Indie Game Sprint	3
Columbia Core Requirement	3	Columbia Core Requirement	3
College-Wide Elective	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	GAME 370 Studio Collaboration	3
Columbia Core Requirement	3	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

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	3	GAME 485 Game Studio II	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. Students should consult with their advisor to create an individual plan.

All students are required to complete a minimum of 30 credits in Columbia Core Requirements.

Major Electives are required courses chosen from a list in the course catalog.

College-Wide Electives are courses not counted toward the Columbia Core or Major Requirements.

All undergraduates must complete 6 credits of Inclusive Perspectives and Pedagogy (IPP) coursework.

Students are encouraged to declare a Minor to fulfill College-Wide Elective credits.

Full-time status is 12+ credits, but tuition covers 12–18. Students are encouraged to take 15–16 credits per semester to stay on track for graduation and maximize value.

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Degree:	Bachelor of Arts	Credits required for degree:	120
Major:	Game and Interactive Media Design	Credits required in major:	45
Concentration:	Game Design	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**
GAME 110 Introduction to Game Development	3	GAME 225 Game Engine Scripting	3
INMD 120 Digital Media Toolkit	3	GAME 236 Game Design I	3
INMD 240 Story Development for Interactive Media	3	GAME 370 Studio Collaboration*	3
PROG 102 Code	3	INMD 102 Fundamentals of Interaction	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 320 Indie Game Sprint	3
GAME 371 Game Level Production	3	GAME 485 Game Studio II	6
GAME 480 Game Studio I	3	INMD 110 Interactive Media Culture	3
College-Wide Elective	3	College-Wide Elective	3
College-Wide Elective	3		

Notes on the Transfer Student Degree Plan:

This plan assumes at least 60 transfer credits and completion of Columbia Core requirements. Inclusive Perspectives and Pedagogy (IPP) coursework and Columbia Experience must be completed at Columbia and cannot be fulfilled with transfer credits.

This degree plan is a suggested sequence. Students should consult with their advisor to create an individual plan.
All students are required to complete a minimum of 30 credits in Columbia Core Requirements.

Major Electives are required courses chosen from a list in the course catalog.
College-Wide Electives are courses not counted toward the Columbia Core or Major Requirements.

All undergraduates must complete 6 credits of All undergraduates must complete 6 credits of Inclusive Perspectives and Pedagogy (IPP) coursework.
Students are encouraged to declare a Minor to fulfill College-Wide Elective credits.

Full-time status is 12+ credits, but tuition covers 12–18. Students are encouraged to take 15–16 credits per semester to stay on track for graduation and maximize value.