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:	UX/UI (User Experience/User Interface)	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**
INMD 120 Digital Media Toolkit	3	INMD 102 Fundamentals of Interaction	3
PROG 102 Code	3	INMD 110 Interactive Media Culture	3
ENGL 111 Foundations of 21st-Century Writing (Core)	3	Columbia Core Requirement	3
Columbia Core Requirement (CCCX)	3	College-Wide Elective	3
College-Wide Elective	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**
INMD 260 Design Team: Methods	3	INMD 325 Conversational and Wearable Interfaces	3
INMD 210 Digital Design I: UX/UI	3	Columbia Core Requirement	3
UX/UI Conc. Elective (ANIM 270, GAME 110, INMD 385) OR College-Wide Elective	3	Columbia Core Requirement	3
Columbia Core Requirement	3	College-Wide Elective	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**
INMD 345 Digital Design II: Prototype to Development	3	INMD 350 Service Design and Systems Thinking	3
UX/UI Conc. Elective (ANIM 270, GAME 110, INMD 385) OR College-Wide Elective	3	INMD 370 Design Team: Client Project I	3
Columbia Core Requirement	3	Columbia Core Requirement	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**
UX/UI Conc. Elective (ANIM 270, GAME 110, INMD 385) OR College-Wide Elective	3	INMD 460 Design Team: Client Project II	6
INMD 450 Digital Design III: Experience	3	College-Wide Elective	3
INMD 485 Interactive Portfolio	3	College-Wide Elective	3
Columbia Core Requirement	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.

Updated:

Columbia
COLLEGE CHICAGO

TRANSFER 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:	UX/UI (User Experience/User Interface)	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**
INMD 102 Fundamentals of Interaction	3	INMD 110 Interactive Media Culture	3
INMD 120 Digital Media Toolkit	3	INMD 325 Conversational and Wearable Interfaces	3
INMD 210 Digital Design I: UX/UI	3	INMD 345 Digital Design II: Prototype to Development	3
INMD 260 Design Team: Methods*	3	INMD 370 Design Team: Client Project I	3
PROG 102 Code	3	UX/UI Conc. Elective (ANIM 270, GAME 110, INMD 385) OR 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**
INMD 450 Digital Design III: Experience	3	INMD 350 Service Design and Systems Thinking	3
UX/UI Conc. Elective (ANIM 270, GAME 110, INMD 385) OR College-Wide Elective	3	INMD 460 Design Team: Client Project II	6
INMD 485 Interactive Portfolio	3	College-Wide Elective	3
College-Wide Elective	3	Columbia Core Requirement (CCCX) OR College-Wide Electives	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.