

<b>Degree:</b>	<b>Bachelor of Arts</b>	<b>Credits required for degree:</b>	<b>120</b>
<b>Major:</b>	<b>Game and Interactive Media Design</b>	<b>Credits required in major:</b>	<b>45</b>
<b>Concentration:</b>	<b>UX/UI (User Experience/User Interface)</b>	<b>Estimated semesters to complete this degree plan:</b>	<b>8</b>

1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
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
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
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
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
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
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
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 only.** Students should consult with their Academic Advisors and Academic Departments to develop their unique individual plans.

**Columbia Core Requirements** include Communication, Aesthetics and Creative Expression, Quantitative Reasoning, Historical and Cultural Understanding, Scientific Discovery, 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.

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 credits each semester for financial reasons and to complete their degree (120 minimum credits) in a timely fashion.

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<b>Major:</b>	<b>Game and Interactive Media Design</b>	<b>Credits required in major:</b>	<b>45</b>
<b>Concentration:</b>	<b>UX/UI (User Experience/User Interface)</b>	<b>Estimated semesters to complete this degree plan:</b>	<b>4</b>

1st Semester Courses (Typically the Fall Semester)	Credit Hours	2nd Semester Courses (Typically the Spring Semester)	Credit Hours
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
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
<b>Total Semester Credit Hours</b>	<b>15</b>	<b>Total Semester Credit Hours</b>	<b>15</b>
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:**

\*2-year transfer students can request to have the pre-reqs for INMD 260 waived with concurrent enrollment in INMD102 and INMD210

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 Communication, Aesthetics and Creative Expression, Quantitative Reasoning, Historical and Cultural Understanding, Scientific Discovery, 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.

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