Four Year Plan
Columbia College Chicago
Academic Year 2015-16

Columbia
C O L L E G E   C H I C A G O

Department: **Interactive Arts & Media**
Degree: **Bachelor of Arts**
Major: **Game Art**

Total credits required for degree: **120**
Total credits required in the major: 58-60

Number of semesters to degree completion: [1] 8
Example for planning purposes only

1st Semester   *(15 Credits)*

36-1010 Computational Media Development (3cr)
36-1300 Digital Image Design (3cr)
36-1500 Intro to Game Development (3cr)
52-11*1 Writing and Rhetoric I (EN) (3cr)
48-11** First-Semester Experience (3cr)

2nd Semester   *(15-16 Credits)*

36-1501 Intro to Programming Theory (3cr)
36-2601 Authoring Interactive Media (3cr)
36-2350 2D Art for Games (3cr) **OR**
    26-2025 Drawing for Animation I (3cr)
36-2360 2D Motion for Games (3cr) **OR**
    26-2015 Intro to Computer Animation (4cr)
    LAS   (MA) (3cr)

3rd Semester   *(15-16 Credits)*

36-2380 Character Visualization for Games (3cr) **OR**
    26-1000 Animation 1 (4cr)
52-11*2 Writing and Rhetoric II (EN) (3cr)
    LAS   (3cr)
    LAS   (3cr)
    LAS   (3cr)

4th Semester   *(16 Credits)*

36-1100 Game Culture (3cr)
36-2370 3D Comp. for Inter. Media (3cr)
36-3045 Computer Animation (4cr)
    LAS   (3cr)
    LAS   (3cr)

5th Semester   *(16 Credits)*

36-3086 Character Design & Modeling I(4cr)
OR
    36-3082 Env. Design/Modeling I (4cr)
    LAS (3cr)
    LAS (3cr)
    LAS (3cr)
    CWE (3cr)

6th Semester   *(16 Credits)*

36-3302 Advanced 3D for Games (3cr)
36-3080 Motion Capture I (4cr)
    LAS (3cr)
    LAS (3cr)
    CWE (3cr)

7th Semester   *(16 Credits)*

36-3089 Advanced Char. & Env. Modeling (4cr) **OR**
    26-3081 Motion Capture II (4cr)
36-3997 Indie Team Game Project (3cr) **OR**
    36-3994 Large Game Project (3cr)
    LAS   (3cr)
    CWE   (3cr)
    CWE   (3cr)

8th Semester   *(12 Credits)*

36-3998 Indie Team Game Studio (6) **OR**
    36-3995 Large Game Studio (6)
    CWE   (3cr)
    CWE   (3cr)

Key:
LAS – Liberal Arts and Sciences core requirements must total 42 or more credits
CWE - **College-wide electives** - Choose from any course in Columbia's catalog for which you have met
  requisites.

NOTES:

- This four year plan is based on the degree requirements effective Fall 2015. Students who started prior to or after the Fall 2015 semester may have different overall degree requirements. Please consult with your advisors.

- Low enrollment or other issues may prevent a course from being offered in a certain semester. Please consult with your advisor if you are unable to register for a course that you need to graduate.

- Please consult individual course descriptions in the school catalog to determine any pre-requisites, co-requisites, or other requirements necessary to take the course. (The course catalog is available at http://catalog.colum.edu/)

- College Wide Elective courses may be additional IAM courses, LAS courses, minor requirements, or any courses bearing credits toward the overall graduation requirements.

- Please consult with your IAM faculty advisor yearly to insure you are taking the correct courses in the correct sequence.

- Acceptance into the Game Project/Game Studio capstone sequence requires a co-requisite of 36-3302 and 36-3089 or 26-3081 and Instructor Permission and Instructor Permission. Acceptance into the Large Team Game Project/Studio sequence may be seat limited and require portfolio evaluation and other acceptance criteria. See your faculty advisor for more information.

- This document is provided for reference only and does not represent a guarantee of progression or course availability.

For more information, contact: Matthew Board, Coordinator, mboard@colum.edu
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