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 Design**
Concentration: **Game Sound**

Total credits required for degree: **120**
Total credits required in the major: **49**

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 Credits)*

36-1501 Intro to Programming Theory (3cr)
36-1400 Sound for Interaction (3cr)
52-11*2 Writing and Rhetoric II (EN) (3cr)
      LAS   (3cr)
      LAS   (3cr)

3rd Semester *(16 Credits)*

36-2601 Authoring Interactive Media (3cr)
43-1115 Audio Production I (4cr)
      LAS   (3cr)
      LAS   (3cr)
      LAS   (3cr)

4th Semester *(15 Credits)*

36-1100 Game Culture (3cr)
36-2510 Game Engine Scripting (3cr)
36-2600 Object Oriented Programming (3cr)
36-2610 Sound and Music for IVM (3cr)
      LAS   (3cr)

5th Semester *(15 Credits)*

      LAS   (3cr)
      LAS   (3cr)
      LAS   (3cr)
      LAS   (3cr)
      CWE (3cr)

6th Semester *(15 Credits)*

36-2400 Sound Design for Games 1 (3cr)
      LAS   (3cr)
      LAS   (3cr)
      CWE (3cr)
      CWE (3cr)

7th Semester *(15 Credits)*

36-3400 Sound Design for Games 2 (3cr)
36-3994 Indie Team Game Project (3cr) **OR**
     36-3997 Large Team Game Project (3cr)
      CWE (3cr)
      CWE (3cr)
      CWE (3cr)

8th Semester *(15 Credits)*

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

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[1] *Full-time status at Columbia College Chicago is 12-16 credits per term. All degree-seeking undergraduate students are required to complete Global Awareness (3 credits), U.S. Pluralism (3 credits), Writing Intensive (3 credits), and upper division (2000 level or higher) LAS core courses (6 credits).*

<u>Key:</u>
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 36-3400 Sound Design for Games II and Instructor Permission. 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: Greg Corness, Coordinator, gcorness@colum.edu
                                    312- 369-7568