

Four Year Plan
Columbia College Chicago
Academic Year 2015-16



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

Total credits required for degree: **120**
Total credits required in the major: **56**

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

1st Semester (15 Credits)	2nd Semester (15-16 Credits)
36-1010 Computational Media Development (3cr) 36-1500 Introduction to Game Development (3cr) 36-1501 Introduction to Programming (3cr) 52-11*1 Writing and Rhetoric I (EN) (3cr) 48-11** First-Semester Experience (3cr)	36-1100 Game Culture (3cr) 36-1300 Digital Image Design (3cr) 36-2600 Object Oriented Programming (3cr) 52-11*2 Writing and Rhetoric II (EN) (3cr) 56-2720 Calculus 1 (4cr) OR LAS MATH (3cr)
3rd Semester (15-16 Credits)	4th Semester (16 Credits)
36-2601 Authoring Interactive Media (3cr) 36-2550 C++ Programming I (3cr) 56-2720 Calculus 1 (4cr) OR LAS MATH (3cr) LAS (Oral Communication) (3cr) LAS (Humanities) (3cr)	36-2551 C++ Programming II (3cr) 36-3100 Interface Design 1 (3cr) 56-3740 Linear Algebra (4cr) LAS (Science) (3cr) CWE OR Course in Minor (3cr)
5th Semester (15 Credits)	6th Semester (15 Credits)
36-3270 Game Programming (3cr) 40-2803 Culture, Race, and Media (SS, PL)* (3cr) Recommended Elective: 36-3200 Graphics Applications Programming (3cr) LAS (Humanities) (3cr) LAS (History) (3cr)	36-2500 Simulation and Serious Games (3cr) 36-3650 Studio Collaboration (3cr) OR 36-3690 McCarthy Technologies Bootcamp (3cr) LAS (History) (3cr) LAS (Science w/ Lab) (3cr) CWE OR Course in Minor (3cr)
7th Semester (15 Credits)	8th Semester (15 Credits)
36-3994 Indie Team Game Project (3cr) OR 36-3997 Large Game Project (3cr) LAS (Literature) (3cr) LAS (Social Sciences) (3cr) CWE OR Course in Minor (3cr) CWE OR Course in Minor (3cr)	36-3995 Indie Team Game Studio (6cr) OR 36-3998 Large Game Studio (6cr) CWE OR Course in Minor (3cr) CWE OR Course in Minor (3cr) CWE (3cr)

* recommended LAS course.

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).

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 36-3270 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.
- Game Programming BA majors are encouraged to complement their major with a Cultural Studies Minor. More information about the minor is online: http://catalog.colum.edu/preview_program.php?catoid=4&poid=313
- This document is provided for reference only and does not represent a guarantee of progression or course availability.

For more information, contact: Janell Baxter, Coordinator, jbaxter@colum.edu
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