

Columbia College



AAS GAME DESIGN & DEVELOPMENT TO BA GAME DESIGN WITH DEVELOPMENT FOCUS

Courses taken at JJC

Year One, First Semester

CIS 122	Computer Information Systems
ENG 101	Rhetoric
GAME 200	Game Design
GAME 203	Game Production
GEN ED	IAI Social & Behavioral Science Course***

Year One, Second Semester

CIS 130	Basic Programming
ENG 102	Rhetoric (General Education Elective)
GAME 202	3D Modeling
MATH 131 or	College Algebra or
MATH 139	Pre-Calculus II: Trigonometry

Summer Session

CIS 236	Programming in C
GEN ED	IAI Humanities for Fine Arts Course**

Year Two, Third Semester

CIS 261	Java Programming
GAME 211	Game Development I
GAME	Elective**
GAME	Elective**

Year Two, Fourth Semester

CIS 246	Advanced C using C++
CIS 269	Data Structures
GAME 212	Game Development II
GAME 137	Intro to Discrete Mathematics

JJC Faculty Advisor: Hui-Liang Low

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Courses taken at Columbia

GAME 470	Indie Team Game Project
INMD 240	Story Development for Interactive Media
PROG 201	Object Oriented Programming
GEN ED	Social Science course with DEI designation**
ENGL 130	Oral Expression
GAME 225	Game Engine Scripting
GAME 370	Studio Collaboration
DEI	Innovation & Impact Course (Columbia Experience)**
GEN ED	200-level Humanities Course
GAME 336	Game Design II
GAME 345	Advanced Game Scripting & Environments
GAME 480	Game Studio I
GEN ED	200-level Humanities Course**
GEN ED	Science with Lab Course**
GAME 485	Game Studio II
GEN ED	Science Course**
GEN ED	Social and Behavioral Science Course**

Total JJC Credits: 71*

Total Columbia College Credits: 54*

Total Degree Credits: 125*

Columbia College Advisor: Transfer Admissions
312-369-7130

transfer@colum.edu



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*Due to course sequencing, it is recommended that 71 credit hours are completed at JJC. This transfer guide is a sample curriculum.

Additional courses may be required based on placement test scores. Please work with your faculty advisor or success coach prior to course registration.

**Collegewide electives will be applied toward required graduation hours at Columbia College Chicago. Courses are to be chosen in consultation with an academic advisor.

About Columbia College Institution Program:

In the Game Design major at Columbia College, you'll design games and simulations in terms of gameplay, narrative, & user experience. Mastering a creative skill takes a tremendous amount of practice. That's why you'll make games in nearly every gaming class at Columbia and build your skillset over time. In your final year, you'll develop an entire finished game product with other game-related majors in a capstone experience we've designed to mirror the professional game-industry production model.

About JJC's Program:

The gaming industry is a multi-billion dollar industry which is growing rapidly. There are many career paths for this industry such as game programmer, game designer, audio artist, graphics artist, animation artist, game producer, and game tester. Students in the JJC Game Design and Development program learn the skills and techniques to design and to make games. They also will use Maya and Unreal game engines to develop 3D models and animations for games. For those who wish to continue their education for a bachelor's degree, the CIOS department has partnered with several four-year degree universities to

Questions:

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Student Advising Center

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