

Columbia College



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

GAME 211 Game Development I
GAME 232 Advanced 3D Modeling
GAME Elective**
GAME Elective**

Year Two, Fourth Semester

CIS 246 Advanced C using C++
CIS 204 Basic Animation
GAME 207 Digital Audio for Game Design
GAME 212 Game Development II

JJC Faculty Advisor: Hui-Liang Low

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Courses taken at Columbia

GAME 235 Sound and Music for Interactive Visual Media
GAME 470 Indie Team Game Project
INMD 240 Story Development for Interactive Media
PROG 201 Object Oriented Programming
GAME 225 Game Engine Scripting
GAME 240 Sound Design for Games I
GEN ED 200-level Humanities Course**
DEI Innovation & Impact Course (Columbia Experience)**
GEN ED Social and Behavioral Science Course**
ENG 130 Oral Expression
GAME 340 Sound Design for Games II
GAME 480 Large Team Game Project
GEN ED Social and Behavioral Science Course**
GEN ED Science Course
GAME 440 Game Audio Studio
GAME 485 Large Team Studio
GEN ED 200-level Humanities with DEI designation**
GEN ED Science with Lab Course**

Total JJC Credits: 71*

Total Columbia College Credits: 55*

Total Degree Credits: 126*

Columbia College Advisor: Transfer Admissions

312-369-7130

transfer@colum.edu



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2+2

*Due to course sequencing, it is recommended that 71 credit hours are completed at JJC. This transfer guides 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 & 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 set up 2+2

Questions:

JJC Faculty Advisor: Hui-Liang Low

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Student Advising Center

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