

Bachelor of Game Design and Development

ENTRY REQUIREMENTS

Recommended Studies

1. HSC Information Processes and Technology and/or HSC Software Design and Development, or equivalent.
2. HSC Mathematics Advanced Band 4 and above or Extension 1 Band E2 and above or Extension 2 Band E2 and above. Students who have not achieved this level of HSC Mathematics should enroll in MATH1000 as an elective unit in their first year.

Essential units - 180 credit points

Complete each unit below (10 credit points each)

COMP1000 Introduction to Computer Programming

COMP1010 Fundamentals of Computer Science

COMP1151 Introduction to Game Development

COMP1170 3D Modelling and Animation

COMP1300 Introduction to Cyber Security

COMP1350 Introduction to Database Design and Management

COMP2000 Object-Oriented Programming Practices

MMCC2039 Principles of Web Design

COMP2150 Game Design

COMP2160 Game Development

COMP2165 Game Studio 1

COMP2270 Networking and Cloud Computing

COMP2700 Project Management and Professional Practice

COMP3150 Games Project A

COMP3170 Computer Graphics

COMP3180 Virtual Reality and Advanced Game Development

COMP3190 Serious Games

MMCC3045 Interactive Storytelling

Capstone unit - 10 credit points

Complete the capstone unit below.

COMP3152 PACE: Games Project B

Elective Units - 50 credit points

1000 level Elective unit - 20 credit points

Select two 1000 level units for which you meet the requisites. Note:

MATH1000 should be selected if you have not completed HSC Mathematics Advanced Band 4 or above, Mathematics Extension 1 Band E2 or above, or Mathematics Extension 2 Band E2.

MATH1000 provides prerequisite foundational knowledge and skills that will adequately prepare you for success at 2000 level learning

2000 level Elective unit - 10 credit points

Select any 2000 level unit for which you meet the requisites

3000 level Elective unit - 20 credit points

Select any 3000 level unit for which you meet the requisites

CORE ZONE

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