

Bachelor of Information Technology

Major in Game Design and Development

ENTRY REQUIREMENTS

Recommended Studies	HSC Mathematics Extension 1 or HSC Mathematics Extension 2 plus HSC Information Processes and Technology and/or HSC Software Design and Development, or equivalent.
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Study Zone	Credit Points
CORE ZONE - Includes essential units, capstone, electives, and major	160 Credit Points
FLEXIBLE ZONE – Flexible units chosen by the student	80 Credit Points

Total 240 credit points

Essential units - 50 credit points

Complete each unit below (10 credit points each)

- COMP1000 Introduction to Computer Programming
- COMP1300 Introduction to Cyber Security
- COMP1350 Introduction to Database Design and Management
- COMP2270 Networking and Cloud Computing
- COMP2700 Project Management and Professional Practice

Capstone unit - 10 credit points

Complete the capstone unit below.

- COMP3850 PACE: Computing Industry Project

Elective units - 10 credit points

Complete 10 credit points from the following options.

- COMP1010 Fundamentals of Computer Science
- COMP1151 Introduction to Game Development
- COMP1750 Introduction to Business Information Systems
- STAT1170 Introductory Statistics

Elective units - 10 credit points

Complete 10 credit points from the following options.

- COMP3410 Knowledge, Planning and Decision Making under Uncertainty
- COMP3250 Computer Networks
- COMP3760 Enterprise Systems Integration
- COMP3780 Technology Management

Major in Game Design and Development - 80 credit points

Complete each unit below.

- COMP1010 Fundamentals of Computer Science
- COMP1151 Introduction to Game Development
- COMP2150 Game Design
- COMP2160 Game Development
- COMP2750 Applications Modelling and Development
- COMP3150 Games Project A
- COMP3151 Games Project B
- COMP3180 Virtual Reality and Advanced Game Development

FLEXIBLE ZONE

80 CREDIT POINTS

You can use your flexible zone to enrol in any Undergraduate unit for which you meet the requisites. You may also use your flexible zone to complete a second major, or a minor(s).

CORE ZONE

CORE ZONE

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