

Bachelor of Information Technology

Major in Game Design and Development

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.

OVERVIEW

Study Zone - Major in Game Design and Development	Credit Points
CORE ZONE - Includes essential units, capstone, and electives	80 Credit points
MAJOR - Game Design and Development	80 Credit points
FLEXIBLE ZONE – Flexible units chosen by the student	80 Credit points

Total 240 credit points

COURSE STRUCTURE

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 each unit below (10 credit points each)	
COMP3850	PACE: Computing Industry Project

ELECTIVE UNITS	20 CREDIT POINTS
Choose 10 credit points from each group below:	

Option 1: select one option

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

Option 2: select one option

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

MAJOR REQUIREMENTS	80 CREDIT POINTS
Complete each unit below (10 credit points each)	
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
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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, listed below, or a minor(s).

Options include: Ancient History, Anthropology, Artificial Intelligence, Biotechnology, Business Administration, Business Analytics, Business Information Systems, Chemistry, Chinese Studies, Creative Writing, Criminology, Critical Indigenous Studies, Cyber Security, Cyber Security Governance, Data Science, Earth and Environmental Sciences, Economics, English, French and Francophone Studies, Gender Studies, Geography, German Studies, Health, Wellbeing and Society, Human Biology, Human Resource Management, Information Systems and Business Analysis, Interactive Design, International Business, International Relations, Japanese Studies, Journalism and Non-Fiction Writing, Management and Leadership, Marine Science, Mathematics, Media, Culture and Communications, Modern History, Music Studies, Networking, Performing Arts and Entertainment Industries, Philosophy, Politics, Psychological Science, Public Relations and Social Media, Radio, Podcasting, and Audio Media, Software Technology, Screen Practice and Production, Sociology, Spanish and Latin American Studies, Strategy, Innovation and Entrepreneurship, Web and Mobile App Development, Work, Life and Technology.

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<https://www.mq.edu.au/study/find-a-course/courses/2026/major/artificial-intelligence#major-structure>

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