Bachelor of Game Design and Development

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.

Study Zone	Credit Points
ESSENTIAL UNITS required for the degree	200 Credit points
CAPSTONE UNIT - Final year project	10 Credit points
ELECTIVE UNITS – Elective units chosen by the student	30 Credit points
Total	**240 credit points**

ESSENTIAL UNITS: 200 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
MMCC1001	Introduction to Video Games Studies
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
COMP2270	Networking and Cloud Computing
COMP2700	Project Management and Professional Practice
MMCC2141	Cybercultures
COMP3150	Games Project A
COMP3170	Computer Graphics
COMP3180	Virtual Reality and Advanced Game Development
COMP3190	Serious Games
MMCC3029	Critical Games Studies
MMCC3045	Interactive Storytelling

CAPSTONE UNIT 10 CREDIT POINTS

Complete each unit below (10 credit points each)

COMP3152	PACE: Games Project B

ELECTIVE UNITS 30 CREDIT POINTS

1000 Level elective unit	10 credit points

Select any 1000 level Undergraduate unit for which you meet the requisites.

2000 Level elective unit	10 credit points

Select either COMP2165 or any 2000 level Undergraduate unit for which you meet the requisites

3000 Level elective unit	10 credit points

Select any 3000 level Undergraduate unit for which you meet the requisites

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