Bachelor of Game Design and Development

ENTRY REQUIREMENTS

Academic Requirements	Guaranteed entry - 75
Assumed Knowledge	None
Recommended Studies	HSC Information Processes and Technology and/or HSC Software Design and Development, or equivalent. 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 enrol in MATH1000 as an elective unit in their first year.

COURSE STRUCTURE

Bachelor of Information Technology = 240 credit points	
Core Zone	200 credit points
Capstone	40 credit points
Qualification = 240 credit points	

CORE ZONE

Essential units = 200 credit points	
COMP1000	Introduction to Computer Programming
COMP1010	Fundamentals of Computer Science
COMP1151	Introduction to Game Development
COMP1300	Introduction to Cyber Security
COMP1350	Introduction to Database Design and Management
COMP1170	3D Modelling and Animation
MMCC1001	Introduction to Video Games Studies
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
MMCC3045	Interactive Storytelling
MMCC3029	Critical Games Studies
COMP3850	PACE: Computing Industry Project

Capstone unit = 10 credit points Complete the capstone unit below.	
COMP3152	PACE: Games Project B

1000 Elective Unit = 10 credit points Select any 1000 level Undergraduate unit for which you meet the requisites

2000 Elective Unit = 10 credit points Select either COMP2165 or any 2000 level Undergraduate unit for which you meet the requisites

3000 Elective Unit = 10 credit points Select any 3000 level Undergraduate unit for which you meet the requisites