

Course Plan (Sample Only)

B1317 BSc Business Information Systems/ Games Technology Double Major

Semester 1 2020 entry

	Semester 1	Semester 2
Year 1	ICT100 Transition to IT 3pts	ICT169 Foundations of Data Communications 3pts
	ICT159 Foundations of Programming	ICT170 Foundations of Computer Systems 3pts
	MAS162 Foundations of Discrete Mathematics (see unit pre-requisites MAS164) 3pts	ICT158 Introduction to Information Systems 3pts
	MSP100 Career Learning: Managing Your Career 3pts	ICT167 Principles of Computer Science 3pts
	<u>12pts</u>	<u>12pts</u>
Year 2	BSC203 Introduction to ICT Research Methods 3pts	MAS225 or BRD2xs/MSP2xx ¹ University Breadth Unit 3pts
	ICT284 Systems Analysis and Design 3pts	ICT285 Databases 3pts
	ICT283 Data Structures and Abstractions 3pts	ICT292 Information Systems Management 3pts
	ICT289 Computer Graphics Principles and Programming 3pts	ICT290 Games Design and Programming <u>12pts</u>
	<u>12pts</u>	
Year 3	BSC301 Applied Research Skills in ICT 3pts	ICT302 IT Professional Practice Project 3pts
	ICT394 Business Intelligence Application Development 3pts	ICT393 Advanced Business Analysis and Design 3pts
	ICT397 Advanced Games Design and Programming 3pts	ICT301 Enterprise Architectures 3pts
	ICT371 Game Development 3pts	ICT398 Virtual Environments 3pts
	<u>12pts</u>	<u>12pts</u>

¹Any of the BRD2/MSP2 coded units may be chosen.