

Course Plan (Sample Only)

B1317 BSc Games Software Design and Production

Major

Semester 1 2020 entry

	Semester 1	Semester 2
Year 1	ICT100 Transition to IT 3pts	MSP100 Career Learning: Managing Your Career 3pts
	ICT159 Foundations of Programming	3pts
	MAS162 Foundations of Discrete Mathematics (see unit pre-requisites – MAS164) 3pts	ICT169 Foundations of Data Communications 3pts
	3pts	ICT170 Foundations of Computer Systems 3pts
	Year 1 Unit (General Elective) 3pts	ICT167 Principles of Computer Science
	12pts	12pts
Year 2	BSC203 Introduction to ICT Research Methods 3pts	<i>BRD2xx/MSP¹ University Breadth/Spine Unit</i> 3pts
	ICT288 Games Software Design 3pts	ICT285 Databases 3pts
	ICT284 Systems Analysis and Design 3pts	Year 2 Unit (General Elective) 3pts
	Year 2 Unit (General Elective) 3pts	Year 2 Unit (General Elective) 3pts
	12pts	12pts
Year 3	BSC301 Applied Research Skills in ICT 3pts	ICT302 IT Professional Practice Project 3pts
	ICT367 Games Software Production 3pts	ICT365 Software Development Frameworks 3pts
	ICT396 User Interface Design 3pts	Year 3 Unit (General Elective) 3pts
	Year 3 Unit (General Elective) 3pts	Year 3 Unit (General Elective) 3pts
	12pts	12pts

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