

Course Plan (Sample Only)

B1317 BSc Games Technology/Mobile and Web Application Development

Semester 1 2020 entry

	Semester 1	Semester 2
Year 1	ICT100 Transition to IT 3pts	MSP100 Career Learning: Managing Your Career (MAS162 if MAS164 completed) 3pts
	ICT159 Foundations of Programming	ICT169 Foundations of Data Communications 3pts
	MAS162 Foundations of Discrete Mathematics (see unit pre-requisites - MAS164) 3pts	ICT170 Foundations of Computer Systems 3pts
	Year 1 Unit (General Elective) Recommended: MAS183 or MAS182 (MSP100 ¹ - if completing MAS164) 3pts	ICT167 Principles of Computer Science 3pts
	<u>12pts</u>	<u>12pts</u>
Year 2	BSC203 Introduction to ICT Research Methods 3pts	MAS225 or BRD2xx/MSP2 ² University Breadth Unit 3pts
	ICT284 Systems Analysis and Design 3pts	ICT285 Databases 3pts
	ICT283 Data Structures and Abstractions 3pts	ICT286 Web and Mobile Computing 3pts
	ICT289 Computer Graphics Principles and Programming 3pts	ICT290 Games Design and Programming
	<u>12pts</u>	<u>12pts</u>
Year 3	ICT380 (recommended) or BSC301 Applied Research Skills in ICT 3pts	ICT302 IT Professional Practice Project 3pts
	ICT375 Advanced Web Programming 3pts	ICT365 Software Development Frameworks 3pts
	ICT397 Advanced Games Design and Programming 3pts	ICT376 Mobile Application Development 3pts
	ICT371 Games Development 3pts	ICT398 Virtual Environments for Games and Simulations 3pts
	<u>12pts</u>	<u>12pts</u>

¹ First year students who are required to complete MAS164 should select the unit indicated in blue.

² Any of the BRD2/MSP2 coded units may be chosen. Will also accept PEN120 General Physics or MAS225 Discreet Mathematics and Management Science.