

Course Plan (Sample Only)

B1317 BSc Mobile and Web Application Development / Games Software Design and Production Double 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
	Part I Unit (General Elective) Recommended: MAS183 or MAS182 3pts	ICT167 Principles of Computer Science <u>12pts</u>
	<u>12pts</u>	
Year 2	BSC203 Introduction to ICT Research Methods 3pts	MAS225 or BRD2x/MSP2xx ¹ University Breadth Unit 3pts
	ICT284 Systems Analysis and Design 3pts	3pts
	ICT288 Games Software Design 3pts	ICT285 Databases 3pts
	Year 2 Unit (General Elective) Recommended: ICT289 Computer Graphics Principles and Programming) 3pts	ICT286 Web and Mobile Computing 3pts
	3pts	Year 2 Unit (General Elective) Advice MAS183 or MAS182 <u>12pts</u>
	<u>12pts</u>	
Year 3	ICT380 (recommended) or BSC301 Applied Research Skills in ICT 3pts	ICT302 IT Professional Practice Project 3pts
	3pts	ICT365 Software Development Frameworks 3pts
	ICT375 Advanced Web Programming 3pts	ICT376 Mobile Application Development 3pts
	ICT367 Games Software Production 3pts	Year 3 Unit (General Elective) 3pts
	ICT396 User Interface Design 3pts	Recommended: ICT319 Intelligent Systems <u>12pts</u>
	<u>12pts</u>	

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

Students are also advised to do an Intelligent Systems/AI/Machine Learning unit as an elective.

Disclaimer: This course plan is a sample only and must be read in conjunction with the full course structure, unit prerequisites and enrolment options as per the online [Handbook](#). Correct as at 21/01/2020