

## Program Code – CT5.GD

## Program Name – Bachelor of Information Technology (Games Development)

Course Code	Course Name	Course Rules
<b>First Year Semester 1</b>		
ITECH1001	Communications & Technology	PR: Basic Computing Skills EX: ITECH5001
ITECH1100	Understanding the Digital Revolution	PR: Nil
ITECH1101	IT Problem Solving	PR: Nil
ITECH1102	Networking & Security	PR: Nil
ITECH3000	IT Professional Engagement	PR: Nil
<b>First Year Semester 2</b>		
ITECH1103	Big Data & Analytics	PR: Nil
ITECH1104	Cloud & Enterprise Computing	PR: Nil
ITECH2000	Mobile Development Fundamentals	PR: ITECH1101 EX: ITECH1300
ITECH2001	Game Development Fundamentals	PR: ITECH1101
<b>Second Year Semester 1</b>		
	General Elective 1	
ITECH2002	Systems Modelling	PR: ITECH1100 EX: ITECH2101
ITECH2003	Web Design	PR: ITECH1100 EX: ITECH2106
ITECH2306	Agile Coding	PR: ITECH2000 and ITECH2001 OR ITECH1000 EX: ITECH2100
<b>Second Year Semester 2</b>		
	General Elective 2	
ITECH2004	Data Modelling	PR: ITECH1103
ITECH2250	IT Project Management Techniques	PR: ITECH1001 and at least 7 computing courses EX: ITECH3213 and ITECH5213
ITECH2307	3D Modelling & Animation	PR: ITECH2001 EX: ITECH3221 and ITECH3223 and ITECH3228

Course Code	Course Name	Course Rules
<b>Third Year Semester 1</b>		
	General Elective 3	
ITECH3001	User Experience	PR: ITECH2003
ITECH3104	Game Programming	PR: ITECH2100 or ITECH2306 EX: ITECH3205 and ITECH3206
ITECH3208	Project 1	PR: ITECH2002 or ITECH2101 or ITECH2250 or ITECH3213 CO: ITECH2003 or ITECH2106 or ITECH3201
<b>Third Year Semester 2</b>		
	General Elective 4	
ITECH3002	Professionalism & Entrepreneurship	PR: ITECH2250
ITECH3209	Project 2	PR: ITECH3208
ITECH3222	Computer Games Design	PR: ITECH1004 or ITECH2001

### Additional Information

This structure applies to all students commencing.

### Elective Definitions

- A 'General Elective' may be taken from any area of the University.
- A 'Computing Elective' has a code commencing with 'ITECH'.

### Glossary

**Semester:** designated teaching period.

**PR:** Pre-requisite, a course/s that must be completed prior to undertaking another course.

**CO:** Co-requisite, a course/s that must be completed simultaneously, or prior to, undertaking another course.

**EX:** Exclusion, a course/s that may not be taken.