

Enrolment Program Structure

Program Code – CT5.GD

Program Name – Bachelor of Information Technology (Games Development)

First Year	Course Code	Course Name	Course Rules
Semester 1			
	ITECH1001	Communications & Technology	PR: Basic Computing Skills EX: ITECH5001
	ITECH1100	Understanding the Digital Revolution	
	ITECH1101	IT Problem Solving	
	ITECH1102	Networking & Security	
	ITECH3000	IT Professional Engagement	
Semester 2			
	ITECH1103	Big Data & Analytics	
	ITECH1104	Cloud & Enterprise Computing	
	ITECH2000	Mobile Development Fundamentals	PR: ITECH1101 EX: ITECH1300
	ITECH2001	Game Development Fundamentals	PR: ITECH1101
Second Year			
Semester 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
		General Elective 1	
Semester 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

General Elective 2

Third Year	Course Code	Course Name	Course Rules
Semester 1			
	ITECH3001	User Experience	PR: ITECH2003
	ITECH3222	Computer Games Design	PR: ITECH1004 or ITECH2001
	ITECH3208	Project 1	PR: ITECH2002 or ITECH2101 or ITECH2250 or ITECH3213 CO: ITECH2003 or ITECH2106 or ITECH3201

General Elective 3

Semester 2			
	ITECH3002	Professionalism & Entrepreneurship	PR: ITECH2250
	ITECH3104	Game Programming	PR: ITECH2100 or ITECH2306 EX: ITECH3205 and ITECH3206
	ITECH3209	Project 2	PR: ITECH3208

General Elective 4

Additional Information

This structure applies to all students.

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.