

Bachelor of Media and Communication Games and Interactivity Major - BA-MCMN

Recommended Sequence

Units are listed on your Course Planner in a recommended sequence. However this can be amended depending on unit availability, prerequisite requirements and the semester in which you commenced your course. Changes to this planner may extend the duration of your course.

Year One

Semester 1		Semester 2	
COM10007 Professional Communication Practice	+12.5	JOU10007 Media Content Creation	+12.5
MDA10001 Introduction to Media Studies	+12.5	MDA10008 Global Media Industries	+12.5
ART10004 Introduction to Game Studies	+12.5	GAM10002 Principles of Game Design	+12.5
Elective	+12.5	Elective	+12.5

Year Two

Semester 1		Semester 2	
GAM20001 Introduction to Game Production	+12.5	GAM20003 Digital Game Prototyping Lab	+12.5
GAM20002 Pervasive Game Design Lab	+12.5	GAM20004 Writing for Interactive Narratives	+12.5
Elective	+12.5	Elective	+12.5
Elective	+12.5	Elective	+12.5

Optional

Professional Placement

You can choose to add an additional 6 month or 1 year placement to your course. The maximum credit points to complete your course will be increased to accommodate the Professional Placement +100

Year Three

Semester 1

Semester 2

How to use your course planner

The units in your planner are colour coded to assist you with mapping out your studies. Refer to the boxes below for an overview of your course requirements.

Course Information

Course 300 Credit Points

Core units

50 Credit points

A set of compulsory units you **MUST** complete as part of your Course.

First Major units

A set of compulsory units you **MUST** complete as part of your Course.

Elective units

A combination of elective units, or a Second Major, Co-Major, or a Minor.

Work Integrated Learning

A Professional Placement is a Work Integrated Learning (WIL) option. You can apply for a Professional Placement during your second year. More information on Professional Placement and other WIL options at **Work Integrated Learning**

FAQs

How can I find more information about my course? Visit Bachelor of Media and Communication

Where can I find out more about individual unit information? Visit the <u>Single Unit Search</u> page to search for additional unit content.

What's a full-time study load? 100 credit points (8 units per year)

What's a part-time study load?

ART30003 Behaviour and Motivation in Games	+12.5	GAM30004 User Centered Design & Evaluation	+12.5
Elective	+12.5	Elective	+12.5
Elective	+12.5	Elective	+12.5
Elective	+12.5	Elective	+12.5

50 credit points (4 units per year)

How can I plan my timetable? Check the <u>University Timetable</u> <u>Planner</u> before enrolling into units.

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