

Course enrolment planner

Bachelor of Games and Interactivity / Bachelor of Applied Innovation BB-GAMAIN

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

Your First Semester		Your Second Semester	
FTV10005 Sound Design and Acquisition	+12.5	DDD20022 3D Modelling for Objects and Environments	+12.5
ART10004 Introduction to Game Studies	+12.5	GAM10002 Principles of Game Design	+12.5
Elective	+12.5	Elective	+12.5
Elective	+12.5	Elective	+12.5

Winter Term	
INV10001 Exploring Creativity and Innovation	+12.5

Year Two

Teal Two			
Your First Semester		Your Second Semester	
INV10002 Fundamentals of Innovation Practice	+12.5	INV10004 Responsible Innovation Futures	+12.5
GAM20001 Introduction to Games 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

Winter Term		
INV10003 Innovation Sandpit	+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 +37.5-+100

Year Three

Your First Semester	Your Second Semester		
GAM30002 Games and Interactivity Project 1	+12.5	GAM30003 Games and Interactivity Project 2	+12.5
ART30003 Behaviour and Motivation in Games	+12.5	GAM30004 User - Centred Design and Evaluation	+12.5
INV20003 Applied Innovation Internship	+12.5	INV20001 Innovation Challenges of Today	+12.5
Elective	+12.5	Elective	+12.5
Winter Term			
INV30003 Leadership and Facilitation of Innovation	+12.5		
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Summer Term

INV20002

Year Four

Innovation for the Future	
Your First Semester	

INV30001 Applied Innovation Studio A	+25	
INV30002 Applied Innovation Studio B	+25	
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Your Second Semester

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 400 Credit Points

Core units

100 redit points

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

First Games and Interactivity Major 100 Credit points

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

Applied Innovation Major units 100 Credit points

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

Elective units 100 Credit point

A combination of elective units or a Minor

Work Integrated Learning

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**

A Professional Placement is a Work

How can I find more information about my course including Major

about my course including Majors, Elective units, Course Rules? Visit Bachelor of Games and

Where can I find out more about individual unit Information?

Visit the **Single Unit Search** page to search for additional unit content.

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

50 credit points (4 units per year)

How can I plan my timetable?

Check the University Timetable

What's a part-time study load?

<u>Planner</u> before enrolling into units.