

Course enrolment planner

Bachelor of Media and Communication/ **Bachelor of Business - BB-MCMNBUS** Games and Interactivity Major

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	
MGT10009 Contemporary Management Principles	+12.5	ECO10005 Economics for Business Decision Making	+12.5
ACC10007 Financial Information for Decision Making	+12.5	MKT10009 Marketing and the Consumer Experience	+12.5
MDA10001 Introduction to Media Studies	+12.5	JOU10007 Media Content Creation	+12.5
MDA10008 Global Media Industries	+12.5	COM10007 Professional Communication Practice	+12.5

Year Two

Semester 1		Semester 2	
BUS10012 Innovative Business Practice	+12.5	INF10024 Business Digitalisation	+12.5
ART10004 Introduction to Game Studies	+12.5	GAM10002 Principles of Game Design	+12.5
Business Major Unit	+12.5	Business Major Unit	+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 +37.5your course. The maximum credit points to complete your course will +100 be increased to accommodate the Professional Placement

Year Three

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

150 Credit points A set of compulsory units you

MUST complete as part of your Course.

First - Media and Comm Major

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

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

Elective units

A combination of elective units 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 including other Majors and/or Elective units? Visit Bachelor of Media and Comm/ **Bachelor of Business**

Where can I find out more about individual unit Information?

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

Semester 1

Semester 1		Semester 2		
ART30003 Behaviour and Motivation in Games	+12.5	GAM20004 Writing for Interactive Narratives	+12.5	
GAM20001 Introduction to Game Production	+12.5	GAM20003 Digital Game Prototyping Lab	+12.5	
GAM20002 Pervasive Game Design Lab	+12.5	Business Major Unit	+12.5	
Elective	+12.5	Elective	+12.5	

Year Four

Semester 1		Semester 2	
BUS30031 Sustainable Business Practice	+12.5	BUS30032 Industry Consulting Project	+12.5
Business Major Unit	+12.5	GAM30004 User Centered Design & Evaluation	+12.5
Business Major Unit	+12.5	Business Major Unit	+12.5
Business Major Unit	+12.5	Business Major Unit	+12.5

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

What's a part-time study load? 50 credit points (4 units per year)

How can I plan my timetable? Check the University Timetable **Planner** before enrolling into units.

CRICOS Provider 00111D | Copyright and disclaimer | swinburne.edu.au | Last updated 23/06/2022

• •