Bachelor of Games and Interactivity /
Bachelor of Applied Innovation BB-GAMAIN
Semester 2 Intake

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 2	
FTV10005 Sound Design and Acquisition	+12.5
GAM10002 Principles of Game Design	+12.5
Elective	+12.5
Elective	+12.5

Year Two

Semester 1		Semester 2	
DDD20022 3D Modelling for Objects and Environments	+12.5	INV10004 Responsible Innovation Futures	+12.5
ART10004 Introduction to Game Studies	+12.5	GAM20003 Digital Game Prototyping Lab	+12.5
Elective	+12.5	GAM20004 Writing for Interactive Narratives	+12.5
Elective	+12.5	Elective	+12.5

Winter Term	
INV10001 Exploring Creativity and Innovation	+12.5

Year Three

Semester 1		Semester 2	
INV10002 Fundamentals of Innovation Practice	+12.5	GAM30004 User - Centred Design and Evaluation	+12.5
GAM20001 Introduction to Games Production	+12.5	INV20001 Innovation Challenges of Today	+12.5
GAM20002 Pervasive Game Design Lab	+12.5	Elective	+12.5
INV20003 Applied Innovation Project	+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 Four

Summer Term	
INV20002 Innovation for the Future	+12.5

Semester 1		Semester 2	
GAM30002 Games and Interactivity Project 1	+12.5	GAM30003 Games and Interactivity Project 2	+12.5
ART30003 Behaviour and Motivation in Games	+12.5	Elective	+12.5

Winter Term	
INV30003 Leadership and Facilitation of Innovation	+12.5

Year Five

Semester 1	
INV30001 Applied Innovation Studio A	+25
INV30002 Applied Innovation Studio B	+25

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 credit points

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

First Major Games and Interactivity
100 Credit points

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

Applied Innovation Major
100 Credit points

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

Elective units
100 Credit points

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 Majors, Elective units, Course Rules?
Visit **Bachelor of Games and Interactivity/ Bachelor of App Innov**

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)

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.