Course enrolment planner

Bachelor of Games and Interactivity / Bachelor of Computer Science BB-GAMCS

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	
	COS10009 Introduction to Programming	+12.5
	COS10025 Technology in an Indigenous Context Project	+12.5
	COS10026 Computing Technology Inquiry Project	+12.5
	FTV10005 Sound Design and Acquisition	+12.5

Year Two

Semester 1		Semester 2	
COS20007 Object Oriented Programming	+12.5	**COS10004** Computer Systems	+12.5
TNE10006 Networks and Switching	+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
GAM20001 Introduction to Games Production	+12.5	**GAM20004** Writing for Interactive Narratives	+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

Semester 1		Semester 2	
GAM20002 Pervasive Game Design Lab	+12.5	**GAM20003** Digital Game Prototyping Lab	+12.5
Computer Science Major Unit	+12.5	Computer Science Major Unit	+12.5
Computer Science Major Unit	+12.5	Computer Science Major Unit	+12.5
Elective	+12.5	Computer Science Major Unit	+12.5

Year Four

Semester 1		Semester 2	
COS40005 Computing Technology Project A	+12.5	**COS40006** Computing Technology Project B	+12.5
GAM30002 Games & Interactivity Project 1	+12.5	**GAM30003** Games & Interactivity Project 2	+12.5
ART30003 Behaviour and Motivation in Games	+12.5	**GAM30004** User-Centred Design & Evaluation	+12.5
Computer Science Major Unit	+12.5	Elective	+12.5

Year Five

Semester 1	
Computer Science Major Unit	+12.5
Computer Science Major Unit	+12.5
Elective	+12.5
Elective	+12.5

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.

Games and Interactivity Major
100 Credit points

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

Computer Science Major units
100 Credit points

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

Elective units
50 Credit points

A combination of elective units or a Minor

FAQs

How can I find more information about my course including Computer Sci Major and Elective units?
Visit **Bachelor of Games and Interactivity/ Bachelor of Comp Sci**

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.

+ = Credit points