Course Plan (Sample Only)

B1317 BSc Business Information Systems / Games Software Design and Production
Double Major

Semester 1 2020 entry

	Semester 1		Semester 2	
Year 1	ICT100 Transition to IT	3pts	ICT169 Foundations of Data Communications	3pts
	ICT159 Foundations of Programming		ICT170 Foundations of Computer Systems	3pts
	MAS162 Foundations of Discrete Mathematics (see unit pre-requisites-MAS164)	3pts 3pts	ICT158 Introduction to Information Systems	3pts
			ICT167 Principles of Computer Science	3pts
	MSP100 Career Learning: Managing Your Career	3pts		**12pts**
		12pts		
Year 2	BSC203 Introduction to ICT Research Methods	3pts	*BRD2xx/MSP2xx[1] University Breadth Unit*	3pts
	ICT284 Systems Analysis and Design	3pts	ICT285 Databases	3pts
	ICT288 Games Software Design	3pts	ICT292 Information Systems Management	3pts
	Year 2 Unit (General Elective)	3pts	Year 2 Unit (General Elective)	3pts
		12pts		**12pts**
Year 3	BSC301 Applied Research Skills in ICT	3pts	ICT302 IT Professional Practice Project	3pts
	ICT394 Business Intelligence Application Development	3pts	ICT393 Advanced Business Analysis and Design	3pts
	ICT367 Games Software Production	3pts	ICT301 Enterprise Architectures	3pts
	ICT396 User Interface Design	3pts	ICT365 Software Development Frameworks	3pts
		12pts		**12pts**

[1]Any of the BRD2/MSP2 coded units may be chosen.