

B1343 Bachelor of Creative Media, Major Games Art and Design

Must be read in conjunction with full course structure, unit prerequisites and enrolment options. See the course structure page online at: [https://www.murdoch.edu.au/study/courses/course-structure/games-art-and-design-\(bcmmedia\)](https://www.murdoch.edu.au/study/courses/course-structure/games-art-and-design-(bcmmedia))

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	Semester 1	Semester 2
2022		GAD154 Intro to Games Art and Design* 3pts CRE100 Foundation in Creative Media* 3pts GAD164 3D Modelling* 3pts GAD172 Drawing 3pts 12pts
2023	GAD261 Games Art (prereq GAD154) 3pts GAD241 Animation 3pts (or General Elective and take GAD210 in S2) Course Specified Elective (from GROUP 1 list) 3pts MSP100 Career Learning* 3pts 12pts	GAD232 Critical Games, Play, and Design 3pts GAD210 Tech Art and Games Engine Scripting 3pts (or General Elective and take GAD241 in S1) Spine Unit (recommend COM203) 3pts General Elective Option 3pts 12pts
2024	CRE311 Creative Media Projects I 3pts General Elective Option 3pts General Elective Option 3pts 3rd Year Major Specified Elective 3pts 12pts	Spine Unit (recommend CRE312 Creative Media Projects II) 3pts GAD361 VR, Platforms, and Publishing 3pts General Elective Option 3pts 3rd Year Major Specified Elective 3pts 12pts
2025	General Elective Option 3pts General Elective Option 3pts Course Specified Elective (from GROUP2 list) 3pts General Elective Option 3pts 12pts	Notes: This is just a sample and can be moved around, but the CORE UNITS are probably immovable. General Elective Options – you need 2 100-level units, and 6 200/300 level units. WHEN you do these is up to you: check the handbook to see which semesters they run. GAD241 and GAD210: You must choose at least one of these – you do not have to choose both. Course Specified Electives: see the handbook for the GROUP1 and GROUP2 lists. GAD172 counts as one of your two GROUP1 choices.

Units In bold are **MAJOR CORE** units. You must complete these units to graduate. They often form the prerequisites for other units.
COURSE CORE units are mandatory units that are common to all majors In the Bachelor of Creative Media
MAJOR SPECIFIED ELECTIVES are where you have a choice from a pool of units specific to the major (In this case, GAD related units)
COURSE SPECIFIED ELECTIVES are where you have a choice from a wider pool of units relevant to the course (creative arts units)
GENERAL ELECTIVES are where you have complete free choice, as long as you fulfil any prerequisites. If you're doing a second major, your general electives become the **MAJOR CORE** units of the second major.

SPINE units are mandatory units that have an element of career or real-world learning.

- Units with a * run in both semesters. That means you could swap the semesters over - this course guide is only an indicative sample.
- After first year, the timing of units becomes less fixed: whilst units are generally only offered in specific semesters, you are more free to choose when to tick off requirements. You could do all your **CSEs** and **GEs** in second year for example, and in third year do your Spine and **MSEs**. Again, the example above is just a guide.
- A good strategy is to work backwards - take a look at the list of **Major Specified Electives** (see table below) especially in 3rd year and try to get a feel for which ones you'd be interested in. See what prerequisites they have, and make sure you do them in 1st and 2nd year. This is why we recommend GAD172 Drawing as one of your first year **CSE's**
- 1st Year unit codes are in the 100s, 2nd year in the 200s, and 3rd year in the 300s. The above example talks about 2nd year **GEs** and 3rd year **MSEs**, but there's not really a distinction between them from a course perspective: 300 level units are just more work, are harder, and expect you to be performing at closer to industry standard.

Major Specified Electives:

Semester 1	Semester 2
GAD241 Animation	GAD210 Tech Art and Game Engine Scripting
GAD374 Digital Painting	GAD373 Concept Design and Illustration
GAD375 Games Design and Prototyping	GAD365 Advanced 3D Character Animation
GAD363 3D Sculpting	
GRD379 Mobile App and User Experience Design	