

# B1343 Bachelor of Creative Media (Games Art & Design)

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Start Date: Semester 1, 2026

Year 1 – 2026	Semester 1 Units	CP	Semester 2 Units	CP
	GAD154 Intro to Games Art and Design*	3	GAD164 3d Modelling*	3
	First Year Specified Elective (recommend GAD172)	3	First Year Specified Elective	3
	CRE100 Foundation in Creative Media*	3	General Elective	3
	Discovery Unit	3	General Elective	3
	Total	12	Total	12
Year 2 - 2027	Semester 1 Units	CP	Semester 2 Units	CP
	GAD261 Games Art	3	GAD232 Critical Games, Play & Design	3
	GAD Specified Elective	3	GAD Specified Elective	3
	Second Year Course Specified Elective	3	General Elective	3
	General Elective	3	General Elective	3
	Total	12	Total	12
Year 3 - 20	Semester 1 Units	CP	Semester 2 Units	CP
	CRE311 Creative Project I	3	CRE312 Creative Project II	3
	GAD Specified Elective	3	GAD361 VR, Platforms and Publishing	3
	Industry Unit	3	General Elective	3
	General Elective	3	General Elective	3
	Total	12	Total	12

**TOTAL CREDIT POINTS 72**

Note: units marked with an asterisk (\*) are available in both semesters.

**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). Discovery units are a first year elective from outside of the school of Media and Communication.

**GENERAL ELECTIVES** are where you have complete free choice, assuming you fulfil any prerequisites. If you're doing a second major, your general electives become the CORE units of the second major.

**Please note:** This course plan is a sample only and must be read in conjunction with the full course structure, unit prerequisites and enrolment options as outlined in the [Handbook](#). Students should note that due to unit prerequisites, commencing study in Semester 2 may extend the duration of the course. This information is correct as at 12/12/25.