

Disclaimer: This course plan is a sample only and must be read in conjunction with the full course structure, unit prerequisites and enrolment options as per the online Handbook . Students should note that due to unit prerequisites, commencing study in semester 2 may extend the duration of the course. Correct as at 17.01.2020
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Sample Course Plan - Semester 1 2020 entry
B1390 Bachelor of Information Technology
(Computer Science + Games Technology) - 72 credit points
Academic Chair: Mr Shri Rai | **Email:** S.Rai@murdoch.edu.au (Both majors)

Semester 1					Semester 2				
Year 1	MSP100 Career Learning: Managing Your Career	3pts	ICT169 Foundations of Data Communications	3pts					
	ICT100 Transition to It	3pts	ICT170 Foundations of Computer Systems	3pts					
	ICT159 Foundations of Programming	3pts	ICT167 Principles of Computer Science	3pts					
	Part I General Elective (MAS164 if needed, or MAS183 recommended)	3pts	MAS162 Foundations of Discrete Mathematics (May need MAS164)	3pts					
		12pts		12pts					
Year 2	BSC203 Introduction to ICT Research Methods	3pts	MSP200 Building Enterprise Skills	3pts					
	ICT283 Data Structures and Abstractions	3pts	ICT290 Games Design and Programming	3pts					
	ICT289 Computer Graphics Principles and Programming	3pts	ICT206 Intelligent Systems	3pts					
	MSP201 Real World Learning Intelligence	3pts	ICT285 Databases	3pts					
		12pts		12pts					
Year 3	ICT201 Information Technology Project Management	3pts	ICT302 IT Professional Practice Project Management	3pts					
	ICT373 Game Development	3pts	ICT303 Advanced Machine Learning and Artificial Intelligence	3pts					
	ICT371 Game Development	3pts	ICT374 Operating Systems and Systems Programming	3pts					
	ICT397 Advanced Games Design and Programming	3pts	ICT398 Virtual Games Design and Programming	3pts					
		12pts		12pts					