

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
(Games Software Design and Production) - 72 credit points

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Semester 1		Semester 2		
Year 1	MSP100 Career Learning: Managing Your Career ICT100 Transition to It ICT159 Foundations of Programming MAS162 Foundations of Discrete Mathematics (May need MAS164)	3pts 3pts 3pts 3pts <hr/> 12pts	ICT169 Foundations of Data Communications ICT170 Foundations of Computer Systems ICT167 Principles of Computer Science ICT101 Introduction to 3D Graphics and Animation	3pts 3pts 3pts 3pts <hr/> 12pts
Year 2	BSC203 Introduction to ICT Research Methods ICT284 Systems Analysis and Design ICT288 Virtual Realities and Games Software Design Part II General Elective	3pts 3pts 3pts 3pts <hr/> 12pts	MSP200 Building Enterprise Skills ICT285 Databases Part II General Elective (ICT286 recommended) Part II General Elective	3pts 3pts 3pts 3pts <hr/> 12pts
Year 3	ICT201 Information Technology Project Management ICT367 Virtual Realities and Games Software Production ICT396 User Interface Design Part II General Elective	3pts 3pts 3pts 3pts <hr/> 12pts	ICT302 IT Professional Practice Project Management MSP201 Real World Learning Intelligence ICT365 Software Development Frameworks Part II General Elective	3pts 3pts 3pts 3pts <hr/> 12pts