

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
Page 1 1

Sample Course Plan - Semester 1 2020 entry

B1390 Bachelor of Information Technology

(Games Technology) - 72 credit points

Academic Chair: Mr Shri Rai | **Email:** S.Rai@murdoch.edu.au

Semester 1					Semester 2				
Year 1	MSP100 Career Learning: Managing Your Career ICT100 Transition to It ICT159 Foundations of Programming Part I General Elective (MAS164 if needed, otherwise MAS183 recommended)	3pts 3pts 3pts 3pts _____ 12pts	ICT169 Foundations of Data Communications ICT170 Foundations of Computer Systems ICT167 Principles of Computer Science MAS162 Foundations of Discrete Mathematics (May need MAS164)	3pts 3pts 3pts 3pts _____ 12pts					
Year 2	BSC203 Introduction to ICT Research Methods ICT283 Data Structures and Abstractions ICT289 Computer Graphics Principles and Programming Part II General Elective (ICT284 recommended)	3pts 3pts 3pts 3pts _____ 12pts	MSP200 Building Enterprise Skills ICT290 Games Design and Programming Part II General Elective (ICT285, ICT286 recommended) Part II General Elective (ICT206 recommended)	3pts 3pts 3pts 3pts _____ 12pts					
Year 3	ICT201 Information Technology Project Management ICT371 Game Development ICT397 Advanced Games Design and Programming Part II General Elective (ICT373, ICT380 recommended)	3pts 3pts 3pts 3pts _____ 12pts	ICT302 IT Professional Practice Project Management MSP201 Real World Learning Intelligence ICT398 Virtual Games Design and Programming Part II General Elective (ICT376, ICT303, MAS225 recommended)	3pts 3pts 3pts 3pts _____ 12pts					