Course Plan (Sample Only)

B1390 Bachelor of Information Technology - Computer Science and Games Technology (majors)

Semester 1 2022 entry

	Semester 1		Semester 2	
Year 1	ICT159 Foundations of Programming	3pts	ICT169 Foundations of Data Communications	3pts
	MSP100 Managing Your Career	3pts	ICT170 Foundations of Computer Systems	3pts
	ICT100 Transition to IT	3pts	**ICT167 Principles of Computer Science**	3pts
	Part I Option OR MAS164 (needed for MAS162 depending on high school study, otherwise MAS183 is also possible)	3pts	**MAS162 Foundations of Discrete Mathematics**	3pts
		__12pts__		__12pts__
Year 2	MSP200 Building Enterprise Skills OR MSP201 Real World Learning	3pts	**ICT285 Databases**	3pts
	BSC203 Introduction to ICT Research Methods	3pts	**ICT206 Intelligent Systems**	3pts
	ICT283 Data Structures and Abstractions	3pts	MSP200 Building Enterprise Skills OR MSP201 Real World Learning	3pts
	ICT289 Computer Graphics Principles and Programming	3pts	**ICT290 Games Design and Programming**	3pts
		__12pts__		__12pts__
Year 3	**ICT373 Software Architectures**	3pts	ICT302 IT Professional Practice Project	3pts
	ICT371 Game Development	3pts	**ICT374 Operating Systems and Systems Programming**	3pts
	ICT201 Information Technology Project Management	3pts	**ICT303 Advanced Machine Learning and Artificial Intelligence**	3pts
	ICT397 Advanced Games Design and Programming	3pts	**ICT398 Virtual Environments for Games and Simulations**	3pts
		__12pts__		__12pts__