Course Plan (Sample Only)

B1390 Bachelor of Information Technology - Games Technology (major)

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 (MAS164 is needed for MAS162 depending on high school study, otherwise MAS183 is also possible)	3pts	**MAS162 Foundations of Discrete Mathematics**	3pts
		12pts		**12pts**
Year 2	ICT201 Information Technology Project Management	3pts	**ICT290 Games Design and Programming**	3pts
	ICT289 Computer Graphic Principles and Programming	3pts	MSP200 Building Enterprise Skills OR MSP201 Real World Learning	3pts
	ICT283 Data Structures and Abstractions	3pts	Part II Option (**SHOULD DO**: ICT285)	3pts
	Part II Option (**SHOULD DO**: ICT284)	3pts	Part II Option (**SHOULD DO**: ICT206)	3pts
		12pts		**12pts**
Year 3	**ICT371 Game Development**	3pts	ICT302 IT Professional Practice Project	3pts
	ICT397 Advanced Games Design and Programming	3pts	**ICT398 Virtual Environments for Games and Simulations**	3pts
	BSC203 Introduction to ICT Research Methods	3pts	MSP200 Building Enterprise Skills OR MSP201 Real World Learning	3pts
	Part II Option (**SHOULD DO**: ICT202 or ICT373 or ICT380)	3pts	Part II Option (**SHOULD DO**: ICT286 or ICT303)	3pts
		12pts		**12pts**