

B1390 Bachelor of IT (Games Technology)

Academic Chair: Mr Shri Rai

Start Date: Semester 1 2025

Year 1 – 2025	Semester 1 Units	CP	Semester 2 Units	CP
	ICT100 Transition to IT	3	ICT167 Principles of Computer Science	3
	ICT159 Foundations of Programming	3	ICT169 Foundations of Data Communications	3
	Year 1 Unit (General Elective)	3	ICT170 Foundations of Computer Systems	3
	MAS164 Fundamentals of Mathematics (if required for MAS162, see MAS162 unit pre-requisites) OR MAS162 Foundations of Discrete Mathematics	3	MAS162 Foundations of Discrete Mathematics (if not completed in S1) OR ICT111 Cybersecurity Fundamentals	3
	Total	12	Total	12
Year 2 – 2026	Semester 1 Units	CP	Semester 2 Units	CP
	BSC203 Introduction to ICT Research Methods	3	ICT111 Cybersecurity Fundamentals (if not completed earlier) OR Year 2 Unit (General Elective)	3
	ICT289 Computer Graphics Principles and Programming	3	Year 2 Unit (General Elective)	3
	ICT298 IT Certification Pathways OR MSP200 Building Enterprise Skills	3	ICT290 Games Design and Programming	3
	Year 2 Unit (General Elective)	3	ICT285 Databases	3
	Total	12	Total	12
Year 3 – 2027	Semester 1 Units	CP	Semester 2 Units	CP
	ICT201 Information Technology Project Management	3	ICT302 IT Professional Practice Project	3
	ICT367 Virtual Realities and Games Development	3	Year 3 Unit (General Elective)	3
	ICT397 Advanced Game Engine Design and Programming	3	ICT398 Virtual Environments for Games and Simulations	3
	Year 3 Unit (General Elective)	3	ICT299 Service Management Experience OR MSP201 Real World Learning	3
	Total	12	Total	12

TOTAL CREDIT POINTS 72

Semester 1 notes	Semester 2 notes
Please consult the Academic Chair for suggested electives.	<p>ICT356 and MSP201 are not a self-enrolled units and require approval to grant enrolment. See handbook.</p> <p>Recommended year2/3 electives:</p> <ul style="list-style-type: none"> • CRM100 Introduction to Criminology (if not exceed maximum of 30 points of 100-level units) • ICT286 - Web and Mobile Computing • ICT356 Structured Workplace Learning Placement

Please note: This course plan is a sample only and must be read in conjunction with the full course structure, unit prerequisites and enrolment options as outlined in the [Handbook](#). Students should note that due to unit prerequisites, commencing study in Semester 2 may extend the duration of the course. This information is correct as at 29/01/2025.