

# B1390 Bachelor of Information Technology (Major: Games Technology)

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[IT Student Hub and advice is here.](#)

Start Date: Semester 1, 2026

Year 1 – 2026	<b>Semester 1 Units</b>	<b>CP</b>	<b>Semester 2 Units</b>	<b>CP</b>
	ICT100 TRANSITION TO IT	3	ICT169 FOUNDATIONS OF DATA COMMUNICATIONS	3
	ICT159 FOUNDATIONS OF PROGRAMMING	3	ICT170 FOUNDATIONS OF COMPUTER SYSTEMS	3
	MAS164 FUNDAMENTALS OF MATHEMATICS <sup>#</sup>	3	ICT167 PRINCIPLES OF COMPUTER SCIENCE	3
	ICT111 CYBERSECURITY FUNDAMENTALS	3	MAS162 DISCRETE MATHEMATICS AND LOGIC <sup>#</sup> (may need MAS164)	3
	<b>Winter Units</b>	<b>CP</b>	<b>Summer Units</b>	<b>CP</b>
	<b>Total</b>	<b>12</b>	<b>Total</b>	<b>12</b>
Year 2 - 2027	<b>Semester 1 Units</b>	<b>CP</b>	<b>Semester 2 Units</b>	<b>CP</b>
	ICT201 INFORMATION TECHNOLOGY PROJECT MANAGEMENT	3	ICT290 GAMES DESIGN AND PROGRAMMING	3
	ICT283 DATA STRUCTURES AND ABSTRACTIONS	3	ICT285 DATABASES	3
	ICT289 COMPUTER GRAPHICS PRINCIPLES AND PROGRAMMING	3	<a href="#">DISCOVERY STUDY</a>	3
	OPTION/ELECTIVE (ICT284, ICT202)	3	OPTION/ELECTIVE (ICT286, ICT203, <b>ICT206</b> , ICT374, MAS225)	3
	<b>Winter Units</b>	<b>CP</b>	<b>Summer Units</b>	<b>CP</b>
	<b>Total</b>	<b>12</b>	<b>Total</b>	<b>12</b>
Year 3 - 2028	<b>Semester 1 Units</b>	<b>CP</b>	<b>Semester 2 Units</b>	<b>CP</b>
	ICT367 - Virtual Realities and Games Development	3	<a href="#">ICT398*</a> VIRTUAL ENVIRONMENTS FOR GAMES AND SIMULATIONS	3
	ICT397 ADVANCED GAME ENGINE DESIGN AND PROGRAMMING	3	ICT302 IT PROFESSIONAL PRACTICE PROJECT	3
	BSC203 INTRODUCTION TO ICT RESEARCH METHODS	3	OPTION/ELECTIVE (ICT356, <b>ICT303</b> , ICT374, ICT305, ICT286, ICT203, ICT206, MAS225)	3
	OPTION/ELECTIVE ( <b>ICT373</b> , ICT304, <b>ICT375</b> , ICT356, ICT284, ICT202)	3	OPTION/ELECTIVE (ICT356, ICT303, <b>ICT374</b> , ICT305, ICT286, ICT203, ICT206, MAS225)	3
	<b>Winter Units</b>	<b>CP</b>	<b>Summer Units</b>	<b>CP</b>
	<b>Total</b>	<b>12</b>	<b>Total</b>	<b>12</b>

**TOTAL CREDIT POINTS 72**

**Note:** **A second major is strongly recommended.** To complete a second major within the B1390 Bachelor of Information Technology, take the core units of the second major in place of the indicated option/elective. Use the [Course Visualiser to build your study plan](#). <https://handbook.murdoch.edu.au/course-visualiser/>. \***ICT398 needs game engine C++ code prior to start.** Some of the option/electives shown can enable a second major (**Computer Science**) or minor (**Web Development**) when all units in that colour are also completed. There are other second majors/minors which are not listed. [Use the visualiser](#) and view the advice and job/internship announcements at the [IT Student Hub in LMS](#).

**Do not have more than 30 points of first year units which includes any advanced standing. When possible complete ict284**

**#Major Prerequisite: Maths background**

**MAS164:** Students who have achieved a final scaled score of 50% or more in ATAR Mathematics Methods or Specialist, WACE Mathematics Specialist 3C/3D or TEE Calculus may not enrol in MAS164. A preclusion for MAS164 is given and students will enrol in MAS162 instead. **MAS162:** Students who have completed MAS162 in a prior semester should enrol in option/elective. The recommended option/elective for this major is MAS225 Optimisation and Graph Theory. If you have a second major (strongly recommended) complete the core unit of the second major, and complete MAS225 in a later semester as an option/elective where possible.

**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](#). This information is correct as at 19/11/2025.