

B1390 Bachelor of Information Technology (Major: Games Technology)

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

Start Date: Semester 2, 2026

Year 1 – 2026			Semester 2 Units	CP
	<i>For a second major or minor choose only one colour.</i>		ICT169 FOUNDATIONS OF DATA COMMUNICATIONS	3
	Computer Science as the second major		ICT170 FOUNDATIONS OF COMPUTER SYSTEMS	3
	<i>Or</i>		ICT100 TRANSITION TO IT	3
	Web Development as a minor		MAS182 or MAS164 FUNDAMENTALS OF MATHEMATICS [#]	3
			Summer Units	CP
			Total	12
Year 2 - 2027	Semester 1 Units	CP	Semester 2 Units	CP
	ICT201 INFORMATION TECHNOLOGY PROJECT MANAGEMENT	3	ICT167 PRINCIPLES OF COMPUTER SCIENCE	3
	ICT159 FOUNDATIONS OF PROGRAMMING	3	ICT285 DATABASES	3
	MAS162 DISCRETE MATHEMATICS AND LOGIC [#] (may need MAS164 or MAS182)	3	DISCOVERY STUDY	3
	ICT111 CYBERSECURITY FUNDAMENTALS	3	OPTION/ELECTIVE (ICT206 , MAS225)	3
	Winter Units	CP	Summer Units	CP
			Total	12
Year 3 - 2028	Semester 1 Units	CP	Semester 2 Units	CP
	BSC203 INTRODUCTION TO ICT RESEARCH METHODS	3	ICT290 GAMES DESIGN AND PROGRAMMING	3
	ICT283 DATA STRUCTURES AND ABSTRACTIONS	3	ICT398* VIRTUAL ENVIRONMENTS FOR GAMES AND SIMULATIONS	3
	ICT289 COMPUTER GRAPHICS PRINCIPLES AND PROGRAMMING	3	OPTION/ELECTIVE (ICT286, ICT203, ICT303 , ICT374, MAS225)	3
	OPTION/ELECTIVE (ICT284, ICT202)	3	OPTION/ELECTIVE (ICT286, ICT305, ICT374 , MAS225)	3
	Winter Units	CP	Summer Units	CP
			Total	12
Year 4 - 2029	Semester 1 Units	CP	Semester 2	
	ICT302 IT PROFESSIONAL PRACTICE PROJECT	3		
	ICT397 ADVANCED GAME ENGINE DESIGN AND PROGRAMMING	3	<i>Note: To manage software development load, ICT398* AND ICT302 can be done in this semester.</i>	
	ICT367 - Virtual Realities and Games Development	3		
	OPTION/ELECTIVE (ICT373 , ICT304, ICT375 , ICT356, ICT284, ICT202)	3	<i>*ICT398 needs game engine C++ code prior to start.</i>	
	Winter Units	CP		
Total	12			

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. There are other second majors/minors which are not listed so [use the visualiser](#). View the advice and job/internship

[IT Student Hub in LMS](#)

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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.