B1390 Bachelor of Information Technology (Major: Games Technology)

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IT Student Hub and advice is here.

Start Date: Semester 1, 2027

	Semester 1 Units	CP	Semester 2 Units	CP
Year 1 – 2027	ICT169 FOUNDATIONS OF DATA COMMUNICATIONS	3	ICT200 CRITICAL ISSUES IN ICT	3
	ICT159 FOUNDATIONS OF PROGRAMMING	3	ICT170 FOUNDATIONS OF COMPUTER SYSTEMS	3
	MAS164 FUNDAMENTALS OF MATHEMATICS#	3	ICT167 PRINCIPLES OF COMPUTER SCIENCE	3
	ICT111 CYBERSECURITY FUNDAMENTALS	3	MAS162 DISCRETE MATHEMATICS AND LOGIC# (may need MAS164)	3
	Winter Units	**CP**	**Summer Units**	**CP**
	Total	12	**Total**	12
	Semester 1 Units	**CP**	**Semester 2 Units**	**CP**
Year 2 - 2028	ICT283 DATA STRUCTURES AND ABSTRACTIONS	3	ICT290 GAMES DESIGN AND PROGRAMMING	3
	ICT289 COMPUTER GRAPHICS PRINCIPLES AND PROGRAMMING	3	ICT285 DATABASES	3
	OPTION/ELECTIVE (ICT284, ICT202)	3	DISCOVERY STUDY	3
	OPTION/ELECTIVE (ICT284, ICT202)	3	*OPTION/ELECTIVE* (ICT286, ICT203, ICT206, ICT374, MAS225)	3
	Winter Units	**CP**	**Summer Units**	**CP**
	Total	12	**Total**	12
	Semester 1 Units	**CP**	**Semester 2 Units**	**CP**
Year 3 - 2029	ICT367 - Virtual Realities and Games Development	3	ICT398* VIRTUAL ENVIRONMENTS FOR GAMES AND SIMULATIONS	3
	ICT397 ADVANCED GAME ENGINE DESIGN AND PROGRAMMING	3	ICT302 IT PROFESSIONAL PRACTICE PROJECT	3
	ICT201 INFORMATION TECHNOLOGY PROJECT MANAGEMENT	3	*OPTION/ELECTIVE* (ICT356, ICT303, ICT374, ICT305, ICT286, ICT203, ICT206, MAS225)	3
	OPTION/ELECTIVE (ICT373, ICT304, ICT375, ICT356, ICT284, ICT202)	3	*OPTION/ELECTIVE* (ICT356, ICT303, ICT374, ICT305, ICT286, ICT203, ICT206, MAS225)	3
	Winter Units	**CP**	**Summer Units**	**CP**
	Total	12	**Total**	12

TOTAL CREDIT POINTS 72

Note: A second major is strongly recommended. Pick only one colour for the second major/minor. 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 AI) 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, or who have successfully completed a calculus unit of the level of MAS182 Introductory Calculus with Applications or higher, may not enrol in this unit for credit. A preclusion for MAS164 is given and students will enrol in MAS162 instead. In case you need another first-year elective, consider MAS182 or MAS183. **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 22/10/2026.