

Semester 1 Commencing – Full-Time Study Load

First Level	Semester 1	<b>COMS1001</b> Academic and Professional Communication	<b>CREA1001</b> Introduction to the Creative Arts	<b>VEED1002</b> Introduction to Game Art Production	<b>VEED1003</b> Essential Multimedia Design
	Semester 2	<b>COMP1701</b> Game Design	<b>VEED1410</b> VFX & Post-Production	<b>VEED1004</b> Fundamentals of Game Engine Implementation	<b>Year 1 – Option Topics</b> <b>Choose one:</b> VEED1403 VEED1411
Second Level	Semester 1	<b>VEED2004</b> Introduction to Digital Graphic Design	<b>VEED2202</b> CGI Foundations	<b>VEED3005</b> Digital Games	<b>Year 2 – Option Topics</b> <b>Choose one:</b> CRWR1001 VEED2421 VEED3302
	Semester 2	<b>VEED2001</b> Coding for Artists	<b>VEED2201</b> Interaction Design	<b>VEED2203</b> CGI Practices	<b>VEED2412</b> Motion Capture and Virtual Production
Third Level	Semester 1	<b>VEED2108 **</b> Multimedia Production Part 1	<b>VEED3001</b> Game Creation Incubator	<b>VEED3002</b> Special Project in Game Production 1	<b>VEED3014</b> VFX Histories and Theories
	Semester 2	<b>VEED2109 **</b> Multimedia Production Part 2	<b>VEED3003</b> Special Project in Game Production 2	<b>VEED3301</b> Digital Entertainment Production 1	<b>Year 3 – Option Topics</b> <b>Choose One:</b> CRWR1002 CREA2106 INDG2002 VEED2420**

Some option topics may be taught at other locations

**Key:**

Core Topics
Option Topics

**\*\* Pre-requisites apply**

Please note:

- This document is provided as a guide only. Students are responsible for ensuring that they have completed their study according to the official [Course Rule](#).
- Topic information for all topics, including pre-requisites can be found on the [Topic Page](#)
- General enrolment assistance is available via [Ask Flinders](#)
- For specific course advice e-mail: [courseadvice.HASS@flinders.edu.au](mailto:courseadvice.HASS@flinders.edu.au)

Semester 2 Commencing – Full-Time Study Load

First Level	Semester 2	<b>COMP1701</b> Game Design	<b>VEED1410</b> VFX & Post-Production	<b>VEED1004</b> Fundamentals of Game Engine Implementation	<b>Year 1 – Option Topics</b> <b>Choose one:</b> VEED1403 VEED1411
	Semester 1	<b>COMS1001</b> Academic and Professional Communication	<b>CREA1001</b> Introduction to the Creative Arts	<b>VEED1002</b> Introduction to Game Art Production	<b>VEED1003</b> Essential Multimedia Design
Second Level	Semester 2	<b>VEED2001</b> Coding for Artists	<b>VEED2201</b> Interaction Design	<b>VEED2203</b> CGI Practices	<b>VEED2412</b> Motion Capture and Virtual Production
	Semester 1	<b>VEED2004</b> Introduction to Digital Graphic Design	<b>VEED2202</b> CGI Foundations	<b>VEED3005</b> Digital Games	<b>Year 2 – Option Topics</b> <b>Choose one:</b> CRWR1001 VEED2421 VEED3302
Third Level	Semester 2	<b>VEED2109 **</b> Multimedia Production Part 2	<b>VEED3003</b> Special Project in Game Production 2	<b>VEED3301</b> Digital Entertainment Production 1	<b>Year 3 – Option Topics</b> <b>Choose One:</b> CRWR1002 CREA2106 INDG2002 VEED2420**
	Semester 1	<b>VEED2108 **</b> Multimedia Production Part 1	<b>VEED3001</b> Game Creation Incubator	<b>VEED3002</b> Special Project in Game Production 1	<b>VEED3014</b> VFX Histories and Theories

Some option topics may be taught at other locations

**Key:**

Core Topics
Option Topics

**\*\* Pre-requisites apply**

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