BBUSMG, BBUSMGFP, BBUSMGOL Bachelor of Business (Management) Mid Year Commencing Study Planner



Business, Government and Law

First Year	Semester 1				
	Semester 2	BUSN1009 Interpreting and Visualising Business Data	BUSN1011 Finance and Accounting for Leaders	BUSN1021 Organisational Behaviour	BUSN1025 Coding for Business
Second Year	Semester 1	BUSN1012 Managing in Modern Organisations	BUSN1022 Marketing Principles in the Digital Era	INNO1001 Innovative & Creative Thinking	Elective
	Semester 2	BUSN2039 International Business Management	BUSN2046 Managing Project, Supply Chain, and Logistics	BUSN2055 Law for Decision Makers	Elective
Third Year	Semester 1	BUSN2024** Sustainable Resource Management	BUSN2028** Uncovering Global Market Insights	BUSN2053** Building Resilience and Professional Skills	BUSN2054 Applying Economics for Business
	Semester 2	BUSN3055** Using Strategy for Business Transformation	BUSN3065** AI, Cybersecurity and the Future of Work	BUSN3052** Building Leaders of the Future	BUSN3043 Governing, Sustainably and Ethically
Fourth Year	Semester 1	BUSN2026** Developing Entrepreneurs and Small Business	BUSN2038 Human Resource Management	BUSN3026** Reducing Uncertainties with Business Planning (topic not available until 2026)	BUSN3044** Industry Placement OR BUSN3073** ^ Engaging with Industry

** Pre-requisites apply

^ Students in the Online course (BBUSMGOL) take BUSN3073 Engaging with Industry (BUSN3044 not available for online students)

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:
 - <u>BBUSMG Bedford Park course rule</u>
 - <u>BBUSMGFP Flinders City Campus course rule</u>
 - o BBUSMGOL Online course rule
- Topic information for all topics, including pre-requisites can be found on the Topic Page
- General enrolment assistance is available via <u>Ask Flinders</u>
- Require Elective Advice? <u>https://students.flinders.edu.au/my-course/study-plans/elective-advice</u>