Bachelor of Creative Arts (Game Production) (BCAGP) Study Planner



Humanities, Arts and Social Sciences

First Level	Semester 1	CREA1001 Introduction to the Creative Arts	VEED1002 Introduction to Game Art Production	VEED1003 Essential Multimedia	Elective First level topic
	Semester 2 S	COMS1001 Academic and Professional Communication	VEED1004 Fundamentals of Game Engine Implementation	VEED1410 Production Project 1	Elective First level topic
Second Level	Semester 1	VEED2004 Introduction to Digital Graphic Design	VEED2202 CGI Foundations	VEED3005 Digital Games	Elective Second level topic
	Semester 2	VEED2001 Coding for Artists	VEED2201 Interaction Design	Select one of: CREA2106 INDG2001 INDG2002 INDG2004	Elective Second level topic
Third Level	Semester 1	VEED2108 Multimedia Production Part 1*	VEED3001 Game Creation Incubator	VEED3002 Special Project in Game Production 1	Elective Third Level topic
	Semester 2	CREA3004 Creative Ventures	VEED2109 Multimedia Production Part 2*	VEED3003 Special Project in Game Production 2	Elective Third Level topic

Key:

Core Topics
Elective 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
- Advice on which elective to choose is available on the Elective Advice page
- General enrolment assistance is available via Ask Flinders
- For specific course advice e-mail: courseadvice.HASS@flinders.edu.au

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