

Bachelor of Creative Arts

(Visual Effects & Entertainment Design)

Enrolment Template

Name:

ID:

Date:

First Level	COMS1001 Academic and Professional Communication	SCME1400 Digital Fundamentals 1	SCME1402 Core Studio 1	CREA1001 Introduction to the Creative Arts or SCME topics at Level 1 First Level Option Topic
	SCME1003 Essential Multimedia	SCME1401 Digital Fundamentals 2	SCME1403 Digital Principles 1	
Second Level	SCME2108 Multimedia Production Part 1	SCME2400 Digital Fundamentals 3	SCME2403 Digital Principles 2	Second Level Option Topic
	SCME2109 Multimedia Production Part 2	SCME2401 Digital Fundamentals 4	SCME2402 Core Studio 2	Elective
Third Level	SCME3302 Digital Entertainment Production 2	SCME3400 Research and Development 1	SCME3420 Creative Production 3	SCME3410 Research and Development 2
	SCME3301 Digital Entertainment Production 1	SCME3401 Creative Practice	SCME3421 Creative Production 4	Elective

The degree program of Bachelor of Creative Arts (Visual Effects and Entertainment Design) requires the completion of 108 units of study.

The template should be read in conjunction with the Bachelor of Creative Arts (Visual Effects and Entertainment Design) course rule, available online here: <http://www.flinders.edu.au/courses/rules/>

Please note that this document is provided as a guide only. Students are responsible for ensuring that they have completed 108 units of study according to the official Bachelor of Creative Arts (Visual Effects and Entertainment Design) course rule.

***This document is correct at time of publication: September 2018
Students should submit an [Ask Flinders](#) request for individual advice if required.***