

Bachelor of Creative Industries (Interactive Design) Study Planner



Name:

Student ID:

Date:

First Year	COMS1001 Academic and Professional Communication	CREA1001 Introduction to the Creative Arts	COMP1701 Simulation and Serious Game Design	Elective
	VEED1003 Essential Multimedia	VEED1410 Production Project 1	COMP1102 Computer Programming 1	Elective
Second Year	VEED2004 Intro to Digital Graphic Design	VEED2202 CGI Foundations	COMP2741 Application Development	Elective
	CREA2102 Innovation and Creative Enterprise	INDG2004 Reconciliation and Indigenous Knowledges	VEED2201 Interaction Design	Elective
Third Year	CREA3103 Applied Creative Practice	CREA3301 Practicum/Project in Creative Arts	VEED3005 Digital Games	Elective
	CREA3122 Cultural Leadership	COMP3802 Serious Games	COMP3752 Computer Game Development	Elective

Please note that this document is provided as a guide only. Students are responsible for ensuring that they have completed the required number of units of study according to the official course rule available at <http://www.flinders.edu.au/courses/rules/>

For individual enrolment advice please email CourseAdvice.HASS@flinders.edu.au.