

Bachelor of Information Technology (Game Development) (Honours) 2024 Study Planner



Science & Engineering

Semester 1 Start:

First Level	Semester 1	COMP1002 Fundamentals of Computational Intelligence	COMP1701 Simulation and Serious Game Design	ENGR1401 Professional Skills	MATH/STAT Option (Or swap with elective)
	Semester 2	COMP1711 Database Modelling and Knowledge Engineering	ENGR1762 Networks and Cybersecurity	COMP1102 Computer Programming	VEED2201 Interaction Design
Second Level	Semester 1	COMP2031 Data Engineering	COMP2711 Computer Programming 2	COMP2812 Systems Software	Elective Topic
	Semester 2	COMP2030 Human Factors for Interactive and Web-Based Systems	COMP3752 Computer Game Development	ENGR2792 Software System Requirements and Design	Elective Topic
Third Level	Semester 1	COMP3721 Information Security	ENGR3791 Software Testing and Quality Assurance	COMP3033 Cloud and Distributed Computing	Elective Topic (Only if STEM3004 is chosen in S2)
	NS1	ENGR3750 Workplace Preparation 0 Units			
	Semester 2	COMP9035 ICT Management and Professional Standards	COMP3802 Serious Games	STEM3004 12 Week Industry Based Practicum 9 units OR STEM3005 20 Week Industry Based Practicum 13.5 Units (Course Coordinator Approval Required for STEM3005)	
Fourth Level	Semester 1	STEM7003 Research Methods for Engineering and ICT Honours	COMP7720 Advanced Studies in Computing A	COMP7721 Advanced Studies in Computing B	STEM7004A Honours Research Project (4.5/13.5 units)
	Semester 2	STEM7004B Honours Research Project (4.5/13.5 units)	STEM7004C Honours Research Project (4.5/13.5 units)	COMP7725 Advanced Studies in Computing C	ENGR9742 Systems Engineering

Semester 2 Start:

First Level	Semester 2	COMP1711 Database Modelling and Knowledge Engineering	ENGR1762 Networks and Cybersecurity	COMP1102 Computer Programming	MATH/STAT Option (Or swap with elective)
	Semester 1	COMP1002 Fundamentals of Computational Intelligence	COMP1701 Simulation and Serious Game Design	ENGR1401 Professional Skills	Elective Topic
Second Level	Semester 2	COMP2030 Human Factors for Interactive and Web-Based Systems	COMP3752 Computer Game Development	ENGR2792 Software System Requirements and Design	VEED2201 Interaction Design
	Semester 1	COMP2031 Data Engineering	COMP2812 Systems Software	COMP2711 Computer Programming 2	Elective Topic
	NS1	ENGR3750 Workplace Preparation 0 Units			
Third Level	Semester 2	COMP9035 ICT Management and Professional Standards	COMP3033 Cloud and Distributed Computing	STEM3004 12 Week Industry Based Practicum 9 units OR STEM3005 20 Week Industry Based Practicum 13.5 Units (Course Coordinator Approval Required for STEM3005)	
	Semester 1	COMP3721 Information Security	ENGR3791 Software Testing and Quality Assurance	COMP3802 Serious Games	Elective Topic (Only if STEM3004 is chosen in S2)
Fourth Level	Semester 2	STEM7003 Research Methods for Engineering and ICT Honours	COMP7720 Advanced Studies in Computing A	ENGR9742 Systems Engineering	STEM7004A Honours Research Project (4.5/13.5 units)
	Semester 1	STEM7004B Honours Research Project (4.5/13.5 units)	STEM7004C Honours Research Project (4.5/13.5 units)	COMP7721 Advanced Studies in Computing B	COMP7725 Advanced Studies in Computing C

Key:

Core Topics	Compulsory topic
Option Topics	A choice from a list of specified topics (please refer to course rule)
Elective	Any topic offered by the University at the appropriate year level, provided entry and course requirements are met and that no more than 45 units of First Year topics are included in the 108-unit program.

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.SE@flinders.edu.au