

2021 Study Plan Template

Bachelor of Information Technology (Game Development)

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 course rule available at <https://students.flinders.edu.au/my-course/course-rules/undergrad/bitgd>

Students are responsible for planning their Core, Option, Table C and Elective topics ahead to ensure they meet the topic prerequisites.

A list of all topics, including topic prerequisite information and alternate study period availabilities, is available at [Topics 2021](#)

Semester 1, 2021 start:

Year 1	S1	COMP1002 Fundamentals of Computational Intelligence	COMP1701 Simulation and Serious Game Design	COMP1712 Software Engineering Principles and Practice	MATH/STAT Option *** Select one topic from list below (4.5 units)
	S2	COMP1102 Computer Programming 1	COMP1711 Database Modelling and Knowledge Engineering	ENGR1762 Networks and Cybersecurity	ENGR1401 Professional Skills
Year 2	S1	ENGR2881 Computer Networks	COMP Option ^ Select one topic from list below	INNO1001 Innovative & Creative Thinking OR Table C Topic (4.5 units) (S1 or S2)	Elective topic
	S2	COMP2772 Web-Based Systems Development	COMP2812 Operating Systems	COMP3752 Computer Game Development	VEED2201 Interaction Design
Year 3	S1	COMP3751 Interactive Computer Systems	VEED3005 Digital Games (NS1)	Table C topic	Table C topic
	NS1	~ ENGR3750 Workplace Preparation (0 units) (only if COMP3792 is being undertaken)			
	S2	COMP3802 Serious Games	ENGR3704 Project Management for Engineering and Science (NS2)	COMP3792 Information Technology Practicum (9 units) and ~ ENGR3750 Workplace Preparation (0 units) (NS1) OR COMP3782 Information Technology Project (4.5 units) and Table C Topic (4.5 units)	

Semester 2, 2021 start:

Year 1	S2	COMP1711 Database Modelling and Knowledge Engineering	ENGR1762 Networks and Cybersecurity	COMP1102 Computer Programming 1	ENGR1401 Professional Skills
	S1	COMP1002 Fundamentals of Computational Intelligence	COMP1701 Simulation and Serious Game Design	COMP1712 Software Engineering Principles and Practice	MATH/STAT Option *** Select one topic from list below (4.5 units)
Year 2	S2	COMP2772 Web-Based Systems Development	COMP2812 Operating Systems	COMP3752 Computer Game Development	VEED2201 Interaction Design
	S1	ENGR2881 Computer Networks	COMP Option ^ Select one topic from list below	INNO1001 Innovative & Creative Thinking <u>OR</u> Table C Topic (4.5 units) (S1 or S2)	Elective topic
	NS1	~ENGR3750 Workplace Preparation (0 units) (<i>only if COMP3792 is being undertaken</i>)			
Year 3	S2	COMP3802 Serious Games	ENGR3704 Project Management for Engineering and Science (NS2)	COMP3792 Information Technology Practicum (9 units) and ~ENGR3750 Workplace Preparation (0 units) (NS1) <u>OR</u> COMP3782 Information Technology Project (4.5 units) and Table C Topic (4.5 units)	
	S1	COMP3751 Interactive Computer Systems	VEED3005 Digital Games (NS1)	Table C topic	Table C topic

Key:	
Core Topic	Compulsory topic
Option Topic	A choice from a list of specified topics
Table C Topic	A choice from topics listed in Table C (http://www.flinders.edu.au/courses/rules/undergrad/se_elec/table-c.cfm)
Elective Topic	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.

***MATH/STAT Option Topics: MATH1701 Mathematics Fundamentals A (4.5 units) MATH1121 Mathematics 1A (4.5 units) STAT1121 Data Science (4.5 units)	^COMP Option Topics: COMP2711 Computer Programming 2 (4.5 units) COMP2741 Application Development (4.5 units)
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