Bachelor of Information Technology (Game Development)
2024 Study Planner

Flinders University
Science & Engineering

Semester 1 Start:

First Level	**Semester 1**	**COMP1002** Fundamentals of Computational Intelligence	**COMP1701** Simulation and Serious Game Design	**ENGR1401** Professional Skills	**Option Year One Topic** (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**)	

Semester 2 Start:

First Level	**Semester 2**	**COMP1711** Database Modelling and Knowledge Engineering	**ENGR1762** Networks and Cybersecurity	**COMP1102** Computer Programming	**Option Year One Topic** (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	**COMP2711** Computer Programming 2	**COMP2812** Systems Software	**Elective Topic**
	NS1	**ENGR3750** Workplace Preparation 0 Units			
Third Level	**Semester 2**	**COMP9035** ICT Management and Professional Standards	**COMP3802** Serious Games	Choose either: **STEM3004** 12 Week Industry Based Practicum 9 units **OR** **STEM3005** 20 Week Industry Based Practicum 13.5 units (Course Coordinator Approval Required)	
	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**)

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

This guide is correct at time of publishing but is subject to change October 2023