

2019 Study Plan Template

Bachelor of Information Technology (Simulation and Serious Games)

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 <http://www.flinders.edu.au/courses/rules/undergrad/bitssg.cfm>.

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 <http://www.flinders.edu.au/topic>.

Semester 1, 2019 start:

Year 1	S1	COMP1001 Fundamentals of Computing (4.5 units)	COMP1701 Simulation and Serious Game Design (4.5 units)	COMP1711 Database Modelling and Knowledge Engineering (4.5 units)	MATH/STAT Option *** Select one topic from list below (4.5 units)		
	S2	COMP1102 Computer Programming 1 (4.5 units)	COMP1712 Software Engineering Principles and Practice (4.5 units)	ENGR1762 Networks and Cybersecurity (4.5 units)	ENGR1401 Professional Skills (4.5 units)		
Year 2	S1	ENGR2881 Computer Networks (4.5 units)	COMP Option ^ Select one topic from list below (4.5 units)	SCME2201 Interaction Design (4.5 units)	INNO1001 Innovative & Creative Thinking <u>OR</u> Table C Topic (4.5 units) (S1 or S2)	Elective topic (4.5 units) (S1 or S2)	
	S2	COMP2772 Web-Based Systems Development (4.5 units)	COMP2812 Operating Systems (4.5 units)	COMP3752 Computer Game Development (4.5 units)			
Year 3	S1	COMP3751 Interactive Computer Systems (4.5 units)	SCME3005 Digital Games (4.5 units) (NS1)	Table C topic (4.5 units)	Table C topic (4.5 units)		
	NS1	~ ENGR3750 Workplace Preparation (0 units) (<i>only if COMP3792 is being undertaken</i>)					
	S2	COMP3802 Serious Games (4.5 units)	ENGR3704 Project Management for Engineering and Science (4.5 units) (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)			

Semester 2, 2019 start:

Year 1	S2	COMP1712 Software Engineering Principles and Practice (4.5 units)	ENGR1762 Networks and Cybersecurity (4.5 units)	ENGR1401 Professional Skills (4.5 units)	MATH/STAT Option *** Select one topic from list below (4.5 units)	
	S1	COMP1001 Fundamentals of Computing (4.5 units)	COMP1701 Simulation and Serious Game Design (4.5 units)	COMP1711 Database Modelling and Knowledge Engineering (4.5 units)	COMP1102 Computer Programming 1 (4.5 units)	
Year 2	S2	COMP2772 Web-Based Systems Development (4.5 units)	COMP2812 Operating Systems (4.5 units)	COMP3752 Computer Game Development (4.5 units)	INNO1001 Innovative & Creative Thinking OR Table C Topic (4.5 units) (S1 or S2)	Elective topic (4.5 units) (S1 or S2)
	S1	ENGR2881 Computer Networks (4.5 units)	COMP Option ^ Select one topic from list below (4.5 units)	SCME2201 Interaction Design (4.5 units)		
	NS1	~ENGR3750 Workplace Preparation (0 units) (<i>only if COMP3792 is being undertaken</i>)				
Year 3	S2	COMP3802 Serious Games (4.5 units)	ENGR3704 Project Management for Engineering and Science (4.5 units) (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)		
	S1	COMP3751 Interactive Computer Systems (4.5 units)	SCME3005 Digital Games (4.5 units) (NS1)	Table C topic (4.5 units)	Table C topic (4.5 units)	

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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