

Course:	S333 Bachelor of Games Design and Development		
Campus:	Burwood (Melbourne), Waurn Ponds (Geelong), Cloud (online)		
Student name:		ID#:	
CoE expiry:		CTR (credit):	

Use the course rules beneath this table to create your personal enrolment map. Your course map will vary if you are commencing in trimester 2.

Sample Enrolment Map

Year 1				
SIT010 Safety Induction Program – 0 credit point compulsory unit				
Tri-1	SIT101 Fundamentals of Information Technology	SIT105 Critical Thinking and Problem Solving for IT	SIT151 Game Fundamentals	SIT190* Introductory Mathematical Methods
Tri-2	SIT103 Database and Information Retrieval	SIT104 Introduction to Web Development	SIT153 Introduction to Game Programming	Elective unit
Tri-3				
Year 2				
STP010 Introduction to Work Placements – 0 credit point compulsory unit				
Tri-1	SIT223 Information Technology Professional Skills (<i>must complete STP010</i>)	SIT204 Mathematics and Physics for Games	SIT254 Game Design	Elective unit
Tri-2	SIT202 Computer Networks	SIT253 Audio and Visual Game Elements	SIT255 Advanced Game Development	Elective unit
Tri-3				
Year 3				
Tri-1	SIT374 Project Management	SIT354 Real-Time Graphics and Rendering	SIT306 IT Internship #	Elective unit Level 2 or 3
Tri-2	SIT302 Project	SIT353 Multiplayer and Networked Games	Elective unit Level 3	Elective unit Level 2 or 3
Tri-3				

* Students who have completed Mathematical Methods 3 and 4 or equivalent may choose to replace SIT190 with an elective unit. Documentary evidence is required.

Must have completed STP010 Introduction to Work Placements (0 credit point unit) and SIT223 Information Technology Professional Skills

Course Requirements:

The course comprises a total of 24 credit points, which must include the following:

- 18* core units (which includes a compulsory IT Internship unit)
- 6 elective units
- Completion of SIT010 Safety Induction Program (0 credit-point compulsory unit)
- completion of STP010 Introduction to Work Placements (0 credit-point compulsory unit)
- level 1 - maximum of 10 credit points
- levels 2 and 3 - minimum of 14 credit points over both levels
- level 3 - minimum of 6 credit points of which at least 4 must be SIT units

** Students who have completed Mathematical Methods 3 and 4 or equivalent may choose to replace SIT190 with an elective unit. Documentary evidence is required.*

Student (name and signature)	Course advisor (name and signature)	Date: