

S333.2 - Bachelor of Information Technology (Games Design & Development) (B, G, X)

Sample course pathway for students who commenced the course in 2010

Yr 1 (2010)	Tri 1	SIT101 Fundamentals of Information Technology (B, G, X)	SIT102 Introduction to Programming (B, G, X) (offered in T2 in 2011)	SIT151 Game Fundamentals (B, G, X)	SIT105 Critical Thinking and Problem Solving (B, G, X)
	Tri 2	SIT103 Introduction to Database Design (B, G, X)	SIT104 Introduction to Web Development (B, G, X)	SIT131/232 Object-Oriented Development (B, G, X) (offered in T1 in 2011)	SIT152 Game Design (B, G, X) (Not offered in 2011)
Yr 2 (2011)	Tri 1	MSC228 Information Systems Analysis and Design	SIT231 Advanced Database Systems (B, G, X)	SIT251 Introduction to Game Programming (B, G, X)	SIT204 Mathematics and Physics for Games (B, G, X)
	Tri 2	SIT202 Computer Networks (B, G, X)	SIT253 Audio and Visual Game Elements (B, G, X)	SIT255 Advanced Game Development (B, G, X)	Elective
Yr 3 (2012)	Tri 1	SIT301 IT Practice (ONLINE)	SIT354 (prev code SIT252) Real-time Graphics and Rendering (B,G,X) (Not offered in 2011)	SIT374 IT Project Management OR AMC201 Motion Capture Boot Camp (B only)	Elective
	Tri 2	SIT302 Project (B, G, X)	SIT353 Multiplayer and Networked Games (B, G, X)	Elective	Elective

Note – Prerequisites Apply

Please note that this course map is a guide only. It is just one example of how this course can be structured, meeting all course requirements.

Please contact your Course Advisor if you require any clarification.