

2016+ commencing students

Program Code	Total Subjects	Intakes	Duration	Degree Structure
HS-20042, v2	24	Jan, May, Sept	2 years full-time	3 University Core 6 Foundation Subject 6 Digital Media Design Major <u>OR</u> 6 Computer Games Major 1 x 6 subject specialisation major 3 Electives

**Core University Subjects (3)** One core subject must be taken per semester for the first three semesters

CORE11-001	<a href="#">Critical Thinking &amp; Communication</a>
CORE11-002	<a href="#">Leadership &amp; Team Dynamics</a>
CORE11-003	<a href="#">Ethical Thought &amp; Action</a>

Beyond Bond: Professional Development & Community Engagement\*

**Foundation Subjects (6)**

COMN12-302	<a href="#">Digital Media &amp; Society</a>	January, September
GAME12-315	<a href="#">Interactive Experience</a>	September
MMDE11-100	<a href="#">Design Communication</a>	January, September
MMDE11-200	<a href="#">Responsive Web Design</a>	May
MMDE11-300	<a href="#">Sketching With Code</a>	September
MMDE12-250	<a href="#">3D Modelling and Visualisation</a>	January

**Choose either Digital Media OR Computer Games**

**Digital Media Design**

MMDE11-140	<a href="#">Digital Media Design</a> pre req MMDE11-100	September
MMDE11-150	<a href="#">Interactive Web Design</a> pre req MMDE11-200	January
MMDE13-340	<a href="#">Animation</a> pre req MMDE12-250	May
FITV11-107	<a href="#">Film and Television Audio Production</a>	January, May
FITV12-203	<a href="#">Film and Television Editing</a>	May, September
MMDE13-373	<a href="#">User Experience Design</a> pre req MMDE11-200 <b>OR</b>	January
GAME13-400	<a href="#">Industry Internship</a> CDC approval required	January, May, September

**Computer Games**

COMN13-311	<a href="#">Computer Game Industry and Policy</a>	January
GAME11-110	<a href="#">Game Design and Logic</a>	May
GAME12-200	<a href="#">Computer Game Culture and Audience</a>	January
GAME12-300	<a href="#">Computer Game Form, Narrative and Style</a>	May
GAME13-101	<a href="#">Mobile Game Design</a> pre-req GAME11-110	September
GAME13-374	<a href="#">Design For Emerging Technology</a> pre-req GAME11-110 <b>OR</b>	May
GAME13-400	<a href="#">Industry Internship</a> CDC Approval required	January, May, September

**Specialist Majors chosen from the following list (six subjects from each major)**

<a href="#">Advertising</a>	<a href="#">Communication</a>
Computer Games	Digital Media Design
Film and Television – FITV11-130 or FITV11-140 (FITV12-203)	

**THREE General Electives from the Faculty of Society and Design list of Undergraduate subjects**

\* Students will complete Beyond Bond during their degree. This subject is worth 0 Credit Points

NOTE: Just a reminder that your first major must be selected in your first semester and your second major by your second semester. Please take the time to research your options and plan your subjects checking for any pre-requisite requirements and timetable clashes.

The information published in this document is correct at the time of printing. However, all programs are subject to review by the Academic Senate of the University and the University reserves the right to change its program offerings and subjects without notice.



Commencing in **JANUARY**

	<b>Computer Games sequence</b>	<b>Digital Media sequence</b>
January	1 University Core MMDE11-100 Design Communication MMDE12-250 3D Modelling and Visualisation Specialisation or Elective	1 University Core MMDE11-100 Design Communication MMDE12-250 3D Modelling and Visualisation Specialisation or Elective
May	1 University Core MMDE11-200 Responsive Web Design GAME11-110 Game Design and Logic Specialisation or Elective	1 University Core MMDE11-200 Responsive Web Design FITV11-107 Film and Television Audio Production Specialisation or Elective
September	1 University Core MMDE11-300 Sketching With Code GAME12-315 Interactive Experience Specialisation or Elective	1 University Core MMDE11-300 Sketching With Code MMDE11-140 Digital Media and Design Specialisation or Elective
January	GAME12-200 Computer Game Culture and Audience COMN13-311 Computer Game Industry and Policy Specialisation or Elective Specialisation or Elective	MMDE11-150 Interactive Web Design MMDE3-373 Interactive Multimedia Project & Presentation Specialisation or Elective Specialisation or Elective
May	GAME12-300 Computer Game Form, Narrative and Style GAME13-374 Game Project Specialisation or Elective Specialisation or Elective	MMDE13-340 Animation FITV12-203 Film and Television Editing Specialisation or Elective Specialisation or Elective
September	GAME13-101 Mobile Game Design COMN12-302 Digital Media and Society Specialisation or Elective Specialisation or Elective	GAME12-315 Interactive Experience COMN12-302 Digital Media and Society Specialisation or Elective Specialisation or Elective

Commencing in **MAY**

	<b>Computer Games sequence</b>	<b>Digital Media sequence</b>
May	1 University Core GAME11-110 Game Design and Logic GAME12-300 Computer Game Form, Narrative and Style Specialisation or Elective	1 University Core MMDE11-200 Responsive Web Design FITV11-107 Film and Television Audio Production Specialisation or Elective
September	1 University Core MMDE11-100 Design Communication MMDE11-300 Sketching With Code Specialisation or Elective	1 University Core MMDE11-100 Design Communication MMDE11-300 Sketching With Code Specialisation or Elective
January	1 University Core MMDE12-250 3D Modelling and Visualisation Specialisation or Elective Specialisation or Elective	1 University Core MMDE11-150 Interactive Web Design MMDE12-250 3D Modelling and Visualisation Specialisation or Elective
May	GAME13-374 Game Project MMDE11-200 Responsive Web Design Specialisation or Elective Specialisation or Elective	MMDE13-340 Animation FITV12-203 Film and Television Editing Specialisation or Elective Specialisation or Elective
September	GAME13-101 Mobile Game Design GAME12-315 Interactive Experience Specialisation or Elective Specialisation or Elective	MMDE11-140 Digital Media and Design GAME12-315 Interactive Experience Specialisation or Elective Specialisation or Elective
January	GAME12-200 Computer Game Culture and Audience COMN13-311 Computer Game Industry and Policy COMN12-302 Digital Media and Society Specialisation or Elective	MMDE3-373 Interactive Multimedia Project & Presentation COMN12-302 Digital Media and Society Specialisation or Elective Specialisation or Elective

Commencing in **SEPTEMBER**

	<b>Computer Games sequence</b>	<b>Digital Media sequence</b>
September	1 University Core MMDE11-100 Design Communication MMDE11-300 Sketching With Code Specialisation or Elective	1 University Core MMDE11-100 Design Communication GAME12-315 Interactive Experience Specialisation or Elective
January	1 University Core MMDE12-250 3D Modelling and Visualisation COMN13-311 Computer Game Industry and Policy COMN12-302 Digital Media and Society	1 University Core MMDE12-250 3D Modelling and Visualisation COMN12-302 Digital Media and Society Specialisation or Elective
May	1 University Core GAME11-110 Game Design and Logic MMDE11-200 Responsive Web Design Specialisation or Elective	1 University Core MMDE11-200 Responsive Web Design FITV11-107 Film and Television Audio Production Specialisation or Elective
September	GAME13-101 Mobile Game Design GAME12-315 Interactive Experience Specialisation or Elective Specialisation or Elective	MMDE11-140 Digital Media and Design MMDE11-300 Sketching With Code Specialisation or Elective Specialisation or Elective
January	GAME12-200 Computer Game Culture and Audience Specialisation or Elective Specialisation or Elective Specialisation or Elective	MMDE11-150 Interactive Web Design MMDE3-373 Interactive Multimedia Project & Presentation Specialisation or Elective Specialisation or Elective
May	GAME13-374 Game Project GAME12-300 Computer Game Form, Narrative and Style Specialisation or Elective Specialisation or Elective	MMDE13-340 Animation FITV12-203 Film and Television Editing Specialisation or Elective Specialisation or Elective