

For students commencing **2018+**

Program Code	Total Subjects	Intakes	Duration	Degree Structure
HS-20042, v4	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 x Elective

Core University Subjects (3) One core subject must be taken per semester for the first three semesters	
CORE11-001	Critical Thinking & Communication
CORE11-002	Leadership & Team Dynamics
CORE11-003	Ethical Thought & Action
Beyond Bond: Professional Development & Community Engagement*	

Foundation Subjects (6)		
COMN12-302	Digital Media & Society	January, September
GAME12-315	Interactive Experience	September
MMDE11-100	Design Communication	January, September
MMDE11-200	Responsive Web Design	May
MMDE11-300	Sketching With Code	September
MMDE12-250	3D Modelling and Visualisation	January

Choose either Digital Media OR Computer Games

Digital Media Design		
MMDE11-140	Digital Media Design pre req MMDE11-100	September
MMDE11-150	Interactive Web Design pre req MMDE11-200	January
MMDE13-340	Animation pre req MMDE12-250	May
FITV11-107	Film and Television Audio Production	January, May
FITV12-203	Film and Television Editing	May, September
MMDE13-373	User Experience Design pre req MMDE11-100 and MMDE11-200	January

Computer Games		
COMN13-311	Computer Game Industry and Policy	January
GAME11-110	Game Design and Logic	May
GAME12-200	Computer Game Culture and Audience	January
GAME12-300	Computer Game Form, Narrative and Style	May
GAME13-101	Mobile Game Design pre-req GAME11-110	September
GAME13-374	Design For Emerging Technology pre-req GAME11-110	May

Specialist Majors chosen from the following list (six subjects from each major)	
Advertising	Communication
Computer Games	Digital Media Design
Film and Television – FITV11-130 or FITV11-140 (FITV12-203)	

Electives (3)
Students must choose THREE elective subjects of which must come from the FSD list of undergraduate subjects.

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

NOTE: 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.



Commencing in **JANUARY**

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

Commencing in **MAY**

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

Commencing in **SEPTEMBER**

	Computer Games sequence	Digital Media sequence
September	1 University Core MMDE11-100 Design Communication MMDE11-300 Sketching With Code Specialisation	1 University Core MMDE11-100 Design Communication GAME12-315 Interactive Experience Specialisation
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
May	1 University Core GAME11-110 Game Design and Logic MMDE11-200 Responsive Web Design Specialisation	1 University Core MMDE11-200 Responsive Web Design FITV11-107 Film and Television Audio Production Specialisation ve
September	GAME13-101 Mobile Game Design GAME12-315 Interactive Experience Elective Specialisation	MMDE11-140 Digital Media and Design MMDE11-300 Sketching With Code Elective Specialisation
January	GAME12-200 Computer Game Culture and Audience Elective Specialisation Specialisation	MMDE11-150 Interactive Web Design MMDE3-373 Interactive Multimedia Project & Presentation Elective Specialisation
May	GAME13-374 Game Project GAME12-300 Computer Game Form, Narrative and Style Elective Specialisation	MMDE13-340 Animation FITV12-203 Film and Television Editing Elective Specialisation