

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

### 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 | Jan / Sep |
| GAME12-315 | Interactive Experience  | September |
| MMDE11-100 | Design Communication    | Jan / Sep |
| MMDE11-200 | Web Communication       | May       |
| MMDE11-300 | Procedural Literacy     | September |
| MMDE12-250 | Modelling               | January   |

### Choose either Digital Media OR Computer Games

#### Digital Media Design

|            |   |            |
|------------|---|------------|
| MMDE11-140 | Digital Media Design <small>pre req MMDE11-100</small>                                      | September  |
| MMDE11-150 | Website Design <small>pre req MMDE11-200</small>  | January    |
| MMDE13-340 | Animation <small>pre req MMDE12-250</small>   | May        |
| FITV11-107 | Film and Television Audio Production  | Jan / May  |
| FITV12-203 | Film and Television Editing   | May / Sept |
| MMDE13-373 | Interactive Multimedia Project & Presentation <small>pre req MMDE11-140, MMDE13-340</small> | January    |

#### OR

|            |  |                  |
|------------|--|------------------|
| GAME13-400 | Computer Game Industry Internship <small>Faculty approval required</small> | Jan / May / Sept |
|------------|--|------------------|

#### 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 <small>pre-req GAME11-110</small> | September |
| GAME13-374 | Game Project <small>pre-req GAME11-110</small>       | May       |

#### OR

|            |  |                  |
|------------|--|------------------|
| GAME13-400 | Computer Game Industry Internship <small>Faculty Approval required</small> | Jan / May / Sept |
|------------|--|------------------|

### 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



Commencing in **JANUARY**

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

Commencing in **MAY**

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

Commencing in **SEPTEMBER**

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