

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	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 FITV11-107, MMDE11-150, MMDE13-340</small>	January

OR

GAME13-400	Computer Game Industry Internship <small>Faculty approval required</small>	Jan / May / Sept
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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 GAME11-100, MMDE11-140</small>	September
GAME13-374	Game Project	May

OR

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

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 MMDE11-100 Design Communication MMDE12-250 Modelling Specialisation or Elective	1 University Core MMDE11-100 Design Communication MMDE12-250 Modelling Specialisation or Elective
May	1 University Core MMDE11-200 Web Communication GAME12-300 Computer Game Form, Narrative and Style Specialisation or Elective	1 University Core MMDE11-200 Web Communication FITV11-107 Film and Television Audio Production Specialisation or Elective
September	1 University Core MMDE11-300 Procedural Literacy GAME12-315 Interactive Experience Specialisation or Elective	1 University Core MMDE11-300 Procedural Literacy 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 Web Design MMDE3-373 Interactive Multimedia Project & Presentation Specialisation or Elective Specialisation or Elective
May	GAME11-110 Game Design and Logic 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**

	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 or Elective	1 University Core MMDE11-200 Web Communication FITV11-107 Film and Television Audio Production Specialisation or Elective
September	1 University Core MMDE11-100 Design Communication MMDE11-300 Procedural Literacy Specialisation or Elective	1 University Core MMDE11-100 Design Communication MMDE11-300 Procedural Literacy Specialisation or Elective
January	1 University Core MMDE12-250 Modelling Specialisation or Elective Specialisation or Elective	1 University Core MMDE11-150 Web Design MMDE12-250 Modelling Specialisation or Elective
May	GAME13-374 Game Project MMDE11-200 Web Communication 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**

	Computer Games sequence	Digital Media sequence
September	1 University Core MMDE11-100 Design Communication MMDE11-300 Procedural Literacy Specialisation or Elective	1 University Core MMDE11-100 Design Communication GAME12-315 Interactive Experience Specialisation or Elective
January	1 University Core MMDE12-250 Modelling COMN13-311 Computer Game Industry and Policy COMN12-302 Digital Media and Society	1 University Core MMDE12-250 Modelling COMN12-302 Digital Media and Society Specialisation or Elective
May	1 University Core GAME11-110 Game Design and Logic MMDE11-200 Web Communication Specialisation or Elective	1 University Core MMDE11-200 Web Communication 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 Procedural Literacy 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 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