

For students commencing **2019+**

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	<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 (9)		
COMN12-302	<a href="#">Digital Media &amp; Society</a>	January, September
GAME12-315	<a href="#">Interactive Experience</a>	September
MMDE11-100	<a href="#">Design Communications</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 Design OR Computer Games or both**

Digital Media Design		Assumed Knowledge*	Availability
MMDE11-140	<a href="#">Digital Media Design</a>	MMDE11-100	September
MMDE11-150	<a href="#">Interactive Web Design</a>	MMDE11-200	January
MMDE13-340	<a href="#">Animation</a>	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>		January

Computer Games		Assumed Knowledge*	Availability
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>	GAME11-110	September
GAME13-374	<a href="#">Design For Emerging Technology</a>	GAME11-110	May

**Assumed Knowledge\***

This is the minimum level of knowledge needed to successfully complete this subject. Students who do not possess this knowledge are strongly recommended against enrolling and do so at their own risk. While this is not a barrier to enrolment, students lacking the recommended knowledge will be considerably disadvantaged. There will be no adjustments or special considerations made for a lack of prior knowledge.

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

**Electives (3)**

Students must choose Three (3) elective subjects from the FSD list of undergraduate subjects.

Students may choose to take both Digital Media Design and Computer Games Majors or just one of these majors and a Specialist Major from the list above.

\* 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**

	<b>Computer Games sequence</b>	<b>Digital Media sequence</b>
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