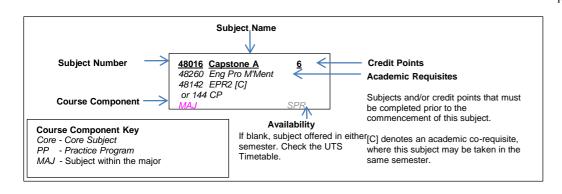
UTS: INFORMATION TECHNOLOGY Course: C10229v3 BSc Games Development Course Template Major: GAMES

Year 1						Year 2					Year 3					
Stage	1		Stage 2			Stage 3			Stage 4		Stage 5			Stage 6		
<u>31265</u>	Comms for IT Professionals	<u>6</u>	31269 31266	Business Req. Modelling Intro to IS		1 271 3023	Database 6 Fundamentals Prog. Fundamentals	М	Games Spring Options		31265 31269	Project Mgmt. CITP, 48023 Proj BRM, 31268 Well	gFund bSys	31103 31102 MAJ	Game Design Studio 2 Game Design Studio	<u>6</u> io 1 SPR
31266	Intro to Info Systems	<u>6</u>	<u>31270</u>	Networking Essentials	31	1262 1080 1264c IAJ	Intro to 6 Computer Game Des Digital Multimedia OR Intro to Comp Graphics AUT		<u>Elective</u>		31102 31262 MAJ	Game Design Studio 1 Intro to Comp Ga	<u>6</u> me Des		<u>Elective</u>	<u>6</u>
48023	Programming Fundamentals	<u>6</u>	31080 48023 31260 MAJ	Media Programming fund. AN Fund Inter'n Design OF Adm into C10229	<u>D</u> 31	1264 1080c 1251 IAJ	Intro to 6		<u>Elective</u>	<u>6</u>		<u>Elective</u>	<u>6</u>		Elective	<u>6</u>
31268	Web Systems	<u>6</u>	48024 48023 MAJ	Applications Programming Programming Fundamentals	<u>6</u>	<i>IAJ</i>	Games 6 Autumn Options		<u>Elective</u>	<u>6</u>		<u>Elective</u>	<u>6</u>		<u>Elective</u>	<u>6</u>

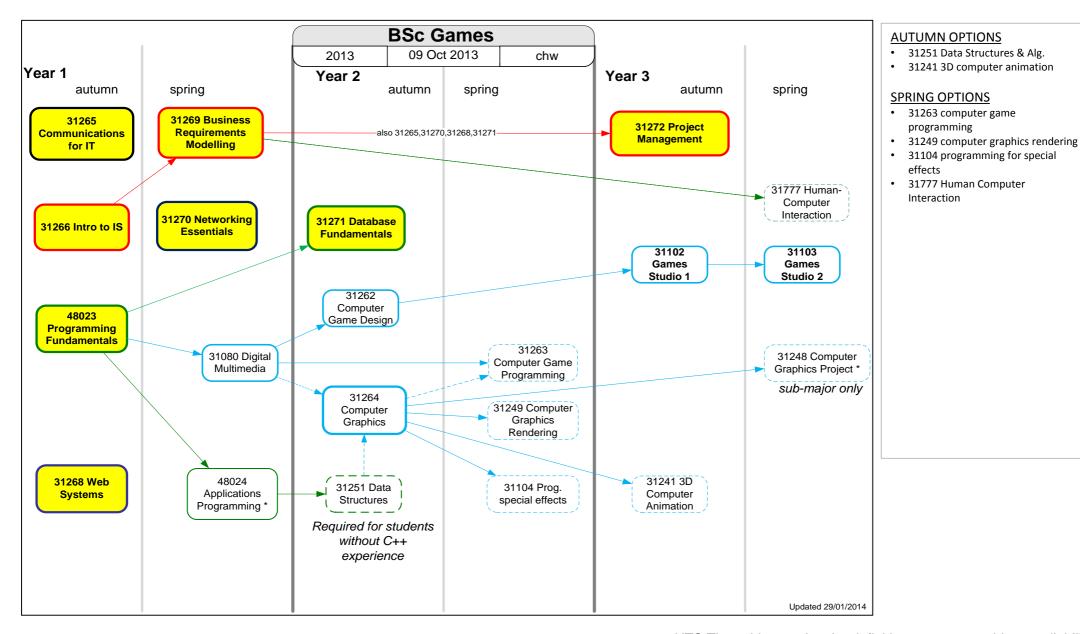


Notes:

- 1. You are required to do 31251 Data Structures and Algorithms in year 2 (stage3) if you are without prior C++ experience
- 2. Alternative: You can choose to have 2 autumn options or 2 spring options

UTS Timetable remains the definitive source on subject availability
Your study plan defines course requirements
For further assistance, contact Student Centre at 1300 275 887

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