



Bachelor of Information Technology

GAME DEVELOPMENT

Below is a suggested enrolment guide for students commencing first year in 2020.

Unit Code – Session 1
COMP1000 Introduction to Computer Programming
COMP1300 Introduction to Cyber Security
Unit of your choice (you might consider COMP1750, STAT1170 or any other 1000 level unit matching your interests)*
Unit of your choice (you might consider COMP1750, STAT1170, ACCG1000 or any other 1000 level unit matching your interests)

Unit Code – Session 2
COMP1010 Fundamentals of Computer Science
COMP1350 Introduction to Database Design and Management
COMP1150 Introduction to Video Games
Unit of your choice (you might consider MATH1007 or any other 1000 level unit matching your interests)

This is not an exhaustive list and should be used as a guide only. You may have specific interests or career aspirations that will determine your choice of option sets or electives. The full list of options sets and electives can be found in the 2020 handbook <http://handbook.mq.edu.au>.

If you're taking a double degree with the listed single degree option and would like advice about which units you should take, please contact us directly.

CONTACT US

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