

Faculty of Information Technology – Berwick Campus
Bachelor of Information Technology and Systems
(Multimedia Games Development Major)
 Course Code - 3334
Course Progression Map – 2007

Name: Student No:

First year level = 48 points

Sem 1	FIT1001 Computer Systems	FIT1002 Computer Programming	FIT1003 IT Organisations	VCM1001 Visual Communication (Art & Design)
2	FIT1004 Database	FIT1005 Networks & Data Communications	FIT1012 Web Site Authoring	DIS1911 3D Design and Visualisation (Art & Design)

Second year level = 48 points total

3	FIT2001 System Analysis & Design <i>(FIT1004)</i>	FIT2012 Digital Media Authoring <i>(FIT1012)</i>	FIT2048 (MMS2102) Game Implementation and Techniques <i>(FIT1002)</i>	FIT2034 Computer Programming 2
4	FIT2002 IT Project Management	FIT2049 (MMS2804) Games Programming using C++ <i>(FIT2048 & FIT2034)</i>	Elective (6 points)	Elective (6 points)

Third year level = 48 points total (2008)

5	FIT3039 Studio 1 <i>(FIT2001, FIT2002, FIT2012)</i>	FIT3094 Artificial Intelligence for Gaming <i>(TBC)</i>	FIT3095 (MMS3403) Creating Narrative in Multimedia (TBC)	Elective (6 points)
6	FIT3040 Studio 2 <i>(FIT3039)</i>	FIT3023 Interactive Environments <i>(FIT2015)</i>	FIT 3rd level elective	Elective (6 points)

Notes:

- All units are 6 points
- To complete the course students must gain 144 points of credit
- Students must not accrue more than 60 points of first year level units
- Italic indicates pre-requisites

FIT Common Core
Multimedia major
Art & Design units
Not offered until 2008

Student Declaration

*I acknowledge by signing this progression map I accept any credit granted. Course progression advice will be based on the assumption that the units I am currently enrolled in are considered a "Pass."
 This progression is effective from the date this was prepared.*

Student Signature: _____

Date: _____

Expected Completion Date: _____
 (International Students Only)

Staff Signature: _____

Date Completed: / /