

	Code	Units of Study	Pre-requisite(s)	Convener	Tel
First and Second Academic Semesters					
Sem 1	HET120	Interactive Games Structures	Nil	C McCrea	8415
	HALM104	Introduction to Media, Literature & Film, Texts & Contexts	Nil	E Milne	8195
	HET222	Digital Video & Audio	Nil	A Bartel	5271
	HDMD101	Design for Multimedia 1	Nil	J Marshall	6089
Sem 2	HAM105	The Media in Australia	Nil	J Schwartz	5353
	HET213	User Experience Design	Nil	P Ciszewski	8597
	HET238	3D Modelling (Replaces HET208)	Nil	W Doube	5977
	HET325	Principles of Game Design	HET238 or HET208 Corequisite.	D Scott	8509
Third and Fourth Academic Semesters					
Sem 1	HET236	Writing for Interactive Narratives	Nil	C McCrea	8415
	HET233	Games and Interactivity Lab 1	Nil	D Scott	8509
	HET113	Internet and WWW1	Nil	Phillip Ong	8254
	HAC0001*	Careers in the Curriculum	Nil		
		<i>Elective A - Choose 1 of:</i>			
	HALM200	Reading, Writing and Criticism	HALM104 or approved equivalent	D Tofts	8441
	HAM113	Professional Communication Practice	Nil	M Finn	5254
	HAM210	Popular Culture	HALM104 or HAM105	J Schwartz	5353
Sem 2	HET215	Multimedia Applications	Nil	C McCrea	8415
	HET217	Business of Games	Nil	C McCrea	8415
	HET234	Games and Interactivity Lab 2	HET233	D Scott	8509
		<i>Elective B - Choose 1 of:</i>			
	HALM207	Network Cultures	HALM104 or HAM105	L Gye	8345
	HASM201	eSociety: Sociology of the Electronic Age	One Stage 1 Media unit	K Farquharson	5889
Optional Multimedia IBL Semesters					
Sem 1	HSW050	Industry Based Learning	Completion of first 4 academic semesters	Annette Pelgrim	8753
Sem 2	HSW055	Industry Based Learning	HSW050	Annette Pelgrim	8753
Fifth and Sixth Academic Semesters					
Sem 1	HET434	Games & Interactivity Project	Completion of 175 credit points	P Ciszewski	8597
	HET430	Interaction Evaluation (Replaces HET433)	Nil	W Doube	5977
	HALM312	Cinema Studies	HALM104 & any two Stage 2 Media studies subjects.	D Bossio	8107
	HAM313	Radio Production and Criticism A	HAM105 or HALM104 and any other Stage 2 Media Studies subject	J Barbour	8836
Sem 2	HET435	Games & Interactivity Project 2	HET434 or HIT3158	P Ciszewski	9597
	HAM315	Information Society: A Global Perspective	HALM104 or HAM105 and two Stage 2 Media subjects	M Finn	5254
	HET332	Interactive Multimedia	Nil	P Wischer	8803
		<i>Elective C - Choose 1 of:</i>			
	HAL103	Writing Fiction	Nil	E Milne	8195
	HBSEG200	New Venture Development & Management	Nil	S Rushworth	8438

* HAC0001 Careers in the Curriculum is a compulsory subject for students commencing from 2007. 100% fee exempt and no credit points

Group	Code	Units of Study	Prerequisite(s)	Semesters Offered
Compulsory Unit	HAC0001	Careers in the Curriculum	Nil	S1 & S2
Core Games & Interactivity Studies (all 12.5 CP)	HET120	Interactive Games Structures	Nil	S1
	HET238	3D Modelling (Replaces HET208)	Nil	S1 & S2
	HET213	User Experience Design	Nil	S1 & S2
	HET236	Writing for Interactive Narratives	Nil	S1
	HET222	Digital Video & Audio	Nil	S1 & S2
	HET325	Principles of Game Design	HET238 or HET208 (or Corequisite)	S1 & S2
	HET217	Business of Games	Nil	S2
	HET430	Interaction Evaluation (Replaces HET433)	Nil	S1
	HET233	Games and Interactivity Lab 1	Nil	S1
	HET234	Games and Interactivity Lab 2	HET233	S2
	HET434	Games & Interactivity Project	Completion of 175 credit points	S1
HET435	Games & Interactivity Project 2	HET434 or HIT3158	S2	
Media Studies Major Subjects (all 12.5 CP)	HALM104	Media, Literature & Film: Texts & Contexts	Nil	S1
	HAM105	The Media in Australia	Nil	S2
	HAM113	Professional Communication Practice	Nil	S1 & S2
	HALM200	Reading, Writing and Criticism	HALM104 or approved equivalent	S1
	HALM202	Journalism: Processes and Practices	HALM104 or HAM105	S2
	HALM207	Network Cultures	HALM104 or HAM105	S2
	HAM210	Popular Culture	HALM104 or HAM105	S1
	HAM211	New Media: The Telecommunications Revolution *	HALM104 or HAM105	S1
	HASM201	eSociety: Sociology of the Electronic Age	One Stage 1 Media subject	S2
	HALM312	Cinema Studies	HALM104 and any two Stage 2 Media studies subjects	S1
HAM313	Radio Production & Criticism A	HAM105 or HALM104 and any other Stage 2 Media Studies subject	S1	
HAM315	Information Society: A Global Perspective	HALM104 or HAM105 and two Stage 2 Media subjects	S2	
Further Multimedia Subjects	HET113	Internet and WWW1	Nil	S1 & S2
	HET123	Internet and WWW2	HET113 or equivalent	S1 & S2
	HDMD101	Design for Multimedia 1	Nil	S1 & S2
	HDMD102	Design for Multimedia 2	Nil	S1 & S2
	HET215	Multimedia Applications	Nil	S1 & S2
	HET407	Multimedia Technology	HET215	S1 & S2
	HET332	Interactive Multimedia	Nil	S2
HET324	Media Theory, DVD and Compositing	HET222	S1 & S2	
Elective Studies (all 12.5 CP)	HAL103	Writing Fiction	Nil	S1 & S2
	HBSG200	New Venture Development & Management	Nil	S1 & S2
	HET321	Physics of Games	Nil	S1
Other electives may be drawn from other disciplines subject to prerequisites, timetabling and approval of program coordinator.				

Students must complete a minimum of 300 credit points according to the following rules:

*150 credit points from *Core Games and Interactivity Subjects*

*100 credit points from *Media Studies Major Subjects* (of which a minimum of 25 credit points must be from stage 1 subjects and at least 37.5 credit points must be from post stage 1 subjects)

*37.5 credit points from *Further Multimedia Subjects* or a **recognized Elective Sequence**

*12.5 credit points from *Further Multimedia Subjects* or *Elective Subjects*

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