

	Code	Units of Study	Pre-requisite(s)	Convener	Tel
First and Second Academic Semesters					
Sem 1	HDMD101	Design for Multimedia 1	Nil	S Murdoch	6196
	HET120	Interactive Games Structures	Nil	M Finn	5254
	HIT2080	Intro to Programming	Nil (preclusions HIT1301 and HIT1404)	J Hamlyn-Harris	8672
	HIT1402	Database, Analysis and Design	Nil (preclusion HIT2016)	P Sala	5432
Sem 2	HDMD102	Design for Multimedia 2	Nil	S Murdoch	6196
	HET222	Digital Video and Audio	Nil	A Bartel	5271
	HIT3181	Technical Software Development	HIT2037 or HIT2080 or HES1300 (or completion of a stage 2 programming unit)	J Komarower	5074
	HMS111	Engineering Mathematics 1	VCE Mathematical Methods or equivalent	D Richards	8698
Third and Fourth Academic Semesters					
Sem 1	HET238	3D Modelling (Replaces HET208)	Nil	M Finn	5254
	HET215	Multimedia Applications	Nil	A Hogan	8035
	HIT2308	Software Development Practices	HIT2080 & HIT3181; or HIT1301 & HIT2302; or HIT1404 & HIT2037 (preclusions HIT1031 & HIT2405)	B Hurst	8451
	HIT3172	Object Oriented Programming in C++	HIT3181 or HIT3303 or HIT1052 or HIT2302	J Komarower	5074
	HAC0001*	Careers in the Curriculum	Nil		
Sem 2	HET213	User Experience Design	Nil	P Ciszewski	8597
	HET325	Principles of Game Design	Nil	P Ciszewski	8597
	HIT1307	Internet Technologies	Programming (eg:HIT2080) & Database & SQL (eg: HIT1402)	K McInnes	5505
	HIT3037	Programming in Java	HIT3172 or 75% in HIT2427 (preclusions HIT2037 & HIT2302)	D Kuo	4752
Fifth and Sixth Academic Semesters					
Sem 1	HET321	Physics of Games	Nil	A Bartel	5271
	HET233	Games and Interactivity Lab 1	HET325	P Ciszewski	8597
	HIT3046	Artificial Intelligence for Games	HIT2037 or HIT2302 or HIT3181	C Woodward	5945
		<i>Choose one of:</i>			
	HACM104/HALM104	Media, Literature & Film: Texts & Contexts	Nil	C McCrea	8415
	HET236	Writing For Interactive Narratives	Nil	M Finn	5254
	HET324	Media Theory, DVD and Compositing	HET222	A Hogan	8035
	HET407	Multimedia Technology	Nil	A Bartel	5271
Sem 2	HET234	Games and Interactivity Lab 2	HET325	A Hogan	8035
	HIT3309	Software Project Practices and Management	HIT2308 or HIT1031 (preclusions HIT2056 & HIT3407)	J Schneider	8189
	HIT3083	Digital Graphics	HIT3303 or HIT3172 or HIT3054	W Lai	4391
	HIT3243	Games Programming	HIT2302 or HIT2037 or HIT3037 or HIT3054 or HIT3072 or HIT3172 or 65% in HIT3181	C Woodward	5945
Optional IBL Semesters					
Sem 1	HSW050	Industry Based Learning	Completion of first 6 academic semesters	L Dunn	8770
Sem 2	HSW055	Industry Based Learning	HSW050	L Dunn	8770
Seventh and Eighth Academic Semesters					
Sem 1	HET430	Interaction Evaluation. (Replaces HET433)	Nil	C McCrea	8415
	HET104	LAN Principles	Nil	J But	4839
	HIT3310	Software Architectures and Design	HIT2308 or HIT1031	J Schneider	8189
	HIT3158	Software Engineering Project A	HIT2253 or HIT3303 or HIT3172; and HIT2056 or HIT3309. Must be followed immediately by	B Hurst	8451
Sem 2	HET435	Games & Interactivity Project 2	HIT3158 or HET434	C McCrea	8415
	HIT3311	Software Deployment and Evolution	HIT3309	R Vasa	5011
	HIT3044	Professional Issues in Information Technology	Available to final year students only	S Thurairasa	8405
		<i>Choose one of:</i>			
	HET217	Business of Games	Nil	C McCrea	8415
	HET332	Interactive Multimedia	Nil	W Doube	5977
	HET412	Networking & Online Games	(HET104 or HIT2120) and (HIT2302 or HIT2037 or HIT3181)	G Armitage	8373
	HBN200N	New Venture Development	Nil		

* 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)	Teaching Periods
Compulsory Unit	HAC0001	Careers in the Curriculum	Nil	S1 & S2
Core Games & Interactivity Studies (all 12.5 CP)	HET120	Interactive Games Structures	Nil	S1
	HET321	Physics of Games	Nil	S1
	HET325	Principles of Game Design	Nil	S1 & S2
	HET430	Interaction Evaluation. (Replaces HET433)	Nil	S1
	HET435	Games & Interactivity Project 2	HIT3158 or HET434	S2
	HIT3046	Artificial Intelligence for Games	HIT2037 or HIT2302 or HIT3181	S1
	HIT3083	Digital Graphics	HIT3303 or HIT3172 or HIT3054	S2
	HIT3243	Games Programming	HIT2302 or HIT2037 or HIT3037 or HIT3054 or HIT3072 or HIT3172 or 65% in HIT3181	S2
	HIT3158	Software Engineering Project A	HIT2253 or HIT3303 or HIT3172; and HIT2056 or HIT3309. Must be followed immediately by HET435 Games & Interactivity Project 2	S1
Core Multimedia & CSSE Studies (all 12.5 CP)	HDMD101	Design for Multimedia 1	Nil	S1 & S2
	HET238	3D Modelling (Replaces HET208)	Nil	S1 & S2
	HET213	User Experience Design	Nil	S1 & S2
	HET222	Digital Video & Audio	Nil	S1 & S2
	HET233	Games and Interactivity Lab 1	HET325	S1
	HET234	Games and Interactivity Lab 2	HET325	S2
				S1 & S2
	HIT2308	Software Development Practices	HIT2080 & HIT3181; or HIT1301 & HIT2302; or HIT1404 & HIT2037 (preclusions HIT1031 & HIT2405)	
	HIT2080	Intro to Programming	Nil (preclusions HIT1301 and HIT1404)	S1 & S2
	HIT3181	Technical Software Development	HIT2037 or HIT2080 or HES1300 (or completion of a stage 2 programming unit)	S1 & S2
	HIT1402	Database, Analysis and Design	Nil (preclusion HIT2016)	S1 & S2
	HIT3309	Software Project Practices and Management	HIT2308 or HIT1031. Preclusions HIT3407 or HIT2056	S1 & S2
	HET104	LAN Principles	Nil	S1 & S2
	HIT3172	Object Oriented Programming in C++	HIT3181 or HIT3303 or HIT1052 or HIT2302	S1 & S2
	HIT3310	Software Architectures and Design	HIT2308 or HIT1031	S1
	HIT1307	Internet Technologies	Programming (eg:HIT2080) & Database & SQL (eg: HIT1402)	S1 & S2
	HIT3044	Professional Issues in IT	Available to final year students only	S1 & S2
	HIT3037	Programming in Java	HIT3172 or 75% in HIT2427 (preclusions HIT2037 & HIT2302)	S1 & S2
	HIT3311	Software Deployment and Evolution	HIT3309	S2
	HMS111	Engineering Mathematics 1	VCE Mathematical Methods or equivalent	S1 & S2
Elective Studies (all 12.5 CP)	HACM104/HALM104	Media, Literature & Film: Texts & Contexts	Nil	S1
	HBN200N	New Venture Development	Nil	S1 & S2
	HET236	Writing for Interactive Narratives	Nil	S1 & S2
	HDMD102	Design for Multimedia 2	Nil	S1 & S2
	HET215	Multimedia Applications	Nil	S1 & S2
	HET217	Business of Games	Nil	S2
	HET324	Media Theory, DVD and Compositing	HET222	S1 & S2
	HET332	Interactive Multimedia	Nil	S1 & S2
	HET407	Multimedia Technology	Nil	S1 & S2
	HET412	Networking & Online Games	(HET104 or HIT2120) and (HIT2302 or HIT2037 or HIT3181)	S2
	HIT3087	Advanced Java	HIT3303 or 65%+ in HIT3037 or 75%+ in HIT2037	S2
	HIT2422	Database Systems (replaces HIT2420)	HIT1402 or HIT2016 & introductory programming (eg HIT2080/HIT1404/HIT1301). Preclusion HIT3017, HIT2420	S1 & S2

Students must complete a minimum of 400 credit points according to the following rules:

112.5 credit points chosen from Core Games & Interactivity Studies;

237.5 credit points chosen from Core Multimedia & CSSE Studies; and

50 credit points chosen from Electives.

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