

	Code	Units of Study	Pre-requisite(s)	Convener	Tel
First and Second Academic Semesters					
Sem 1	HDMD101	Design for Multimedia 1	Nil	J Marshall	6089
	HET120	Interactive Games Structures	Nil	C McCrea	8415
	HIT2080	Intro to Programming	Nil. Preclusions HIT1404 & HIT1301	F Wang	5065
	HIT1402	Database, Analysis and Design	Nil. Preclusion HIT2016	P Sala	5432
Sem 2	HDMD102	Design for Multimedia 2	Nil	J Marshall	6089
	HET222	Digital Video and Audio	Nil	A Bartel	5271
	HIT3181	Technical Software Development	HIT2080	B Todd	8740
	HMS111	Engineering Mathematics 1	VCE Mathematical Methods or equivalent	David Richards	8698
Third and Fourth Academic Semesters					
Sem 1	HET238	3D Modelling (Replaces HET208)	Nil.	W Doube	5977
	HET215	Multimedia Applications	Nil	C McCrea	8415
	HIT2308	Software Development Practices	HIT2080 & HIT3181	D Kuo	5011
	HIT3172	Object Oriented Programming in C++	HIT3181 or HIT3081 or HIT1052 or HIT2302	J Komarower	5074
	HAC0001*	Careers in the Curriculum	Nil		
Sem 2	HET213	User Experience Design	Nil	P Ciszewski	8415
	HET325	Principles of Game Design	HET238 or HET208 (or Corequisite)	D Scott	8509
	HIT1307	Internet Technologies	Programming (eg:HIT2080/HIT1051) & Database & SQL (eg: HIT1402/HIT2016)	V Farrell	8743
	HIT3037	Programming in Java	HIT3172 or 75% in HIT2427. Preclusion HIT1052	W Lai	4391
Fifth and Sixth Academic Semesters					
Sem 1	HET321	Physics of Games	Nil	A Bartel	5271
	HET233	Games and Interactivity Lab 1	Nil	D Scott	8509
	HIT3046	Artificial Intelligence for Games	HIT1052 or HIT2302 or HIT3181	C Woodward	5965
		<i>Choose one of:</i>			
	HALM104	Media, Literature & Film: Texts & Contexts	Nil	E Milne	8195
	HET236	Writing For Interactive Narratives	Nil	C McCrea	8415
	HET324	Media Theory, DVD and Compositing	HET222	P Wischer	8803
	HET407	Multimedia Technology	HET215. Ni for students commenced pre 2004	A Bartel	5271
Sem 2	HET234	Games and Interactivity Lab 2	HET233	D Scott	8509
	HIT3309	Software Project Practices and Management	HIT2308 or HIT1031. Preclusions HIT3407 or HIT2056	R Vasa	5011
	HIT3083	Digital Graphics	HIT3054 or HIT3172	W Lai	4391
	HIT3243	Games Programming	HIT3072 or HIT3172 or HIT3054 or 75% in HIT3181	C Woodward	5945
Optional IBL Semesters					
Sem 1	HSW050	Industry Based Learning	Completion of first 6 academic semesters	Annette Pelgrim	8753
Sem 2	HSW055	Industry Based Learning	HSW050	Annette Pelgrim	8753
Seventh and Eighth Academic Semesters					
Sem 1	HET430	Interaction Evaluation. (Replaces HET433)	Nil	W Doube	5977
	HET104	LAN Principles	Nil	J But	4839
	HIT3310	Software Architectures and Design	HIT2308 or HIT1031		
	HIT3158	Software Engineering Project A	HIT2253 or HIT3172 & HIT3309	B Hurst	8451
Sem 2	HET435	Games & Interactivity Project 2	HIT3158 or HET434		
	HIT3311	Software Deployment and Evolution	Nil		
	HIT3044	Professional Issues in Information Technology	Available to final year students only	S Thuraiasa	8405
		<i>Choose one of:</i>			
	HET217	Business of Games	Nil	C McCrea	8415
	HET332	Interactive Multimedia	Nil	P Wischer	8803
	HET412	Networking & Online Games	HET104 or HIT2120 and HIT1052 or HIT3081 or HIT3181 or HIT2302	G Armitage	8373
	HBSG200	New Venture Development & Management	Nil	S Rushworth	5874

* 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 <i>(all 12.5 CP)</i>	HET120	Interactive Games Structures	Nil	S1
	HET321	Physics of Games	Nil	S1
	HET325	Principles of Game Design	HET238 or HET208 (or Corequisite)	S1 & S2
	HET430	Interaction Evaluation. (Replaces HET433)	Nil	S1
	HET435	Games & Interactivity Project 2	HIT3158 or HET434	S2
	HIT3046	Artificial Intelligence for Games	HIT1052 or HIT2302 or HIT3181	S1
	HIT3083	Digital Graphics	HIT3054 or HIT3172	S2
	HIT3243	Games Programming	HIT3072 or HIT3172 or HIT3054 or 75% in HIT3181	S2
	HIT3158	Software Engineering Project A	HIT2253 (or HIT3172) & HIT3309	S1
Core Multimedia & CSSE Studies <i>(all 12.5 CP)</i>	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	Nil	S1
	HET234	Games and Interactivity Lab 2	HET233	S2
	HIT2308	Software Development Practices	Two programming subjects (HIT2080 & HIT3181)	S1 & S2
	HIT2080	Intro to Programming	Nil. Preclusions HT1404 & HIT1301	S1 & S2
	HIT3181	Technical Software Development	HIT2080	S1 & S2
	HIT1402	Database, Analysis and Design	Nil. Preclusion HIT2016	S1 & S2
	HIT3309	Software Project Practices and Management	HIT2308 or HIT1031	S1 & S2
	HET104	LAN Principles	Nil	S1 & S2
	HIT3172	Object Oriented Programming in C++	HIT3181 or HIT3081 or HIT1052 or HIT2302	S1 & S2
	HIT3310	Software Architectures and Design	HIT2308 or HIT1031	S1
	HIT1307	Internet Technologies	Programming (eg:HIT2080/HIT1051) & Database & SQL (eg: HIT1402/HIT2016)	S1 & S2
	HIT3044	Professional Issues in IT	Available to final year students only	S1 & S2
	HIT3037	Programming in Java	HIT3172 or 75% in HIT2427. Preclusion: HIT1052	S1 & S2
	HIT3311	Software Deployment and Evolution	Nil	S2
	HMS111	Engineering Mathematics 1	VCE Mathematical Methods or equivalent	S1 & S2
Elective Studies <i>(all 12.5 CP)</i>	HALM104	Media, Literature & Film: Texts & Contexts	Nil	S1
	HBSG200	New Venture Development & Management	Nil	S1 & S2
	HET236	Writing for Interactive Narratives	Nil	S1
	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	S2
	HET407	Multimedia Technology	HET215. Nil for students commencing pre-2004	S1 & S2
	HET412	Networking & Online Games	(HET104 or HIT2120) and (HIT1052 or HIT3081 or HIT3181)	S2
	HIT3087	Advanced Java	HIT3303 or HIT2253 or 75%+ in HIT3037	S2
	HIT2427	Object Oriented Programming in .NET	HIT1404 or HIT1301 or HIT2080 or HIT1009 or HIT1051. Preclusion: HIT3037 or HIT1052	S1 & S2
	HIT2420	Database Management Systems	HIT1402 or HIT2016 and introductory programming (eg: HIT2080 / HIT1404 / HIT1301)	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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