# BACHELOR OF GAMES & INTERACTIVITY

**BA-GAMIA**

## Course Enrolment Planner

### Recommended Sequence

Units are listed on your Course Planner in a recommended sequence. However this can be amended depending on unit availability, unit progression, timetabling and the semester in which you commenced your course.

<table>
<thead>
<tr>
<th>Year</th>
<th>SEMESTER</th>
<th>SEMESTER</th>
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<tbody>
<tr>
<td>Y1</td>
<td>Your First SEMESTER</td>
<td>Your Second SEMESTER</td>
</tr>
<tr>
<td></td>
<td>DDD20022 3D Modelling for Objects and Environments</td>
<td>FTV10005 Sound Design and Acquisition</td>
</tr>
<tr>
<td></td>
<td>GAM10001 Introduction to Game Studies</td>
<td>GAM10002 Principles of Game Design</td>
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<td></td>
<td>Component unit</td>
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### Optional Component

**Professional Placement**

An additional 6 months or 1 year to your course. Your course rules will be modified to accommodate the Professional Placement.

### Work Integrated Learning (WIL)

A Professional Placement is a Work Integrated Learning (WIL) option. You can apply for Professional Placement during your second year. More information on Professional Placement and other WIL options at Work Integrated Learning.

**What is a component unit?**

A unit that forms part of a second major/co-major/minor or elective, that you select.

**How can I find which component units I can enrol in?**

Visit Bachelor of Games and Interactivity Course Information for major/co-major/minor and elective options.

**What's a full-time study load?**

100 credit points (8 units per year)

**What's a part-time study load?**

50 credit points (4 units per year)

**How can I plan my timetable to make sure my lectures don’t clash?**

Check the University Timetable Planner before enrolling into units.

**Where can I find what online units are available?**

Check the Swinburne Online Units for online offerings.