## Course Information

**Core Units**
- 150 Credit points
- Games & Interactivity
  - Major units: 100 Credit points
- Computer Science
  - Major units: 100 Credit points

### 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.

### Your First Semester

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y1GAM10001</td>
<td>Introduction to Game Studies</td>
<td>12.5</td>
</tr>
<tr>
<td>Y1FTV10005</td>
<td>Sound Design and Acquisition</td>
<td>12.5</td>
</tr>
<tr>
<td>Y1COS10003</td>
<td>Computer &amp; Logis Environments</td>
<td>12.5</td>
</tr>
<tr>
<td>Y1COS10009</td>
<td>Introduction to Programming</td>
<td>12.5</td>
</tr>
</tbody>
</table>

### Your Second Semester

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Name</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y2GAM10002</td>
<td>Principles of Game Design</td>
<td>12.5</td>
</tr>
<tr>
<td>Y2COS10011</td>
<td>Creating Web Applications</td>
<td>12.5</td>
</tr>
<tr>
<td>Y2TNE10006</td>
<td>Networks and Switching</td>
<td>12.5</td>
</tr>
</tbody>
</table>

### First Major Computer Science Units

A structured set of 8 units or 100 credit points in a field of study specific to your course.

### First Major Games & Interactivity Units

A set of compulsory units you **MUST** complete as part of your course.

### Optional Component

- Component units can be completed from a combination of the following:
  - Minor: A structured set of 4 units or 50 credit points from a field of study which you can choose in addition to a first major.
  - Electives: A standalone unit from any study area.

### Work Integrated Learning (WIL)

A Professional Placement is a Work Integrated Learning (WIL) option. You can apply for Professional Placement during your second last year. More information on Professional Placement and other WIL options at [Work Integrated Learning](https://www.swinburne.edu.au/courses/undergraduate/program-options/).  

### 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 Bachelor Of Science 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.