BACHELOR OF GAMES & INTERACTIVITY
BA-GAMIA

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.

Core Units
A set of compulsory units you MUST complete as part of your Course

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

Component Units
Can be completed from a combination of the following:
- Second Major
  A structured set of 8 units or 100 credit points in a field of study specific to your course which you can choose in addition to a first major
- Co-Major
  A structured set of 4 units or 50 credit points in a field of study outside your course area which you can choose in addition to a first major
- Minor
  A structured set of 4 units or 50 credit points in a field of study which you can choose in addition to a first major.
- Electives
  A standalone unit from any study area.

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

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.

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 option at Work Integrated Learning.

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+ = Credit points

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