

# 2019 Bachelor of Information Technology - Games Design and Development

Videogames are some of the most exciting and sophisticated pieces of software. The ability to create virtual worlds gives game designers and implementers the chance to express their imagination and technical achievements. This program aims to produce game designers and programmers with an in-depth knowledge of the principles and practice of creating interactive digital games. It is based on two fundamental philosophies: to be a great game designer you need to know more than the technology (although you need that too), to be a great games programmer you need to be a great programmer. Both of these philosophies rest on a thorough understanding of the technology and principles that underlie videogames, including software engineering. And being a great programmer, not just a games programmer, means that your career options are not limited to the games industry. Beyond the technology you, like any designer, need to understand how people will use what you design. Games are there to be played, for people to interact with. A great designer understands this and the multitude of ways that games intersect with the lives of their players. By letting students study the technology and talk, think and communicate about games this program aims to produce the next generation of games designers and programmers.



**The table below is a suggested first session for students beginning in Session 2, 2019.** Please make your selection of units after reviewing the requirements of your award in the 2019 Handbook:

[www.handbook.mq.edu.au/2019/DegreesDiplomas/Degree/Bachelor+of+Information+Technology+-+Games+Design+and+Development](http://www.handbook.mq.edu.au/2019/DegreesDiplomas/Degree/Bachelor+of+Information+Technology+-+Games+Design+and+Development)

## Suggested First Session

### Session 2, 2019

Unit Code	Unit Name
COMP115	Introduction to Computer Programming
DMTH137	Discrete Mathematics I
ISYS114	Introduction to Business Information Systems
MATH135 or MATH130*	Mathematics IA Mathematics IE*

- You must also meet the general requirements for the degree for which you will qualify.
- It may be possible to satisfy the requirements of your degree by taking a different selection of units in your first session from those suggested above.
- Previous study at HSC level in Mathematics is required before enrolling in the required unit MATH135. [\*] Students with less than Band 4 in HSC Mathematics will need to enrol in MATH130 in their first session and take MATH135 in the second year of the program.
- Bridging courses in mathematics are available and recommended for those without recent HSC study, or for those

FIND OUT MORE  
CONTACT: STUDENT CONNECT  
LEVEL 2, MUSE C7A PHONE: 9850 6410  
Macquarie University NSW 2109 Australia  
[Handbook.mq.edu.au](http://Handbook.mq.edu.au)

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who took General Mathematics: [www.tinyurl.com/bridgingmq](http://www.tinyurl.com/bridgingmq).

- Consider what units you will want to study in second and third year. Prerequisite requirements for those units must be completed prior to enrolment in the higher-level unit.
- You can receive specific program advice from the faculty at any stage in your degree by lodging a “Program Advice” enquiry via <http://ask.mq.edu.au>.



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