



# BACHELOR OF SCIENCE IN GAMES DEVELOPMENT

## REVISED PROGRAM FOR 2011

**UTS:INFORMATION TECHNOLOGY**

[it.uts.edu.au/courses/undergraduate/](http://it.uts.edu.au/courses/undergraduate/)

### ARE YOU INTERESTED IN DESIGNING AND DEVELOPING COMPUTER GAMES AND ANIMATION?

The revised Bachelor of Science in Games Development will be available to school leavers from 2011. New subjects have also been added to this course for 2011.

Today's games are large sophisticated computer programs that model 3D worlds in detail, implementing realistic physics, with believable computer controlled characters that connect thousands of players through virtual worlds.

Game designers must create and manage the social, economic, and governance structures of these virtual worlds, addressing issues of plot, character development and storyline, integrating these in a real-time programming environment.

This course will provide you with a sound education in all aspects of information technology as well as the diverse range of skills necessary for a career in computer games development.



WHERE CREATIVITY MEETS TECHNOLOGY

## WHAT WILL I STUDY?

COURSE STRUCTURE (DIRECT ENTRY)		
8 CORE SUBJECTS (IT)	8 CORE SUBJECTS (GAMES DEVELOPMENT)	8 ELECTIVES
<ul style="list-style-type: none"> <li>&gt; Communication for IT Professionals</li> <li>&gt; Introduction to Information Systems</li> <li>&gt; Programming Fundamentals</li> <li>&gt; Web Systems</li> <li>&gt; Business Requirements Modelling</li> <li>&gt; Networking Essentials</li> <li>&gt; Database Fundamentals</li> <li>&gt; Project Management and the Professional</li> </ul>	<ul style="list-style-type: none"> <li>&gt; Applications Programming</li> <li>&gt; Digital Multimedia</li> <li>&gt; Game Design Studio 1</li> <li>&gt; Game Design Studio 2</li> <li>&gt; Introduction to Computer Game Design</li> <li>&gt; Introduction to Computer Graphics</li> </ul> <p><b>Select 2 subjects from the following:</b></p> <ul style="list-style-type: none"> <li>&gt; 3D Computer Animation</li> <li>&gt; Computer Graphics Rendering Techniques</li> <li>&gt; Data Structures and Algorithms</li> <li>&gt; Introduction to Computer Game Programming</li> <li>&gt; Human-Computer Interaction</li> <li>&gt; Programming for Special Effects</li> </ul>	<ul style="list-style-type: none"> <li>&gt; 2 sub-majors (IT or from another Faculty)</li> </ul> <p><b>or</b></p> <ul style="list-style-type: none"> <li>One sub-major and 4 electives</li> </ul> <p><b>or</b></p> <ul style="list-style-type: none"> <li>8 electives</li> </ul>



## HOW TO APPLY

### Current School Leavers

If you are completing Year 12 in 2010 you will be eligible to apply for the Bachelor of Science in Games Development. You must apply through UAC and the course will be added onto the UAC website as a new course for school leavers – UAC code 603225.

### Non-current School Leavers

Non-current school leavers can still apply for this course. The pathway with the Diploma of Information Technology (Games Development) (19050) at TAFE NSW is still applicable. Students who enrol in the Bachelor of Science in Games Development and who have completed 19050 Diploma of Information Technology (Games Development) will be eligible for 48 credit points of recognition of prior learning (RPL).

## CONTACT US

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[it.uts.edu.au/courses/undergraduate/](http://it.uts.edu.au/courses/undergraduate/)



The picture above was produced by Kevin Suffern



Screen shot of student's game design project 2005