Bachelor of Games and Interactivity/Bachelor of Animation - BB-GAMIANI

Recommended Sequence

Units are listed on your Course Planner in a recommended sequence. However this can be amended depending on unit availability, prerequisite requirements and the semester in which you commenced your course. Changes to this planner may extend the duration of your course.

Year One

Semester 1		Semester 2	
ANI10001 Introduction to Animation	+12.5	ANI10004 Introduction to Character and Environment Design	+12.5
ANI10002 2D Production Techniques for Animation	+12.5	ANI10005 3D Production Techniques for Animation	+12.5
ANI10003 History of Animation	+12.5	ANI10006 Action Analysis and Locomotion	+12.5
FTV10005 Sound Design and Acquisition	+12.5	DDD20022 3D Modelling for Objects and Environments	+12.5

Year Two

Semester 1		Semester 2	
ANI20001 Advanced Character Design for Animation	+12.5	FTV10006 Genre and the Moving Image	+12.5
ART10004 Introduction to Game Studies	+12.5	GAM10002 Principles of Game Design	+12.5
GAM20001 Introduction to Games Production	+12.5	GAM20004 Writing for Interactive Narratives	+12.5
Elective	+12.5	Elective	+12.5

Optional

Optional - Professional Placement	
You can choose to add an additional 6 months or 1 year placement to your course. The maximum credit points to complete your course will be increased to accommodate the Professional Placement	+37.5-+100

Year Three

Semester 1		Semester 2	
ANI20006 Dynamics for Games and Animation	+12.5	ANI20003 Acting for Animation	+12.5
ANI20002 Writing and Directing for	+12.5	ANI20004 Producing and Production Management for Animation	+12.5
GAM20002 Pervasive Game Design Lab	+12.5	GAM20003 Digital Game Prototyping Lab	+12.5
Elective	+12.5	Elective	+12.5

Year Four

Semester 1		Semester 2	
GAM30002 Games & Interactivity Project 1	+12.5	GAM30003 Games & Interactivity Project 2	+12.5
ANI30001 Major Project: Development and Pre-Production	+12.5	GAM30004 User-Centred Design & Evaluation	+12.5
FTV30014 Major Project: Screen Writing	+12.5	ANI30002 Major Project: Production and Post-Production	+25
ART30003 Behaviour and Motivation in Games	+12.5		

How to use your course planner

The units in your planner are colour coded to assist you with mapping out your studies. Refer to the boxes below for an overview of your course requirements.

Course Information

Course 400 Credit Points

Core units
150 credit points

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

Games and Interactivity Major
100 Credit points

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

Animation Major
100 Credit points

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

Elective units
50 Credit points

A combination of elective units or a Minor

Work Integrated Learning

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

FAQs
How can I find more information about my course including Majors and Elective units?
Visit **Bachelor of Games and Interactivity/Bachelor of Animation**

Where can I find out more about individual unit Information?
Visit the **Single Unit Search** page to search for additional unit content.

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?
Check the **University Timetable Planner** before enrolling into units.