

# ADVANCED GAME DESIGN, MINOR (0090)

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Western Sydney University Minor Code: 0090

Advanced Game Design, Minor

Available to students in other Western Sydney University programs?

No

## Location

Campus	Attendance	Mode	Advice
Parramatta Campus - Victoria Road		Internal	Dr Anton Bogdanovych ( <a href="https://directory.westernsydney.edu.au/search/email/a.bogdanovych@westernsydney.edu.au">https:// directory.westernsydney.edu.au/ search/email/ a.bogdanovych@westernsydney.edu.au</a> )
Penrith Campus		Internal	Dr Anton Bogdanovych ( <a href="https://directory.westernsydney.edu.au/search/email/a.bogdanovych@westernsydney.edu.au">https:// directory.westernsydney.edu.au/ search/email/ a.bogdanovych@westernsydney.edu.au</a> )

Students must successfully complete 40 credit points as follows

Subject	Title	Credit Points
COMM 1015	Foundations of Media Arts and Production	10
DESN 1018	Visual Storytelling	10
COMM 2019	Interactive Design: Games	10
ENGR 1038	Design Graphics: Presenting Innovation	10
<b>Total Credit Points</b>		<b>40</b>

Bachelor of Entrepreneurship (Games Design and Simulation) (3746)  
([https://hbook.westernsydney.edu.au/archives/2021-2022/programs/  
bachelor-entrepreneurship-games-design-simulation/](https://hbook.westernsydney.edu.au/archives/2021-2022/programs/bachelor-entrepreneurship-games-design-simulation/))