GAME DESIGN, TESTAMUR MAJOR (T060)

Western Sydney University Major Code: T060

Previous Code: MT3013.1

Available to students in other Western Sydney University programs?
No

Location

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

Major Structure

Students must complete 80 credit points as follows.

Subject	Title	Credit Points
DESN 1009	Graphic Design: Understanding the Principles	20
DESN 1021	Web and Time-based Design	10
DESN 2011	Motion Design	10
COMP 3024	Video Games Development	10
COMM 2051	Animation and Visual Effects	10
INFO 3003	Human-Computer Interaction	10
DESN 3006	Graphic Design: Developing a Personal Portfolio	10
Total Credit Points		**80**

Equivalent Subjects
The subject listed below counts towards completion of this major for students who passed this subject in 2021 or earlier.

COMM 2042 Visual Effects, replaced by COMM 2051 Animation and Visual Effects

Related Programs

Bachelor of Entrepreneurship (Games Design and Simulation) (3746) (https://hbook.westernsydney.edu.au/archives/2022-2023/programs/bachelor-entrepreneurship-games-design-simulation/)