

# MULTIMEDIA COMPUTING, MINOR (0328)

Bachelor of Information and Communications Technology/  
Bachelor of Business (3737) (<https://hbook.westernsydney.edu.au/archives/2022-2023/programs/bachelor-information-communications-technology-bachelor-business/>)

Western Sydney University Minor Code: 0328

## Available to students in other Western Sydney University

**Programs:** Yes. Check that your program has the available credit points required to complete the subjects in this field of study. Any requisite requirements must also be met. Consult your Program Advisor for further advice.

This minor focuses on the technical and theoretical knowledge of design, development and deployment of software applications in Interactive Multimedia Computing. Students learn techniques for developing interactive systems, including asset creation, animation and programming. During the minor, students apply the techniques to develop 3D models and animations and video games or interactive simulations.

Multimedia computing involves combining a range of texts, graphics, video and animation amongst other media into a package that users can easily navigate and control. This requires knowledge of the technical as well as theoretical aspects of the design, development and deployment of software applications in interactive Multimedia Computing environments. Students learn techniques for developing interactive systems and apply these to design and develop 3D models, animations and video games in work integrated learning projects.

## Location

Campus	Attendance	Mode	Advice
Parramatta Victoria Road Campus	Full-time	Internal	cdms@westernsydney.edu.au
Parramatta Victoria Road Campus	Part-time	Internal	cdms@westernsydney.edu.a
Penrith Campus	Full-time	Internal	cdms@westernsydney.edu.au
Penrith Campus	Part-time	Internal	cdms@westernsydney.edu.au

Students must complete 40 credit points as follows

Subject	Title	Credit Points
COMP 1001	3D Modelling Fundamentals	10
COMP 3024	Video Games Development	10
INFO 3003	Human-Computer Interaction	10
COMP 3006	Computer Graphics	10
<b>Total Credit Points</b>		<b>40</b>

Bachelor of Information and Communications Technology/Bachelor of Business (Accounting) (3738) (<https://hbook.westernsydney.edu.au/archives/2022-2023/programs/bachelor-information-communications-technology-bachelor-business-accounting/>)

Bachelor of Information and Communications Technology (3639) (<https://hbook.westernsydney.edu.au/archives/2022-2023/programs/bachelor-information-communications-technology/>)

Bachelor of Information and Communications Technology (Advanced) (3684) (<https://hbook.westernsydney.edu.au/archives/2022-2023/programs/bachelor-information-communications-technology-advanced/>)