

ADVANCED GAME PROGRAMMING, MINOR (0091)

Western Sydney University Minor Code: 0091

Previous Code: SM3096.1

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) |

Minor Structure

Students must successfully complete 40 credit points as follows

| Subject | Title | Credit Points |
|------------------------------|---------------------------------|---------------|
| INFS 2001 | Database Design and Development | 10 |
| Select one of the following: | | 10 |
| COMP 2009 | Data Structures and Algorithms | |
| MATH 1014 | Mathematics 1A | |
| Select one of the following: | | 10 |
| COMP 2008 | Computer Organisation | |
| MATH 1015 | Mathematics 1B | |
| Select one of the following: | | 10 |
| INFS 3003 | Artificial Intelligence | |
| COMP 3013 | Mobile Applications Development | |
| Total Credit Points | | 40 |

Related Programs

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