

GAME PROGRAMMING, TESTAMUR MAJOR (T061)

Western Sydney University Major Code: T061

Previous Code: MT3012.1

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 2020 - 2023

If you commenced in 2024 or later please refer to the Structure 2024 tab for details.

Students must complete 80 credit points as follows.

Subject	Title	Credit Points
COMP 2004	Computer Networking	10
COMP 3006	Computer Graphics	10
MATH 1006	Discrete Mathematics	10
INFO 3003	Human-Computer Interaction	10
COMP 3021	Special Effects Programming	10
COMP 2020	Technologies for Web Applications	10
COMP 3024	Video Games Development	10
Select one of the following:		10
COMP 2014	Object Oriented Programming	
COMP 2015	Programming Techniques	
Total Credit Points		80

Major Structure 2024

This major structure applies to students who commenced in 2024 or later. If you commenced prior to 2024 please refer to the Structure 2020-23 tab for details.

Students must complete 80 credit points as follows.

Subject	Title	Credit Points
COMP 2004	Computer Networking	10
COMP 3006	Computer Graphics	10
MATH 1006	Discrete Mathematics	10
INFO 1003	Professional Practice, Communication and Ethics	10
COMP 2020	Technologies for Web Applications	10
COMP 3024	Video Games Development	10
Select one elective		10
Select one of the following:		10

COMP 2014 Object Oriented Programming

COMP 2015 Programming Techniques

Total Credit Points 80

Related Programs

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