



2020 Enrolment Advice

Program Enrolment Advice Session: There is no Program Enrolment Advice Session for this program

PROGRAM CODE	LBCP	YEAR LEVEL	2
PROGRAM NAME	Bachelor of Information Technology		
ACADEMIC PLAN	Games and Entertainment Design	CAMPUS	Mawson Lakes
CAMPUS CENTRAL (Please contact Campus Central if you need help with enrolling or have any queries about the information on this form)	Campus Central Mawson Lakes Ground floor, C Building askCampusCentral@unisa.edu.au 1300 301 703	SCHOOL (Please contact the School Office if you have any other queries)	School of Information Technology and Mathematical Sciences ITMS.Enquiries@unisa.edu.au (08) 8302 3582

DEFINITIONS:

Subject Area and Catalogue Number
Class Number

A 4-letter subject area code plus a 4-digit catalogue number make up the course code, e.g. **BIOL 1033**. You can search for courses by using this code.

Enrolment Class

A class number is a unique number used to identify individual classes held during a specified study period. You can use class numbers to enrol, starting with the class number of the enrolment class.

Related Classes

An Enrolment Class is the first class you enrol in for a particular course. This can be a lecture (LEC), tutorial (TUT), workshop (WSH), practical (PRA) or external (EXT). There may be multiple enrolment classes to choose between. All other classes will be related to the enrolment class and will display once you select your enrolment class.

Auto Enrol Class

Related classes are other components (i.e. a tutorial or practical) that make up the course. In some cases you may be automatically enrolled into a particular related class that is associated with the enrolment class you selected.

External Class

In some courses, once you select the Enrolment Class, you are automatically enrolled (Auto-Enrol) in a second (related) class (e.g. by choosing a tutorial you are automatically enrolled into the lecture). You may still be required to select another related class to complete your enrolment.

The external class number will be listed in the Classes column below. This number is the only enrolment class number you need to enter in 'Manage my Enrolment' when enrolling.

First Semester (Study Period 2)

Subject Area	Catalogue Number	Course Name	Classes	Notes
INFT	1004	Interface Design, Interaction and Experience	Enrol into 1 Lecture and 1 Computer Practical Please refer to class timetable for all class numbers OR Externally:	
INFT	2064	Web Development	Enrol into 1 Lecture and 1 Computer Practical Please refer to class timetable for all class numbers OR Externally:	

COMP	2012	Data Structures	Enrol into 1 Lecture 1 Computer Practical and 1 Tutorial Please refer to class timetable for all class numbers OR Externally:	
COMP	3021	Agile Development with .NET	Enrol into 1 Seminar and 1 Workshop Please refer to class timetable for all class numbers OR Externally:	

Second Semester (Study Period 5)

Subject Area	Catalogue Number	Course Name	Class numbers	Notes
INFS	2037	Systems Design	Enrol into 1 Lecture and 1 Tutorial Please refer to class timetable for all class numbers OR Externally:	
INFT	2063	Tools for Software Development	Enrol into 1 Lecture and 1 Practical Please refer to class timetable for all class numbers OR Externally:	
INFT	2062	Game Asset Creation	Enrol into 1 Lecture and 1 Computer Practical Please refer to class timetable for all class numbers OR Externally:	

COMP	3023	Software Development with C++	<p>Enrol into 1 Lecture and 1 Computer Practical</p> <p>Please refer to class timetable for all class numbers</p> <p>OR</p> <p>Externally:</p>	
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NOTES:

1. The table above shows the full list of courses to be taken by a student undertaking a full-time load solely in this year of the program.
2. Students enrol in all courses for both study periods (Study Periods 2 & 5) at the beginning of the year.
3. Please ensure you check the course timetable to confirm the location and possible external mode offering for each course.
4. **If you have a Study Plan, please bring it to your enrolment session to assist with enrolment.**

PROGRAM NOTES:

The majority of the courses are delivered at the Mawson Lakes Campus with the remainder taught at City West or Magill. Please check the timetable to confirm the location and possible external mode offering.

EXTERNAL STUDENTS

Students studying off-campus. Administrative services for external students are located at [Campus Central](#).

External mode includes online, distance education, industry placement or directed research. Virtual classrooms are deemed to be an external mode of delivery. External mode does not normally include a face to face component, however some courses offered in external mode may require a small component of on-campus activity.

It is strongly recommended that you visit the Study Help webpage to gain valuable information regarding your studies.

<https://lo.unisa.edu.au/course/view.php?id=4074>

PART TIME STUDENTS

You can study part-time which means undertaking less than the load specified for full time status.

(Full-time load - The standard annual full-time load is 36 units or 1.0 EFTSL (Equivalent Full-Time Student Load). A student undertaking at least 75% of a full-time load for the academic year will be full-time for that year. A student who is undertaking at least 75% of a full-time load, for either the first half or second half of the year, will be full-time for that half year).

If you require further enrolment advice, please refer to the **School contact details** listed on the first page or contact [Campus Central](#).