



## 2020 Enrolment Advice

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

<b>PROGRAM CODE</b>	LBCP	<b>YEAR LEVEL</b>	<b>3</b>
<b>PROGRAM NAME</b>	Bachelor of Information Technology		
<b>ACADEMIC PLAN</b>	Games and Entertainment Design	<b>CAMPUS</b>	Mawson Lakes
<b>CAMPUS CENTRAL</b> <small>(Please contact Campus Central if you need help with enrolling or have any queries about the information on this form)</small>	Campus Central Mawson Lakes Ground floor, C Building <a href="mailto:ask@campuscentral.unisa.edu.au">ask@campuscentral.unisa.edu.au</a>  1300 301 703	<b>SCHOOL</b> <small>(Please contact the School Office if you have any other queries)</small>	School of Information Technology and Mathematical Sciences <a href="mailto:ITMS.Enquiries@unisa.edu.au">ITMS.Enquiries@unisa.edu.au</a>  (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.

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.

Enrolment Class

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.

Related Classes

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.

Auto Enrol 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.

External Class

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	<a href="#">Interface Design, Interaction and Experience</a>	Enrol into 1 Lecture <b>and</b> 1 Computer Practical Please refer to <a href="#">class timetable</a> for all class numbers OR Externally: 24923	Prerequisite: COMP 1040
COMP	2012	<a href="#">Data Structures</a>	Enrol into 1 Lecture 1 Computer Practical <b>and</b> 1 Tutorial Please refer to <a href="#">class timetable</a> for all class numbers OR Externally: 24774	Prerequisite: COMP 1040

INFT	3034	<a href="#">Mobile Game Development</a>	<p>Enrol into 1 Lecture</p> <p><b>and</b></p> <p>1 Computer Practical</p> <p>Please refer to <a href="#">class timetable</a> for all class numbers</p> <p>OR</p> <p>Externally: 24935</p>	Prerequisite: COMP 1040
COMP	3021	<a href="#">Agile Development with .NET</a>	<p>Enrol into 1 Seminar</p> <p><b>and</b></p> <p>1 Workshop</p> <p>Please refer to <a href="#">class timetable</a> for all class numbers</p> <p>OR</p> <p>Externally: 24796</p>	Prerequisite: COMP 1040

### Second Semester (Study Period 5)

Subject Area	Catalogue Number	Course Name	Class numbers	Notes
INFT	2062	<a href="#">Game Asset Creation</a>	<p>Enrol into 1 Lecture</p> <p><b>and</b></p> <p>1 Computer Practical</p> <p>Please refer to <a href="#">class timetable</a> for all class numbers</p> <p>OR</p> <p>Externally: 54583</p>	

COMP	3023	<a href="#">Software Development with C++</a>	<p>Enrol into 1 Lecture 1 Computer Practical</p> <p><b>and</b></p> <p>1 Workshop</p> <p>Please refer to <a href="#">class timetable</a> for all class numbers</p> <p>OR</p> <p>Externally: 54480</p>	Prerequisite: COMP 1040
BUSS	2040	<a href="#">Small Business for Professionals</a>	<p>Enrol into 1 Seminar <b>and</b> 1 Preparatory</p> <p>Please refer to class timetable for all class numbers</p> <p>OR</p> <p>Externally</p>	<p>Prerequisite: Must have completed 36 units</p> <p>Note: this course is available in SP1, SP2, SP4 and SP7 2020</p>
INFT	3032	<a href="#">Game Engines and Graphics</a>	<p>Enrol into 1 Lecture <b>and</b> 1 Computer Practical</p> <p>Please refer to <a href="#">class timetable</a> for all class numbers</p> <p>OR</p> <p>Externally: 54590</p>	Prerequisite: COMP 2012

**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 Support webpage to gain valuable information regarding your studies.

<https://i.unisa.edu.au/students/student-support-services/study-support/>

#### **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](#).