

Bachelor of Creative Arts (Game Production) Study Planner - Midyear



Humanities, Arts and Social Sciences

First Level	Semester 2	COMS1001 Academic and Professional Communication	VEED1004 Fundamentals of Game Engine Implementation	VEED1003 Essential Multimedia	Elective First level topic
	Semester 1	CREA1001 Introduction to the Creative Arts	VEED1002 Introduction to Game Art Production	VEED1410 Production Project 1	Elective First level topic
Second Level	Semester 2	VEED2001 Coding for Artists	VEED2201 Interaction Design	Select one of: CREA2106 INDG2001 INDG2002 INDG2004	Elective Second level topic
	Semester 1	VEED2004 Introduction to Digital Graphic Design	VEED2202 CGI Foundations	VEED2108 Multimedia Production Part 1*	Elective Second level topic
Third Level	Semester 2	CREA3004 Creative Ventures	VEED2109 Multimedia Production Part 2*	VEED3003 Special Project in Game Production 2	Elective Third Level topic
	Semester 1	VEED3005 Digital Games	VEED3001 Game Creation Incubator	VEED3002 Special Project in Game Production 1	Elective Third Level topic

Key:

Core Topics
Elective Topics

* Pre-requisites apply

Please note:

- This document is provided as a guide only. Students are responsible for ensuring that they have completed their study according to the official [Course Rule](#).
- Topic information for all topics, including pre-requisites can be found on the [Topic Page](#)
- Advice on which elective to choose is available on the [Elective Advice](#) page
- General enrolment assistance is available via [Ask Flinders](#)
- For specific course advice e-mail: courseadvice.HASS@flinders.edu.au