

Bachelor of Creative Industries (Interactive Design) Study Planner

First Level	Semester 1	COMP1701 Game Design	COMS1001 Academic and Professional Communication	CREA1001 Introduction to the Creative Arts	Elective First level topic
	Semester 2	COMP1102 Computer Programming 1	VEED1003 Essential Multimedia	VEED1410 Production Project 1	Elective First level topic
Second Level	Semester 1	COMP2711 Computer Programming 2	VEED2004 Introduction to Digital Graphic Design	VEED2202 CGI Foundations	Elective Second level topic
	Semester 2	CREA2106 Creative Arts Theory and Practice	VEED2201 Interaction Design	Option topic Select one of: INDG2001 INDG2002 INDG2004	Elective Second level topic
Third Level	Semester 1	CREA3122 Cultural Leadership	CREA3301* Practicum/Project in Creative Arts A	VEED3005 Digital Games	Elective Third Level topic
	Semester 2	COMP3752 Computer Game Development	COMP3802 Serious Games	Elective Third Level topic	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