

# 2009 Course Summary Sheet

## ▪ Bachelor of Corporate Systems Management / Bachelor of Games and Interactive Entertainment (IT09)

This document will assist you with the selection of your study program and completion of your enrolment. Other useful information can be found on the Student Services website [studentservices.qut.com/](http://studentservices.qut.com/), which can also be accessed via the Online Enrolment portlet.

**Location:** Gardens Point

**Course Duration:** 4 years full-time

**Total Credit Points:** 384

**Standard Credit Points/Full-time Semester:** 48

**Course Coordinators:**

*Corporate Systems Management:* **Dr Taizan Chan** [fit.enquiry@qut.edu.au](mailto:fit.enquiry@qut.edu.au) Level 5, Student Services, Gardens Point, Phone: 3138 2782

*Games and Interactive Entertainment:* **Associate Professor Ruth Christie** [fit.enquiry@qut.edu.au](mailto:fit.enquiry@qut.edu.au) Level 5, Student Services, Gardens Point, Phone: 3138 2782

### COURSE REQUIREMENTS

#### Corporate Systems Management

##### Block A: Core Units

15 Core Units

1 Project or IT Elective Unit

#### Games and Interactive Entertainment

8 Core units – 96 cp

8 Major units – 96 cp

### UNIT SELECTION PROCESS

- Determine which units you are yet to complete
- Check that you meet the prerequisite requirements for these units
- Check the availability of the unit in the given semester
- Enrol in the appropriate units and ensure you have nominated your major via your online enrolment page

**NOTE:** It is the student's responsibility to ensure that the correct enrolment program is nominated and prerequisite requirements are met for selected units. Assistance with planning your enrolment is available from Student Services, Level 5, S Block, Gardens Point campus.

Important Note: Please ensure you select the correct teaching period, class and location code for all units you are enrolled in. All units in this course have a location of Gardens Point and a class of Internal.

**Limits on grades of 3:** A new policy concerning grades of 3 comes into effect from 1 January 2009 (QUT MOPP C/9.2). With effect from this date grades of 3 will no longer be considered a conceded or low pass but will be classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 will retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. The maximum number of pre-2009 grades of 3 permitted for this course can be found [here](#).

### Cooperative Education Program

An optional one-year period of paid work experience is available to eligible full-time students. Students participating in this program enrol in INB300 Professional Practice in IT in the first semester of the program and in INB325 Corporate Systems Management Project or INB302 BIT Capstone Project in the second semester of the program. The cooperative education program and its mentoring and assessment requirements make up the required contact and assessment components of both units. Eligibility criteria apply. International students are not eligible due to visa restrictions.

Part-time students who are working in a professional IT position may be able to use their current employment to meet the criteria for completing INB300 Professional Practice in IT, after completion of 168 credit points in the Bachelor of Corporate Systems Management component, subject to meeting eligibility criteria. Further information about this option is available from Student Services, Level 5, S Block, Gardens Point campus or see the unit outline for INB300.

### Unit Incompatibility/Translation Information

Details on the translation and incompatibility of old and new units is located at the below link

[http://www.studentservices.qut.edu.au/pdfs/IT\\_ug\\_translation\\_table.pdf](http://www.studentservices.qut.edu.au/pdfs/IT_ug_translation_table.pdf)

If you have completed the unit(s) listed under the “Translation Unit Codes” column you are not permitted to enrol in the listed new code.

### Prerequisites and or Assumed Knowledge

To check for prerequisites and assumed knowledge, please refer to the unit outlines available [here](#)

### Course Structure for IT09 Bachelor of Corporate Systems Management / Bachelor of Games and Interactive Entertainment

Unit Code	Unit Title/Component	Credit Points
<b>Year 1, Semester 1</b>		
DEB101	Introducing Design	12
INB103	Industry Insights	12
INB120	Corporate Systems	12
INB180	Computer Games Studies	12
<b>Year 1, Semester 2</b>		
BSB115	Management People and Organisations	12
INB104	Building IT Systems	12
INB123	Project Management Practice	12
INB181	Games Production	12
<b>Year 2, Semester 1</b>		
INB101	Impact of IT	12
INB122	Organisational Databases	12
	Games & Interactive Entertain Major Unit	12
	Games & Interactive Entertain Major Unit	12
<b>Year 2, Semester 2</b>		
INB124	Information Systems Development	12
INB830	Web sites for Electronic Commerce	12
	Games & Interactive Entertain Major Unit	12
	Games & Interactive Entertain Major Unit	12
<b>Year 3, Semester 1</b>		
INB220	Business Analysis	12
INB221	Technology Management	12
	Games & Interactive Entertain Major Unit	12
	Games & Interactive Entertain Major Unit	12
<b>Year 3, Semester 2</b>		
INB301	The Business of IT	12
MGB223	Entrepreneurship	12
	Games & Interactive Entertain Major Unit	12
	Games & Interactive Entertain Major Unit	12
<b>Year 4, Semester 1</b>		
BSB126	Marketing – could be semester 1 or 2 unit	12
INB312	Enterprise Systems Applications	12
INB322	Information Systems Consulting	12
INB325	Corporate Systems Management Project *	12
	or	
	IT Elective Unit*	12
<b>Year 4, Semester 2</b>		
INB320	Business Process Modelling	12
INB380	Capstone Project - BGIE	24
	Games & Interactive Entertain Major Unit	12

\*INB300 Professional Practice in IT replaces this unit

**Block B: Majors****Animation and Computational Arts Major (ANA)**

Unit Code	Unit Title	Credit Points	Semester Availability
KIB105	Animation and Motion Graphics	12	2
KIB106	Character Development, Conceptual Design and Animation Layout	12	1
KIB107	Introduction for Programming 3D	12	2
KIB108	Animation Practices	12	1
KKB210	Computational Arts 1	12	1
KKB211	Computational Arts 2	12	2
KVB105	Drawing for Animation 1	12	1
KVB106	Drawing for Animation 2	12	2

**Digital Media Major (DIM)**

Unit Code	Unit Title	Credit Points	Semester Availability
INB272	Interaction Design	12	2
INB385	Multimedia Systems	12	1
INB386	Advanced Multimedia Systems	12	2
KIB101	Foundations of Communication Design 1	12	1
KIB102	Foundations of Communication Design 2	12	2
KIB103	Media Technology 1	12	1
	Students choose another 2 units upon consultation with course coordinator		

**Game Design Major (GAD)**

Unit Code	Unit Title	Credit Points	Semester Availability
INB280	Fundamentals of Games Design	12	2
INB281	Advanced Game Design	12	1
KIB201^	Interactive Writing	12	1
KIB202^	Enabling Immersion	12	2
KIB310^	Design Studio 3(Virtual Environments)	24	1
<b>Two units from the following</b>			
DAB110^	Introductory Architectural Design 1	12	1
DEB102^	Introducing Design History	12	1
DEB201^	Digital Design Communication	12	2
DNB101^	Industrial Design 1	12	1
DTB101^	Interior Design 1	12	1

^ Only available to students enrolled in this major

**Software Technologies Major (SOT)\***

Unit Code	Unit Title	Credit Points	Semester Availability
INB210	Databases	12	2
INB250	Computer Architectures and Systems	12	2
INB270	Programming	12	1, 2
INB371	Data Structures and Algorithms	12	1
INB381	Modelling and Animation Techniques	12	1
INB382	Real Time Rendering Techniques	12	2
MAB281	Mathematics for Computer Graphics	12	2

**\* This Major assumes students have obtained a SA or better in Queensland Maths B or C (or equivalent)**