## Important and New Information:

Suggested Study Pattern: (A) First Semester; (B) Second Semester; (A or B) Either

- **SIBT & MQ = 3 years**
- **GPA Requirement:** Local - 1.5, Intl - No GPA Requirement
- **Minimum number of credit points for B of Information Technology (Games Design and Development) are 72. Student must Complete:** the foundation units, the Qualifying Major, a designated People unit, a designated Planet unit, a designated PACE unit, and other specific minimum requirements. For further information see MQ link: [http://handbook.mq.edu.au/2015/DegreesDiplomas/Degree/Bachelor+of+Information+Technology+-+Games+Design+and+Development](http://handbook.mq.edu.au/2015/DegreesDiplomas/Degree/Bachelor+of+Information+Technology+-+Games+Design+and+Development)
- **MQ People Planet Units** — 1 people unit and 1 planet unit must be completed within this degree. Students are encouraged to do these at SIBT.

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### Diploma of Computing

#### B of Information Technology (Games Design and Development)

**Provisional Entry Program**

(CAL100 plus 1 diploma units—this is pre-enrolled)

**Direct Entry Diploma**

**1st Semester**

**Required:**
- ACSC100 (A) (People)
- Academic Communication in Science

**CORE:**
- ISYS114 (A)
  - Introduction to Systems Design & Data Management

**Elective:**

**2nd Semester**

**CORE:**
- COMP125 (B)
  - Fundamentals of Computer Science

**CORE:**
- DMTH137 (B)
  - Discrete Mathematics 1

**Elective:**

**Elective units in this degree:**

- ISYS100—IT and Society (A)
- PHL137—Critical Thinking  (A/B)
- ISYS104—Introduction to Business Information Systems

**Advanced Diploma is available**

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**BBA111—Organisational Behaviour (A/B)**

**STAT170—Introductory Statistics (A/B)**

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**CAL100**

**COMP115**

Introduction to Computer Science