



Create

games that will
change the world

Bachelor of Design (Game Design)

The gaming industry is one of the fastest and most innovative business sectors, with game design being used to create more than “just a game”. With new opportunities emerging in education, healthcare, marketing, and more, this diverse field is one of the fastest growing and most exciting sectors of the games industry. This unique program lets you build and apply skills in game design and development to address a range of real-world problems – using the universal appeal of play.

In this program you will:

- Analyse the meanings and cultural implications of gameplay and story, using this knowledge to create emotionally rich and challenging experiences within your own games and simulations.
- Specialise in game art, interactive narrative, or programming.
- Have the opportunity to use elective subjects to hone your studies in a particular subject area, from areas as diverse as Indigenous Studies, Health Promotion, or Politics and International Relations.
- Work as a specialist in multidisciplinary project teams, gaining hands-on experience developing for PC, smart-phones and tablets, augmented reality, and virtual reality.

Career opportunities:

- Computer programmer/systems analyst
- Games designer/developer
- App developer

- Programmer
- Web designer/developer
- Mixed reality designer
- Augmented and virtual reality developer
- Video artist/Video editor

MORE INFORMATION

Contact the International Office
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usc.edu.au/ar312 | CRICOS code: 098465A

University of the Sunshine Coast | CRICOS Provider Number: 01595D | Correct as at 21 January 2022
Note: Study options and semester of offer can vary depending on the study location. For full details, visit usc.edu.au.

PROGRAM STRUCTURE

Introductory courses (7) 84 units

CMN101 Introduction to Creative Entrepreneurship
CMN107 Communication for the Creative Professional
DES101 Elements of Design
SGD100 Introduction to Game Design
SGD101 Game Art: Introduction to 2D & 3D
SGD102 Introduction to Games Programming
SGD103 Introduction to Game Production

Developing courses (3) 36 units

DES221 Introduction to Interactive Media
SGD200 Experimental Game Design
SGD202 Video Game Analysis and Design

Graduate courses (3) 36 units

BCI302 Work Integrated Learning Project
BCI304 Creative Engagement
SGD305 Game Studio: Polish and Publish
PLUS select 1 minor from the following:

- Game Art and Animation
- Game Programming

Elective courses (8) 96 units

Select 8 elective courses from the undergraduate elective course options. Students are strongly encouraged to use their electives to complete courses in the available Design disciplines.

Note: Program structures are subject to change. Not all USC courses are available on every USC campus.