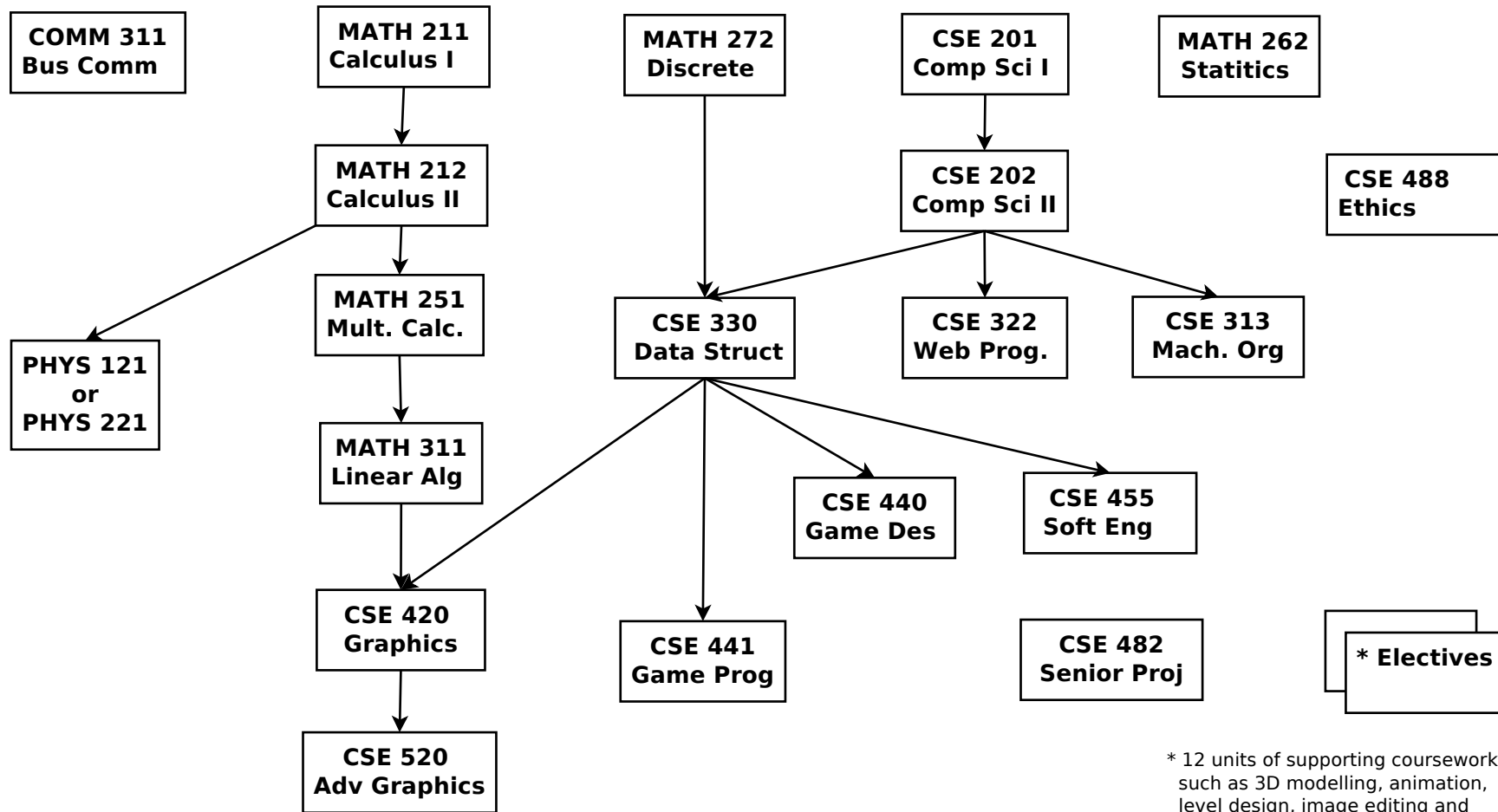


# Bachelor of Arts in Computer Systems, Game Development Option

Flowchart of Coursework -- Academic Year 2015/16



\* 12 units of supporting coursework such as 3D modelling, animation, level design, image editing and other coursework related to game development. Subject to approval of the School as CSE.