

**Bachelor of Creative Industries
(Interactive Design)
Study Planner - midyear**

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

Key:

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| 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