

# ADVANCED GAME PROGRAMMING, MINOR (0091)

Western Sydney University Minor Code: 0091

Previous Code: SM3096.1

Available to students in other Western Sydney University programs?

No

## Location

Campus	Mode	Advice
Parramatta Campus - Victoria Road	Internal	Dr Anton Bogdanovych ( <a href="https://directory.westernsydney.edu.au/search/email/a.bogdanovych@westernsydney.edu.au">https://directory.westernsydney.edu.au/search/email/a.bogdanovych@westernsydney.edu.au</a> )
Penrith Campus	Internal	Dr Anton Bogdanovych ( <a href="https://directory.westernsydney.edu.au/search/email/a.bogdanovych@westernsydney.edu.au">https://directory.westernsydney.edu.au/search/email/a.bogdanovych@westernsydney.edu.au</a> )

## Minor Structure

Students must successfully complete 40 credit points as follows

Subject	Title	Credit Points
INFS 2001	Database Design and Development	10
Select one of the following:		10
COMP 2009	Data Structures and Algorithms	
MATH 1014	Mathematics 1A	
Select one of the following:		10
COMP 2008	Computer Organisation	
MATH 1015	Mathematics 1B	
Select one of the following:		10
INFS 3003	Artificial Intelligence	
COMP 3013	Mobile Applications Development	
<b>Total Credit Points</b>		<b>40</b>

## Related Programs

Bachelor of Entrepreneurship (Games Design and Simulation) (3746)  
<https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-entrepreneurship-games-design-simulation/>