

# ENTERTAINMENT COMPUTING, MINOR (0145)

Western Sydney University Minor Code: 0145

Previous Code: SM3052.1

## Available to students in other Western Sydney University

**Programs:** Yes. Check that your program has the available credit points required to complete the subjects in this field of study. Any requisite requirements must also be met. Consult your Program Advisor for further advice.

This minor will deal with a broad focus on the technical and theoretical knowledge of design and development of software applications in the field of Entertainment Computing.

## Location

Campus	Mode	Advice
Penrith Campus	Internal	CDMS@westernsydney.edu.au

## Minor Structure

Students must complete 40 credit points as follows.

Subject	Title	Credit Points
COMP 3006	Computer Graphics	10
COMP 2011	Games Technology	10
COMP 1005	Programming Fundamentals	10
COMP 3024	Video Games Development	10
<b>Total Credit Points</b>		<b>40</b>

## Related Programs

Bachelor of Information and Communications Technology (3639) (<https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-information-communications-technology/>)

Bachelor of Information and Communications Technology (Advanced) (3684) (<https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-information-communications-technology-advanced/>)

Bachelor of Information Systems (3687) (<https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-information-systems/>)

Bachelor of Information Systems Advanced (3688) (<https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-information-systems-advanced/>)

Diploma/Bachelor of Information and Communications Technology (6039) (<https://hbook.westernsydney.edu.au/archives/2024-2025/programs/diploma-bachelor-information-communications-technology/>)

Diploma in Information and Communications Technology / Bachelor of Information Systems (6040) (<https://hbook.westernsydney.edu.au/archives/2024-2025/programs/diploma-information-communications-technology-bachelor-information-systems/>)