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**TORRENS
UNIVERSITY
AUSTRALIA**

Entry pathway course: Games Development Program

Provider: Kristiania University College

Destination course: Bachelor of Game Design and Development (BGDD19)

Block credit guaranteed: 80 credit points at 100 level; 80 credit points at 200 level

On successful completion of the specified vocational education qualification detailed below a student will be guaranteed entry to the Bachelor of Game Design and Development (BGDD19) with advanced standing granted through Block Credit worth 160 credit points.

Subjects exempt for destination course: 160 credit points

DCX101	Design Context
ACR103	3D Asset Creation
ACR101	2D Asset Creation
DSO102	Design Studio 1
GDP102	Game Design Principles
GPF104	Game Production Foundations
GEC101	(Elective 1) General Elective Level 100
GEC102	(Elective 2) General Elective Level 100
GST201	Game Studies
GEC201	(Elective 3) General Elective Level 200
RGP204	Rapid Game Prototyping
PBL202	Problem Based Learning
ANI203	Animation
AAC202	Advanced 3D Asset Creation
DDD203	Discover, Develop, Define, Deliver
GEC202	(Elective 4) General Elective Level 200

Subjects required for completion: 80 credit points.

SEN301	Social Enterprise
GDP204	Game Development PlayStation
WIL302	Work Integrated Learning or <i>WIL302B (Industry Live Brief)</i>
PPR301	Pre-production Capstone 1
PRD302	Production Capstone 2 (30 CP)
	(Elective 5) 300 Level Elective

For detailed course descriptions/subject outlines type in the subject code on <https://studenthub.torrens.edu.au/Hub/Courses/Subject-Outlines>