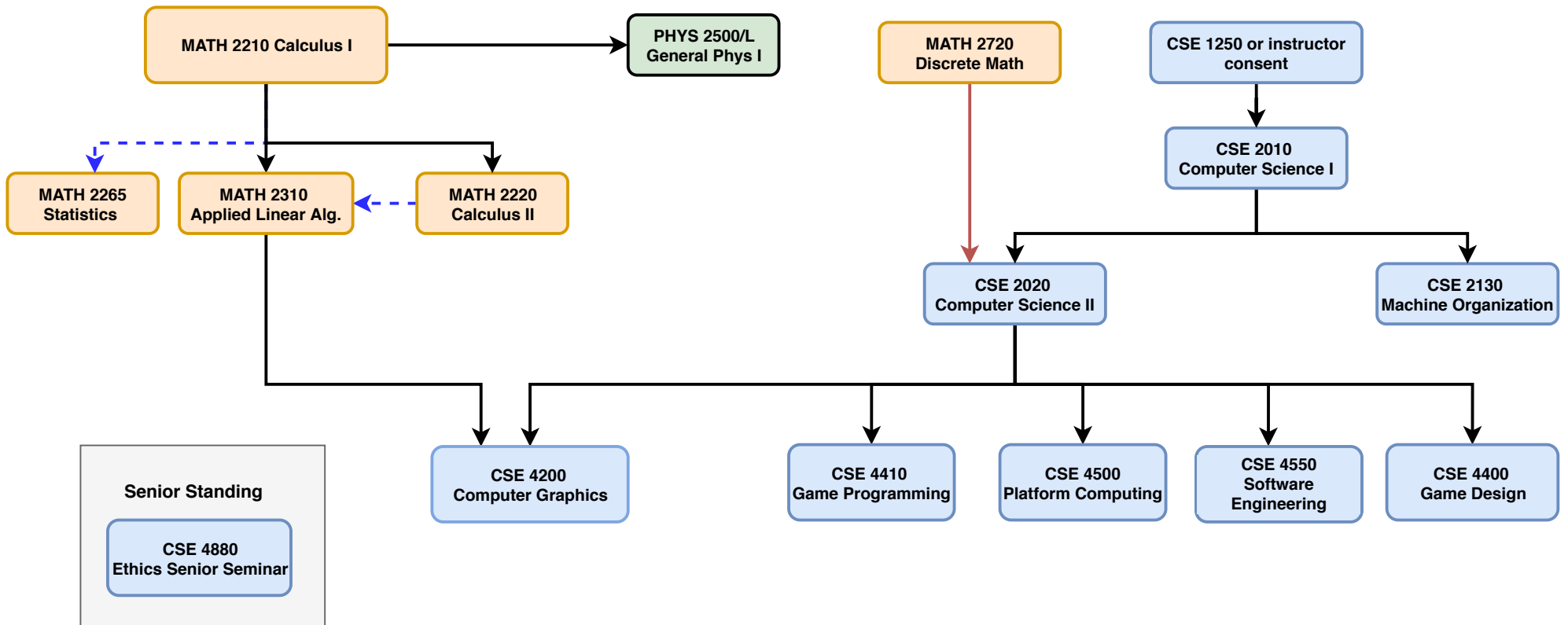


# BA Computer Systems, Game Development

## Flowchart of Coursework



Six units of **supporting coursework** such as 3D modeling, animation, level design, image editing, and other coursework related to game development. Subject to approval by the School of Computer Science and Engineering.

Pre or co requisite ←---