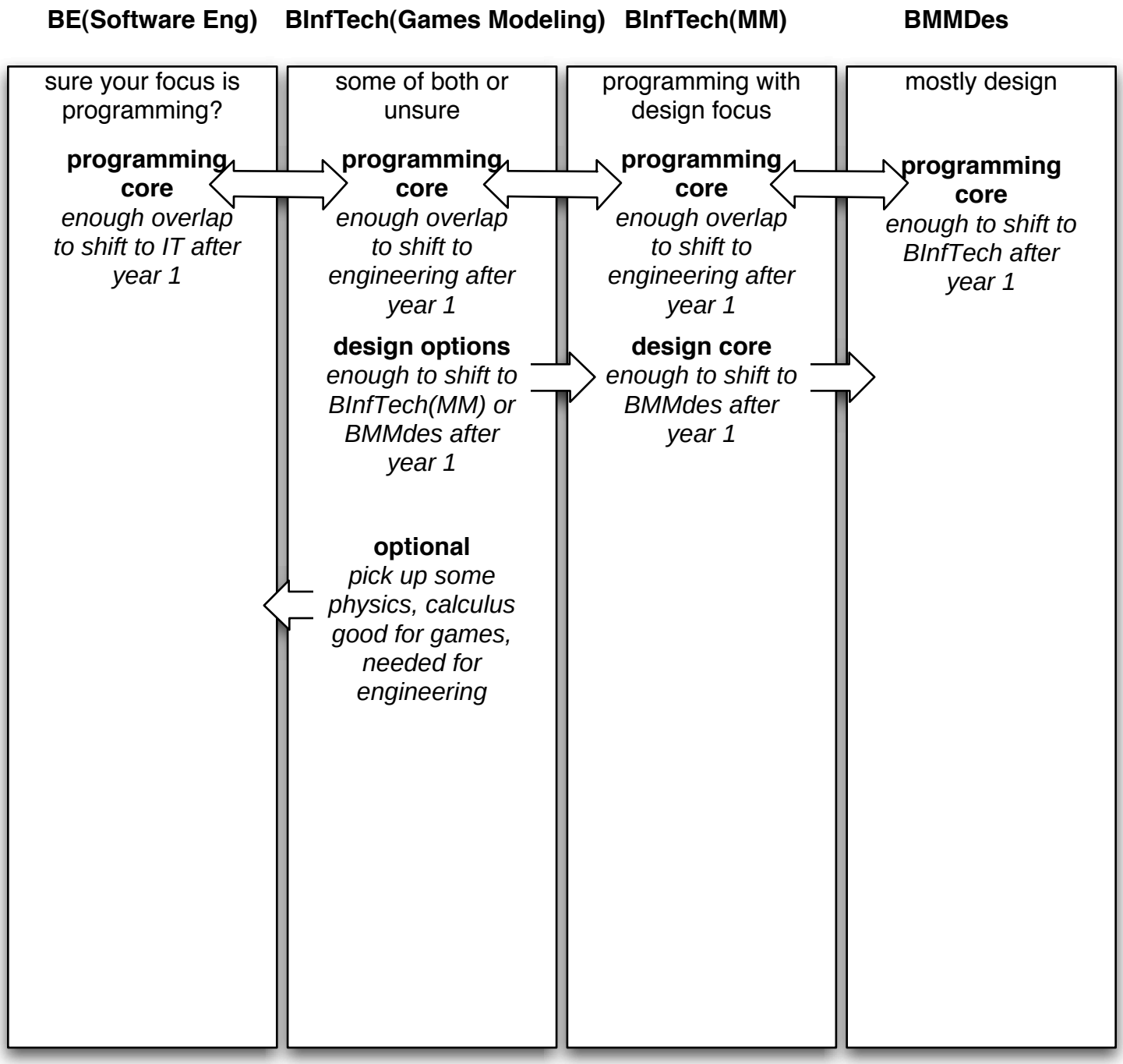
BE(Software Eng)
BInfTech(Games Modeling)
BInfTech(MM)
BMMDes
sure your focus is programming?
programming core
enough overlap to shift to IT after year 1
some of both or unsure
programming core
enough overlap to shift to engineering after year 1
design options
enough to shift to BInfTech(MM) or BMMdes after year 1
optional
pick up some physics, calculus good for games, needed for engineering
programming with design focus
programming core
enough overlap to shift to engineering after year 1
design core
enough to shift to BMMdes after year 1
mostly design
programming core
enough to shift to BInfTech after year 1