Bachelor of Computer Science
(Simulation and Serious Games)

SATAAC Code: 234021; 234031 (Honours)

Dr Brett Wilkinson
The Degree

- Bachelor of Computer Science (Simulation and Serious Games)
- Continuing use of games and simulation technologies in education, training, recruitment, decision support, marketing, health, daily life, …
- Serious use of games and simulation technologies requires a different focus
The Degree

- Programming
- Creativity
- Maths
The Degree

- 3 year (+1 year Honours)
- SACE Stage 2 (Year 12) Mathematical Studies or Specialist Mathematics
- Core computer science topics
- Core mathematics topics
- Specialised simulation/games topics
- Across Faculties within Flinders
- Designed through consultation with industry associations and local companies
Unique Selling Points

• Emphasis on technical skills
• Non-entertainment focus
• Only degree within SA specialising in simulation and serious games
  – professional development, training courses
• UNSW (ADFA) offers post graduate awards
• Other institutions follow a design and/or entertainment focus
Industry Connections

• Tonsley Precinct
  – Industry, innovation, engagement
  – Simulation Australasia

• Collaboration
  – Local/National/International

• Work Integrated Learning
  – Local, national, international
Careers

• Degree designed for Australian Computer Society accreditation
  – Seoul Accord: internationally recognised
  – Awarded accreditation to 2020
• Small development houses / Large industry
• Government / non Government
• Research / Operational
• Education, Gaming, Advertising, Entrepreneur
Careers

Foundation of a traditional Computer Science degree

Programmer

Information Technologist

Database Admin

Software Engineer

Web Developer

Systems Analyst

Numerical Analyst

Modeller

Producer

Researcher

Designer

Health Simulation

Technician

Researcher