DO UNI DIFFERENTLY

Combine uni thinking with TAFE hands-on learning with degrees now offered at our Coomera campus.
At TAFE Queensland, we do uni differently.

Our partnership with the University of Canberra means you will graduate with a prestigious university degree, as well as the hands-on skills of a TAFE qualification, delivered in a practical, job-focused training environment.

This means our students get the best of both worlds: the theoretical side of a university degree, with the applied learning style that makes TAFE Queensland graduates so highly sought after by employers.

TAFE Queensland in partnership with the University of Canberra is offering the Bachelor of Games and Interactive Design and the Bachelor of Contemporary Music Practice in 2016.

Successful graduates of the diplomas listed below will be eligible to receive credits into one of the bachelor degrees.

TAFE Queensland will be offering more degree options in creative industries, information technology and business in 2017.

Enrol and complete a diploma with TAFE Queensland in 2016 and use your diploma for up to a year of credit into bachelor degrees in creative industries, business and IT in 2017.

DEGREE PATHWAYS

Diploma of Interactive Digital Media (CUF50207)

Diploma of Software Development (ICT50715)

Diploma of Music (CUS50109)

Diploma of Music Business (CUS50309)

Diploma of Sound Production (CUS50209)

DEGREE PATHWAY

Bachelor of Gaming and Interactive Design (307JA)

DEGREE PATHWAY

Bachelor of Contemporary Music Practice (306JA)
The Bachelor of Contemporary Music aims to give students a thorough grounding in 21st Century contemporary music practice. It covers music composition, performance and theory with embedded analytical studies of historical, cultural and technological applications in commercial contexts. It focuses on the nurturing and developing of a holistic, creative and entrepreneurial approach to music making, in order to prepare the student with the best chance of success in a highly competitive and global marketplace.

This qualification is ideally suited to students interested in establishing long term careers in contemporary, commercial music performance and/or music composition, specifically live and studio groups and solo performers, songwriters, composers for media, music producers and D.J.s, arrangers, orchestrators and sound designers. The course is also well suited to musicians and composers wishing to improve their general business skills, update their practical skills and knowledge using the latest music technologies and improve their understanding of music theory.

In this degree students will gain experience in the design and creation of games and interactive digital media.

This will include the theoretical and practical skills and knowledge required to work in either a technical or creative role.

Students will develop an understanding of the game design and production process from concept development and idea generation through to the production methodologies that are applied in today’s leading game studios.

The games and interactive design industry is growing rapidly in both local and international markets with revenue in the billions of dollars. Queensland is a leader in game development in Australia with studios working on games such as: Star Wars - Force Unleashed, Hell Boy, Fruit Ninja and London Olympics.

The industries appropriate for this degree include game development, interactive media, screen visual effects and virtual production.

GRADUATES MAY FIND EMPLOYMENT IN A VARIETY OF ROLES SUCH AS:

Music employment roles:
- Music composer
- Music producer
- Arranger
- Sound Designer

Gaming employment roles:
- Game designer, interactive media designer
- Animator/Character Animator
- Software Engineer
- Multimedia/App Developer