

BACHELOR OF GAMES AND INTERACTIVE DESIGN

STUDY CREATIVE ARTS
AND DESIGN

LEARN ABOUT YOUR
PATH TO BECOMING
A **PROFESSIONAL**
IN **GAMES AND**
INTERACTIVE
DESIGN.



UNIVERSITY OF
CANBERRA

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YOUR PATH TO A CAREER IN GAMES AND INTERACTIVE DESIGN

COURSE CODE: 307JA.1

CRICOS CODE: 03037G

BACHELOR OF GAMES AND INTERACTIVE DESIGN

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. Students will be at the fore front of developing Virtual Reality environments as the VR technologies keep emerging and improving.

The games and interactive design industry is growing rapidly in both local and international markets with revenue in the billions. Virtual Reality is tipped as the next biggest technology application / revenue since the introduction of the mobile / smart phone. Some of the biggest companies in the world including Google, Microsoft and Samsung are leading the way. The industries most suited for this degree include game development, interactive media, screen visual effects and virtual production.

HOW DO I APPLY?

Applying directly with TAFE

Visit degrees.tafeqld.edu.au to find out more.

WHAT WILL IT COST?

The annual indicative cost for 2017 is **\$6,349**. Annual indicative cost is based on the cost of two full-time semesters. This is a Commonwealth Support Place (CSP) and you may be eligible for a HECS-HELP loan. For more information about CSP and HECS-HELP visit: studyassist.gov.au

(307JA.1) TYPICAL 2 YEAR STUDY ARTICULATION

Year 1 Semester 1

CREDIT FROM DIPLOMA OF INTERACTIVE DIGITAL MEDIA (CUF50207)
OR
DIPLOMA OF SCREEN AND MEDIA (INTERACTIVE MEDIA) (CUA51015)

Year 2 Semester 1

9701 Creative Life
9702 Creative Project 1
9745 3D Graphics
9751 History, Culture and Foundation of Games

Year 3 Semester 1

9700 Creative Career
9704 Creative Project 3
9744 3D Character Animation
9746 Advanced Games Programming

Year 1 Semester 2

CREDIT FROM DIPLOMA OF INTERACTIVE DIGITAL MEDIA (CUF50207)
OR
DIPLOMA OF SCREEN AND MEDIA (INTERACTIVE MEDIA) (CUA51015)

Year 2 Semester 2

9703 Creative Project 2
9752 Introduction to Computer Programming
9747 Advanced Real Time Production
9754 Introduction to Games Production

Year 3 Semester 2

9705 Creative Project 4
9707 Marketing and Innovation
9750 Experimental Games Design
9755 Virtual Environments

Other articulation opportunities available on request

(307JA.1) STANDARD 3 YEAR STUDY PATTERN*

Year 1 Semester

9701 The Creative Life
9751 History, Culture & Foundations of Games
9753 Introduction to Games Design
9754 3D Graphics

Year 2 Semester 1

9701 Creative Life
9702 Creative Project 1
9745 3D Graphics
9751 History, Culture and Foundation of Games

Year 3 Semester 1

9700 Creative Career
9704 Creative Project 3
9744 3D Character Animation
9746 Advanced Games Programming

Year 1 Semester 2

9706 Introduction to Project Management
9748 Animation, Production & Practice
9754 Introduction to Games Production
9752 Introduction to Computer Programming

Year 2 Semester 2

9703 Creative Project 2
9752 Introduction to Computer Programming
9747 Advanced Real Time Production
9754 Introduction to Games Production

Year 3 Semester 2

9705 Creative Project 4
9707 Marketing and Innovation
9750 Experimental Games Design
9755 Virtual Environments

**Subject to change*

Further information about the Bachelor of Games and Interactive Design can be found at:

Degrees website: degrees.tafeqld.edu.au or University of Canberra website: canberra.edu.au

Additional or custom articulation patterns are available. Please contact TAFE Queensland for more information.

07 5581 8300 | degrees.tafeqld.edu.au

Disclaimer: All information was accurate at time of publication; however, content is subject to change without notice.

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