



Bachelor of Games Design (Domestic students)

Program code 1338	Entry requirements 14	Prerequisites English (4SA)
Available at South Bank Campus	Overall position (OP) 2019 68	Assumed knowledge Nil
Duration 3 years full-time 6 years part-time	Rank 2019 OR VET qualification Certificate IV (Additional requirements)	OP 1-6 Guarantee If you receive an OP 1-6 or equivalent and meet subject prerequisites, you are guaranteed a place in this program.
Credit points 240	Commencing in Trimester 1	
Indicative fee \$6,566.00* per year (more) * 2019 indicative annual CSP fee Calculate your fees		

Why choose this program?

You will learn how to create the games that people love to play the world over. You will receive a thorough grounding in the creative development of game art and design, moving from art-foundation skills to storytelling, storyboarding, cinematography, 3D modelling, human movement, game level design, computer interface issues, sound design and the influence of games on society.

In your final year, you will have the opportunity to participate in a major group project, with the aim to ship your first game title to market. You will also have the opportunity to engage with industry practitioners and gain hands-on experience with games production.

My attendance during the program

Attendance information

The Bachelor of Games Design is campus-based and will be offered in full-time mode. Students are expected to attend 12 hours of contact time per week.

Student Income Support

To be classed as a full-time student, you are required to enrol in a minimum number of credit points each standard study period. The minimum credit points for full-time enrolment in this program is 30 credit points.

Trimester 1 and Trimester 2 are deemed standard study periods. As Trimester 3 is a non-standard study period, continuing students moving from one year to the next will not be required to study during this trimester to be eligible for student income support.

Domestic students who commence in Trimester 3 may be eligible for student income support from the onset of study provided they are enrolled full-time in this study period.

Please refer to the [Australian Government website](#) for more details.

My career opportunities

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You will be prepared to work as a prop, environment, character or technical artist, gameplay, level, system or combat designer, gameplay programmer, 3D modeller, 2D or 3D animator, or motion capture animator.

Pathways to further study

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Graduates with the Bachelor of Games Design may be eligible to apply for Bachelor of Games Design (Honours) or various postgraduate programs.

What are the fees?

Commonwealth supported students

- The fee is indicative of an annual full-time load (80 credit points) in a program categorized to one of the Australian Government's three broad discipline areas (student contribution bands). A student's actual annual fee may vary in accordance with his or her choice of majors and electives. The Australian Government sets [student contribution amounts](#) on an annual basis.
- [Find out more...](#)

Fee-paying undergraduate (domestic) students

These fees are only applicable to domestic students who are not Commonwealth supported including:

- Full-fee paying domestic students who commenced their program prior to 2009.
- International students who have been approved to pay domestic tuition fees after obtaining Australian or New Zealand citizenship or permanent residency or a permanent humanitarian visa and who have not obtained a Commonwealth supported place.

Tuition fees

- A fee-paying undergraduate student pays tuition fees.
- Students are liable for tuition fees for the courses they are enrolled in as at the census date.
- The tuition fee is charged according to the approved program fee for the trimester in which the student is enrolled.
- [Find out more...](#)

Additional fee information

[Additional resource costs](#) for undergraduate Visual Arts studies.