



Creative
Technology
Educators



COURSE
GUIDE

FILM +
VIDEO

FILM + VIDEO

INTERACTIVE MEDIA

One of the reasons that our Film graduates are so successful is because they gain a diverse skill-set that meets the demands of industry.

Our unique mix of subjects gives students exposure to the different challenges and opportunities in the production pipeline, which is exactly what professional life is all about.

Take your work to the next level with animation and motion graphics – and graduate as an all-rounder that can conceptualise, write, direct and edit compelling stories for all digital platforms including films, documentaries, branded content, corporate videos, music videos, YouTube, TikTok and more – just like some of our recent graduates:

For over 20 years, Academy of Information Technology (AIT) has delivered progressive education for the creative, digital media and tech industries that places graduates at the top of their game.

We pride ourselves on getting to know our students' passions, sources of inspiration and their unique artistic style – whilst providing regular opportunities to connect them to industry. We do this because we believe in cultivating the creativity and potential of every individual.

What makes us most proud is that we actually change people's lives.

Cover Image:
Tomas Curda, AIT Graduate



PeeJay
Music Video Producer
Film Graduate, 2015



Audrey
Video Editor
Interactive Media Graduate, 2010



Qutaiba
Digital Content Creator &
Social Media Influencer
Film Graduate, 2019

JOB OUTCOMES

**DIGITAL CONTENT PRODUCER
DIRECTOR
EDITOR
CINEMATOGRAPHER
PRODUCER
SCRIPTWRITER
STORYBOARD ARTIST
DOCUMENTARY-MAKER
CORPORATE VIDEOGRAPHER
FILMMAKER
BRANDED CONTENT CREATOR**



WE SIMULATE THE DEMANDS OF INDUSTRY

With a balance of foundational education and software-based technical training, our curriculum gives students an extensive and in-depth skill-set that is relevant to the demands of industry.

Learn the theory, get trained on the tools, processes and workflows that you'll use when you graduate — and become immersed in real-world training via our industry preparation programs.

MASTER INDUSTRY - STANDARD SOFTWARE



WE GET YOU

JOB READY

We offer three exclusive industry-preparation programs for final year Bachelor students:



THE FORGE

This rigorous 2 subject program will see you collaborate as part of a production team to conceptualise and produce your own short film, documentary, TV commercial or music video – which you'll then pitch to an industry panel for feedback.



LAUNCHPAD

Technical know-how is not enough to reach the top of your game. Our Launchpad subject is designed to give you the soft skills you need to land your dream gig and excel in your career – from portfolio development to resume creation, interview techniques and personal branding.



INTERNSHIP

Complete a 120 hour internship as an elective subject (subject to eligibility criteria) – giving you valuable on-the-job experience and a network of meaningful contacts.

COURSE UNITS OF STUDY

ACCELERATED TWO YEAR DEGREE

| YEAR 1 | | | | |
|--|-------------------------|----------------------|----------------------|----------------------------|
| TRIMESTER 1 | Digital Storytelling | Creative Drawing | Shooting and Editing | Animation |
| TRIMESTER 2 | Screen Language | Digital Images | Game Design | Cinematography |
| EXIT: DIPLOMA OF INTERACTIVE MEDIA* | | | | |
| TRIMESTER 3 | Digital Pathways | Digital Audio Design | Screen Production | Motion Graphics |
| YEAR 2 | | | | |
| TRIMESTER 1 | Entertainment and Media | Design Principles | Elective 1 | Advanced Screen Production |
| EXIT: ASSOCIATE DEGREE OF INTERACTIVE MEDIA* | | | | |
| TRIMESTER 2 | Decoding Media | Elective 2 | Elective 3 | The Forge 1 |
| TRIMESTER 3 | Elective 4 | The Launchpad | The Forge 2 | The Forge 2 |
| EXIT: BACHELOR OF INTERACTIVE MEDIA* | | | | |

* Students studying this qualification do so with a specialist focus on film & video. Standard three year delivery also available.



FILM

Visual Effects (VFX)

DRAWING

Digital Illustration

GAMES

Game Assets
2D Interactivity
Game Development

ANIMATION

2D Animation
Introduction to 3D
3D Modelling
3D Animation
Advanced 3D Animation
Advanced 2D Animation
Animation Production

INDUSTRY PREPARATION

Internship

* Electives are subject to availability and certain electives have prerequisites.

WE TEACH FOR
JOB PLACEMENT

WITH

77%
EMPLOYMENT
RATE

OUR
GRADS
ARE WORKING AT



OUR STUDENTS WIN AWARDS



Our students consistently rank as finalists in awards festivals across Australia and around the world in recognition of the quality, creativity and technical excellence of their work. We proudly recognise and celebrate their outstanding achievements.

The following highlights represent just a small portion of the growing list of accolades our students have received in recognition of their work.

THE TAME PAINTER

Dominic Dimech



NAVIS

Roan Sajko, Tomas Curda, Angharad Nettle-Smyth
Mary Zumbo, Feri Wijaya, Wei Lui



BEAN WARS

Emlia Consonni



THE BRAVE

Michelle Kaldy, Emilia Consonni



WONDER

Paige Cunningham, Bailey Papic
Monique Marshall



WE CONNECT STUDENTS TO INDUSTRY

We connect students to the biggest names in the business. We know it's not just about what you know but also who you know. That's why we provide regular opportunities for our students to connect with and get recognised by industry.

We've hosted some of the biggest names in the business on our campus and at events such as Master Talk presentations, our annual student showcase and awards night, .motion and our student project presentations to panels of industry judges. Students often land job interviews, internships or paid employment on the spot.

RECENT MASTERTALKS



WE ARE AFFILIATED WITH



FILM +
VIDEO

INTAKES

FEBRUARY
MAY
SEPTEMBER

NAVIS

Roan Sajko, Tomas Curda, Angharad Nettle-Smyth
Mary Zumbo, Feri Wijaya, Wei Lui



START YOUR CAREER IN FILM + VIDEO





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