AIT Creative Technology Educators

COURSE GUIDE
GAME DESIGN

GAME DESIGN

INTERACTIVE MEDIA

Develop the skills and master the tools needed to create award-winning Games with Australia's most comprehensive Higher Education Bachelor program that covers all aspects of game development.

Consider this: on average, you'll spend 90,000 hours of your life at work. So if your jam is Fortnite, Minecraft, Mortal Kombat or being transported to an alternate land in Pokemon then get excited – because a world of opportunity awaits you to carve out a career doing what you love.

One of the reasons that our Game Design 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 full spectrum of games development so they gain a deep understanding of how to make games from start to finish, as well as how to communicate with all roles throughout the pipeline.

Learn how to create game play mechanics, design and animate 2D environments and characters, master the art of 3D asset production and integration with games, build-in interactivity, then learn programming techniques to bring it all to life.

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.

JOB OUTCOMES

2D GAMES ARTIST	2D illustrator for games
3D GAMES ARTIST	Creates 3D models, environments, weapons & 3D art for games
UX/UI DESIGNER	Designs the game interface
TECHNICAL ARTIST	Makes 3D elements do cool things
GAMES PROGRAMMER/ DEVELOPER	The technical aspect that makes things jump, shoot or move
GAME DESIGNER	Develops the game mechanics – the walk-through guide for how to play the game
GAME WRITER	Develops the story & script
QA TESTER	Identifies bugs to fix
LEVEL DESIGNER	Designs the players progression through levels

ALL GAME PLAY
LEARN TO CREATE

- TABLETOP GAMES
- 2D GAMES
- 3D GAMES
- PC GAMES
- MOBILE GAMES
- AUGMENTED &
- VIRTUAL REALITY GAMES

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. With a strong focus on portfolio development, you'll graduate with 6 of your own games that you can show prospective employers.

Learn the theory, master the two most in-demand Gaming Engines, get trained on industry pipelines that you'll use when you graduate - and become immersed in real-world training via our industry preparation programs.

MASTER INDUSTRY-STANDARD SOFTWARE

unity   UNREAL ENGINE   C#   SUBSTANCE PAINTER   AUTODESK MAYA

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 team to conceptualise and produce your own awesome game using either Unreal Engine or Unity - 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 (eligibility criteria applies) - giving you valuable on-the-job experience and a network of meaningful contacts.

JOB PLACEMENT

WITH

77%

EMPLOYMENT RATE*

OUR

GRADS

ARE WORKING AT

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	2D Interactivity
EXIT: DIPLOMA OF INTERACTIVE MEDIA*				CRICOS 087677B
TRIMESTER 3	Digital Pathways	Digital Audio Design	Game Development	Introduction to 3D
YEAR 2				
TRIMESTER 1	Entertainment and Media	Design Principles	Elective 1	Game Assets
EXIT: ASSOCIATE DEGREE OF INTERACTIVE MEDIA*				CRICOS 073204F
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*				CRICOS 073205E

*   Students studying this qualification do so with a specialist focus on Game Design.
Standard three year delivery also available. (CRICOS 073206D)

ELECTIVES^

FILM

Motion Graphics
Screen Production
Advanced Screen Production
Cinematography
Visual Effects (VFX)

ANIMATION

2D Animation

3D ANIMATION

Advanced 2D Animation
Advanced 3D Animation
Animation Production

DRAWING

Digital Illustration

GAMES

Advanced Game Development
Advanced Game Assets

MODELLING

3D Modelling

INDUSTRY PREPARATION

Professional Internship Program

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

WE CONNECT
STUDENTS TO INDUSTRY

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 Games business on to our campus for panel discussions, student presentations of their games to industry judges, networking events and our annual. Games Day student showcase and awards event. Students often land job interviews, internships or paid employment on the spot

RECENT MASTERTALKS

OUR INDUSTRY PARTNERS

GRADUATE TESTIMONIALS

FROM A LOVE OF KINGDOM HEARTS TO AWARD-WINNING SENIOR DEVELOPER RED CARTEL

" *Growing up, I was always incredibly intrigued by large scale RPG's, whether they were MMO's such as Rune Scape or single player games such as Dark Souls 2 or Kingdom Hearts. The sheer scale of these games and the amount of programming I imagined would have gone into them always baffled me and made me want to learn how to make my own RPG. It was this curiosity that led me to AIT and saw me leave a Bachelor Degree in Accounting - and I've never looked back."*

— JACK O'SHEA

OUR STUDENTS

WIN AWARDS

AWARD WINNING

Our students consistently rank as finalists in awards festivals across Australia in recognition of the quality, creativity and technical excellence of their work. We proudly recognise and celebrate their outstanding achievements. The following highlights represent the growing list of accolades our students and graduates have received in recognition of their work:
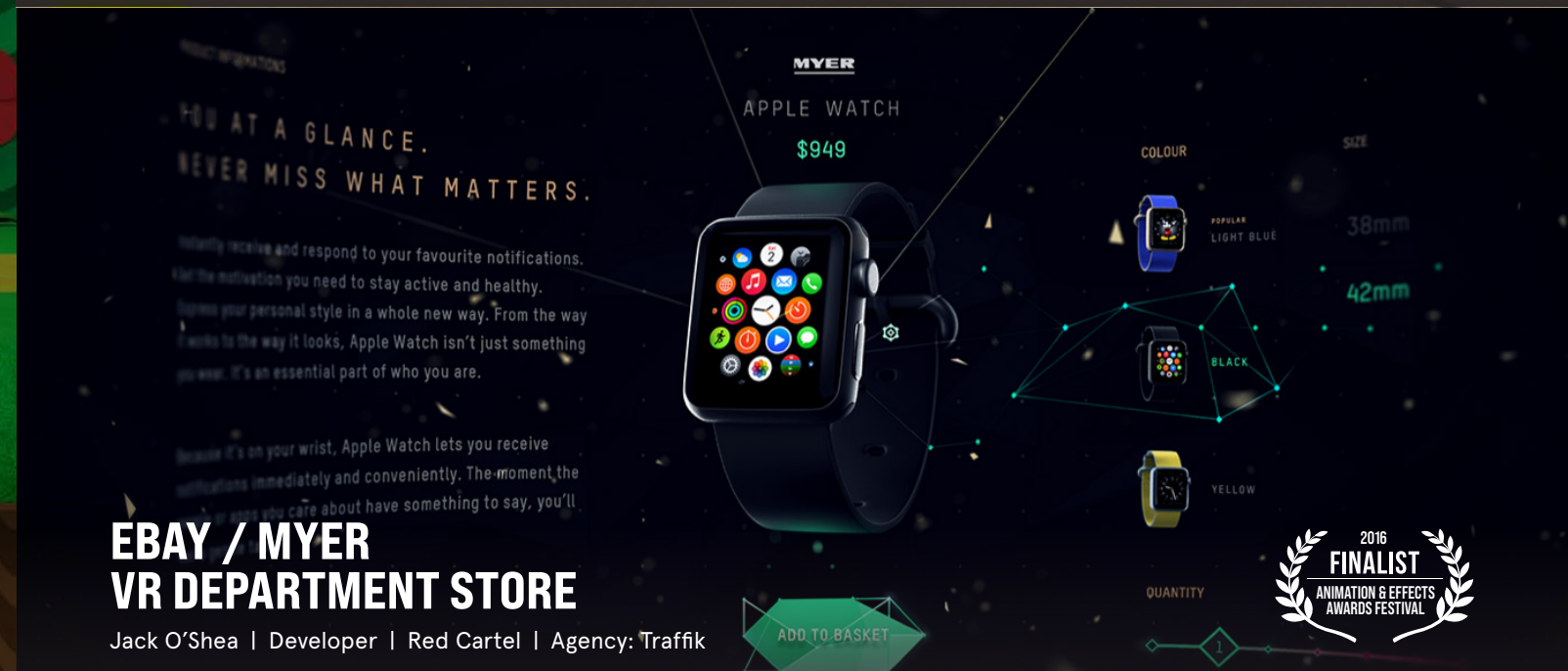
SIMOSITY
Jack O'Shea | Lead Developer | Red Cartel

2019 FINALIST ANIMATION & EFFECTS AWARDS FESTIVAL

SHELL V-POWER PIT STOP
Jack O'Shea | Developer | Red Cartel | Agency: Traffik

2019 FINALIST ANIMATION & EFFECTS AWARDS FESTIVAL

EBAY / MYER VR DEPARTMENT STORE
Jack O'Shea | Developer | Red Cartel | Agency: Traffik

2016 FINALIST ANIMATION & EFFECTS AWARDS FESTIVAL

PLANET PROTECTOR VR

Alex Holder | Game Developer | BigfootDS

2018 NOMINATED APDG AWARDS

BLEACHED AZ

Gabriella Wilson | Game Developer | Chaos Theory Games | We Are Rad

2019 BEST SERIOUS GAME APDG AWARDS

GAME
DESIGN

INTAKES

FEBRUARY

MAY

SEPTEMBER

MAKE
WORK
GAMEPLAY

START YOUR CAREER IN

GAME DESIGN

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