AIT

Creative
Technology
Educators

loading...

COURSE GUIDE

GAMES PROGRAMMING

INFORMATION TECHNOLOGY
(GAMES PROGRAMMING)

If you've grown up with a gaming obsession and your jam is Call of Duty, Zelda, Mario or anything in between then get excited - because a world of opportunity awaits you to carve out a career building the games that you love to play.

Develop the skills and master the tools needed to create PC and Mobile Games across a range of genres including first-person shooter, platformer and adventure games - using two industry-standard Game Engines. Plus, elevate your earning potential by up to $40,000* and become a golden graduate who is highly sought after by leading studios, by learning to create your very own game-engine.

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.

* Source: Glassdoor & Payscale

JOB OUTCOMES

GAME DEVELOPER .... The technical aspect that makes things jump, shoot or move

GAME ENGINEER .... Develop game programs and networks for 3rd party use

GAMES PROGRAMMER .... Develops and implements game software

GRAPHICS & VR PROGRAMMER .... Writes the code for cutting-edge game development

GAME DESIGNER .... Develops the game mechanics— the walkthrough guide for how to play the game

AI PROGRAMMER .... Creates the brains of the game.

LEVEL DESIGNER .... Designs the players progression through levels

ELEVATE YOUR EARNING POTENTIAL & EMPLOYABILITY

AVERAGE GRADUATE SALARIES:

UNITY DEVELOPER $60–70K*

UNREAL ENGINE DEVELOPER ...... $70–90K^

CUSTOM ENGINE DEVELOPER ..... $90–110K[1]

WE SIMULATE THE
DEMANDS OF INDUSTRY

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

Master the two most in-demand Game Engines that are pre-requisites for 90% of jobs. Learn to create content for games and build your very own game engine from scratch - making you more adaptable, more employable and with higher earning potential upon graduation.

MASTER INDUSTRY-STANDARD SOFTWARE

unity | UNREAL ENGINE | Ps | blender

WE GET YOU
JOB READY

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 two exclusive industry preparation programs for final year Bachelor students:

ADVANCED STUDIO

This rigorous 2-subject program will see you collaborate as part of a production team to conceptualise and produce your very own Game which you'll then pitch to an industry panel for feedback and recognition.
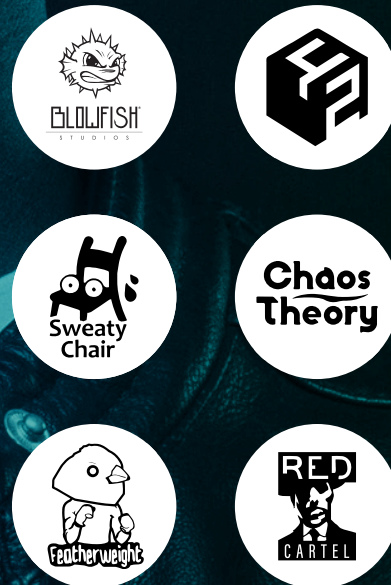
INTERNSHIP

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

WE TEACH FOR
JOB PLACEMENT
WITH
77%
EMPLOYMENT RATE*

OUR
GRADS
ARE WORKING AT

AIT Creative Technology Educators

COURSE UNITS OF STUDY
THREE YEAR DEGREE

YEAR 1		
TRIMESTER 1	Introduction to Web	Information Systems	Foundation Programming
TRIMESTER 2	Programming I	Database systems	Introduction to Software & Engineering
TRIMESTER 3	Discrete Mathematics	Programming II	

EXIT: DIPLOMA OF INFORMATION TECHNOLOGY — CRICOS: 094330D

YEAR 2		
TRIMESTER 1	Basic Game Engine Programming	JAVA	Digital Project Management
TRIMESTER 2	Systems Analysis & Design	Interface & Experience Design	Artificial Intelligence
TRIMESTER 3	Advanced Game Engine Programming	Game Development	

EXIT: ASSOCIATE DEGREE OF INFORMATION TECHNOLOGY (GAMES PROGRAMMING) — CRICOS: 094328J

YEAR 3		
TRIMESTER 1	Elective 1	Augmented Reality	Advanced Game Development
TRIMESTER 2	Advanced Studio 1	Advanced Game Project	Advanced Game Project
TRIMESTER 3	Elective 2	Advanced Studio 2	

EXIT: BACHELOR OF INFORMATION TECHNOLOGY (GAMES PROGRAMMING) — CRICOS: 094327K

Domestic students may elect to increase their study load in order to complete their course early.

ELECTIVES^

PROGRAMMING

Enterprise Systems
Mobile App Android
Mobile App iOS
Data-Driven Apps Development
Advanced Web
Cross-Platform Apps Development

DESIGN

Digital Images

INDUSTRY PREPARATION

Professional Internship Program

COMP SCIENCE

Foundation Networks

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

AIT GRADUATE
SUCCESS STORY

FROM A VIDEO GAME OBSESSION TO UNITY DEVELOPER, SPACES INTERACTIVE

"*My time at AIT was great, I thoroughly enjoyed it there, classes were small and everyone got along with each other, we would get close with the teachers and become friends, and that's what I loved about AIT. It was more than just a school but a community.*"
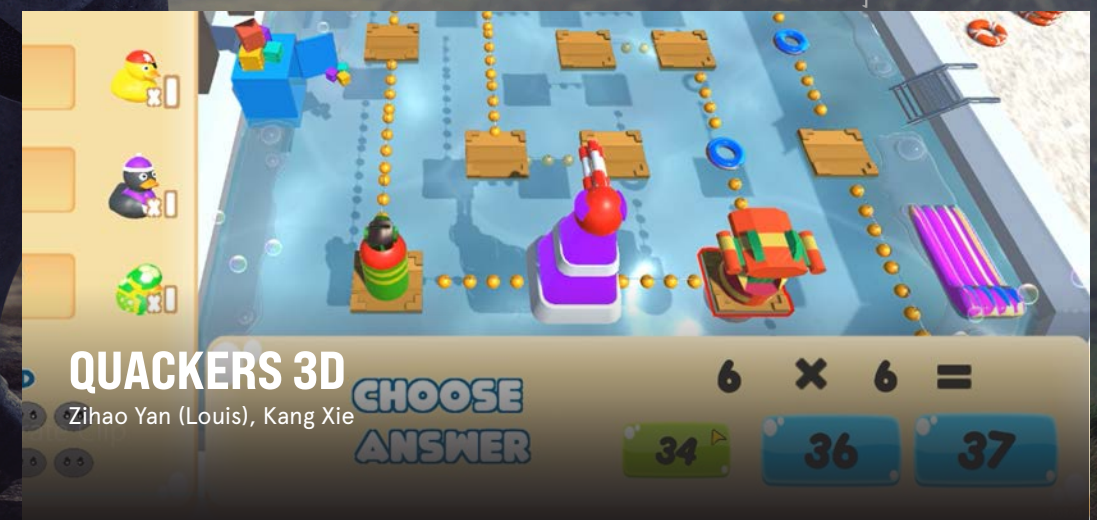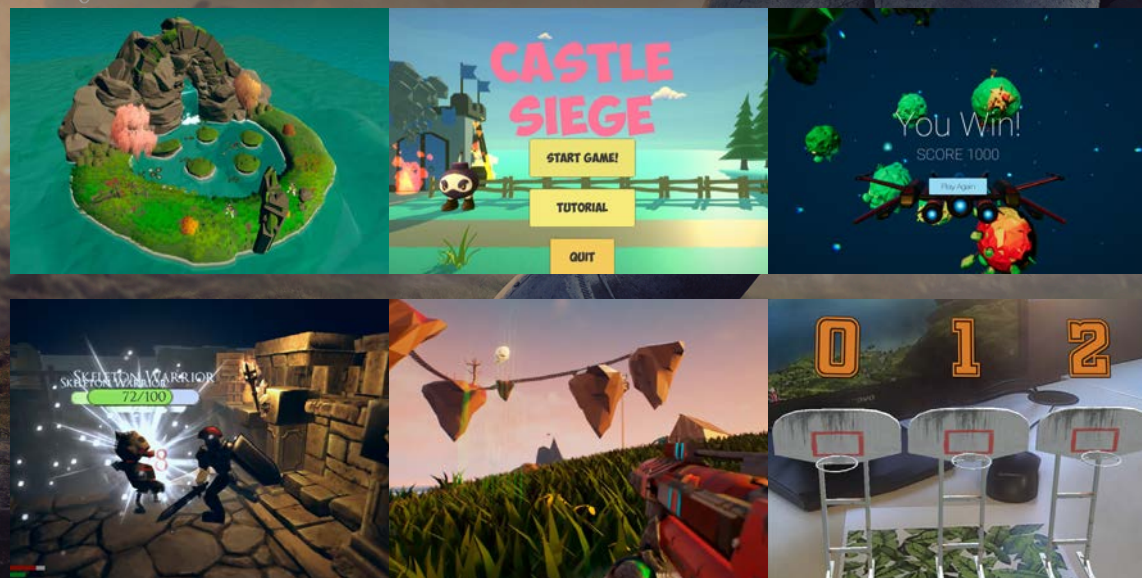
— STEVEN NGUYEN

OUR STUDENT
WORK

MONSTER FACTORY
Matthew James Wakim, Liang Wu (Norris), Elvin Firdaus Husin

QUACKERS 3D
Zihao Yan (Louis), Kang Xie

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 INDUSTRY EVENTS

GAME DAY
Play Games | Win Prizes | Free Pizza | Cosplay Prize | Tournaments

HOSTED BY AIT
GAME INDUSTRY MASTERMIND

WE ARE AFFILIATED WITH

Sweaty Chair · Chaos Theory · BLOWFISH · RED CARTEL · Featherweights

EPIPHANY games · SIMOSITY · unity · LIMINAL · STT2

GAMES PROGRAMMING INTAKES

FEBRUARY

MAY

SEPTEMBER

loading...

AIT — Creative Technology Educators

START YOUR CAREER IN GAMES PROGRAMMING

ait.edu.au

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