Game Art and Animation 2023 Intake

The total cost of the Game Art and Animation Program is $50,800.00 over 2 years. The program is delivered through two Diploma qualifications in the first year and an Advanced Diploma qualification in the second year. See the tables below for the fee breakdown.

The VET Student Loans (VETSL) program assists eligible learners to pay tuition fees for approved Diploma and Advanced Diploma qualifications. Learners that are not eligible for VETSL can access interest-free payment plans to pay their tuition fees over 2.3 years.

CUA51020 - Diploma of Screen and Media | CUA51120 Diploma of Visual Arts

First year of the Advanced Diploma Study Pathway, online evenings study.

Units of Study		Delivery Details				Fee Information			
Code	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount^	Student Contribution with Max. VETSL^^
Term 1									
DSMA111	3D Art Pipeline + WHS _Screen and Media_	30-Jan-23	07-Apr-23	10	10-Mar-23	0.125	$2,093.75	$2,093.75	$0.00
DVAA111	3D Art Pipeline + WHS _Visual Arts_					0.125	$2,018.75	$2,018.75	$0.00
DSMA112	Principles of Animation + Character Animation _Screen and Media_	30-Jan-23	26-May-23	15	31-Mar-23	0.125	$2,093.75	$2,093.75	$0.00
DVAA112	Principles of Animation + Character Animation _Visual Arts_					0.125	$2,018.75	$2,018.75	$0.00
Term 2									
DSMA121	Environment Pipeline _Screen and Media_	24-Apr-23	30-Jun-23	10	12-May-23	0.125	$2,093.75	$2,093.75	$0.00
DVAA121	Environment Pipeline _Visual Arts_					0.125	$2,018.75	$2,018.75	$0.00
DSMA122	3D Workflow Techniques _Screen and Media_	29-May-23	30-Jun-23	5	09-Jun-23	0.125	$2,093.75	$2,093.75	$0.00
DVAA122	3D Workflow Techniques _Visual Arts_					0.125	$2,018.75	$2,018.75	$0.00
Term 3									
DSMA131	Digital Lighting & Compositing _Screen and Media_	17-Jul-23	22-Sep-23	10	04-Aug-23	0.125	$2,093.75	$2,093.75	$0.00
DVAA131	Digital Lighting & Compositing _Visual Arts_					0.125	$2,018.75	$2,018.75	$0.00
DSMA132	Character Pipeline _Screen and Media_	17-Jul-23	22-Sep-23	10	04-Aug-23	0.125	$2,093.75	$2,093.75	$0.00
DVAA132	Character Pipeline _Visual Arts_					0.125	$2,018.75	$2,018.75	$0.00
Term 4									
DSMA141	Professional Practice Development _Screen and Media_	09-Oct-23	15-Dec-23	10	27-Oct-23	0.125	$2,093.75	$2,093.75	$0.00
DVAA141	Professional Practice Development _Visual Arts_					0.125	$2,018.75	$2,018.75	$0.00
DSMA142	Production Planning + Production _Screen and Media_	09-Oct-23	15-Dec-23	10	27-Oct-23	0.125	$2,093.75	$2,093.75	$0.00
DVAA142	Production Planning + Production _Visual Arts_					0.125	$2,018.75	$2,018.75	$0.00
						Total Tuition Fee	$32,900.00	$32,900.00	$0.00

11151NAT - Advanced Diploma of Professional Game Development

Second year of Advanced Diploma Study Pathway, online evenings study.

Learners commence this qualification in 2024 pending successful completion of the first year of the Advanced Diploma Study Pathway.

Units of Study		Delivery Details					Fee Information		
Code	Name	Start#	End#	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount^	Student Contribution with Max. VETSL^^
Term 1									
PGDA111	Game Animation + Graphical User Interface *ADPGD*	29-Jan-24	5-Apr-24	10	16-Feb-24	0.150	$2,685.00	$2,685.00	$0.00
PGDA112	Game Environments *ADPGD*	29-Jan-24	5-Apr-24	10	16-Feb-24	0.150	$2,685.00	$2,685.00	$0.00
Term 2									
PGDA121	Game Characters *ADPGD*	22-Apr-24	28-Jun-24	10	10-May-24	0.150	$2,685.00	$2,685.00	$0.00
PGDA122	Virtual and Extended Realities *ADPGD*	22-Apr-24	28-Jun-24	10	10-May-24	0.150	$2,685.00	$2,685.00	$0.00
Term 3									
PGDA131	Proof of Concept + Major Production + Online Professional Portfolio *ADPGD*	15-Jul-24	13-Dec-24	20	23-Aug-24	0.40	$7,160.00	$7,160.00	$0.00
						Total Tuition Fee	$17,900.00	$17,900.00	$0.00

*Census date is the last day learners can complete their eCAF to apply for VETSL for that Unit of Study or withdraw their enrolment without incurring a debt for that Unit of Study.

**EFTSL stands for Equivalent Full-Time Student Load.

^Max. VETSL Amount refers to the Maximum VET Students Loans available for eligible learners per Unit of Study. Maximum VETSL accessible for each course is subject to approval by The Department of Education. For more information regarding eligibility or accessing VETSL, please speak to your Campus Administration or visit http://www.education.gov.au/vet-student-loans

^^Student Contribution with Max. VETSL indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners. VETSL Course Caps for 2024 have not yet been determined and may change closer to the commencement date.

 # Start and end dates for 2024 - Please note that 2024 dates are indicative only.