



2023 DOMESTIC STUDENTS - TUITION FEE SCHEDULE
ONLINE CAMPUS – EVENINGS

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 <i>Screen and Media</i> | 30-Jan-23 | 07-Apr-23 | 10 | 17-Feb-23 | 0.125 | \$2,093.75 | \$2,093.75 | \$0.00 |
| DVAA111 | 3D Art Pipeline + WHS <i>Visual Arts</i> | | | | | 0.125 | \$2,018.75 | \$2,018.75 | \$0.00 |
| DSMA112 | Principles of Animation + Character Animation <i>Screen and Media</i> | 30-Jan-23 | 26-May-23 | 15 | 03-Mar-23 | 0.125 | \$2,093.75 | \$2,093.75 | \$0.00 |
| DVAA112 | Principles of Animation + Character Animation <i>Visual Arts</i> | | | | | 0.125 | \$2,018.75 | \$2,018.75 | \$0.00 |
| Term 2 | | | | | | | | | |
| DSMA121 | Environment Pipeline <i>Screen and Media</i> | 24-Apr-23 | 30-Jun-23 | 10 | 12-May-23 | 0.125 | \$2,093.75 | \$2,093.75 | \$0.00 |
| DVAA121 | Environment Pipeline <i>Visual Arts</i> | | | | | 0.125 | \$2,018.75 | \$2,018.75 | \$0.00 |
| DSMA122 | 3D Workflow Techniques <i>Screen and Media</i> | 29-May-23 | 30-Jun-23 | 5 | 09-Jun-23 | 0.125 | \$2,093.75 | \$2,093.75 | \$0.00 |
| DVAA122 | 3D Workflow Techniques <i>Visual Arts</i> | | | | | 0.125 | \$2,018.75 | \$2,018.75 | \$0.00 |
| Term 3 | | | | | | | | | |
| DSMA131 | Digital Lighting & Compositing <i>Screen and Media</i> | 17-Jul-23 | 22-Sep-23 | 10 | 04-Aug-23 | 0.125 | \$2,093.75 | \$2,093.75 | \$0.00 |
| DVAA131 | Digital Lighting & Compositing <i>Visual Arts</i> | | | | | 0.125 | \$2,018.75 | \$2,018.75 | \$0.00 |
| DSMA132 | Character Pipeline <i>Screen and Media</i> | 17-Jul-23 | 22-Sep-23 | 10 | 04-Aug-23 | 0.125 | \$2,093.75 | \$2,093.75 | \$0.00 |
| DVAA132 | Character Pipeline <i>Visual Arts</i> | | | | | 0.125 | \$2,018.75 | \$2,018.75 | \$0.00 |
| Term 4 | | | | | | | | | |
| DSMA141 | Professional Practice Development <i>Screen and Media</i> | 09-Oct-23 | 15-Dec-23 | 10 | 27-Oct-23 | 0.125 | \$2,093.75 | \$2,093.75 | \$0.00 |
| DVAA141 | Professional Practice Development <i>Visual Arts</i> | | | | | 0.125 | \$2,018.75 | \$2,018.75 | \$0.00 |
| DSMA142 | Production Planning + Production <i>Screen and Media</i> | 09-Oct-23 | 15-Dec-23 | 10 | 27-Oct-23 | 0.125 | \$2,093.75 | \$2,093.75 | \$0.00 |
| DVAA142 | Production Planning + Production <i>Visual Arts</i> | | | | | 0.125 | \$2,018.75 | \$2,018.75 | \$0.00 |
| Total Tuition Fee | | | | | | | \$32,900.00 | \$32,900.00 | \$0.00 |



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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 <i>ADPGD</i> | 29-Jan-24 | 5-Apr-24 | 10 | 16-Feb-24 | 0.150 | \$2,685.00 | \$2,685.00 | \$0.00 |
| PGDA112 | Game Environments <i>ADPGD</i> | 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 <i>ADPGD</i> | 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 <i>ADPGD</i> | 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 <i>ADPGD</i> | 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.