



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation / 3D Animation and VFX (January Intake)

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

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 ^{^^}
DSM101-A	Modelling and Texturing <i>Screen and Media</i>	31-Jan-24	03-May-24	13	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA101-A	Modelling and Texturing <i>Visual Arts</i>	31-Jan-24	03-May-24	13	23-Feb-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM102-A	Animation and Character Development <i>Screen and Media</i>	08-May-24	23-Aug-24	14	07-Jun-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA102-A	Animation and Character Development <i>Visual Arts</i>	08-May-24	23-Aug-24	14	07-Jun-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM103-A	Research and Production <i>Screen and Media</i>	28-Aug-24	13-Dec-24	15	27-Sep-24	0.300	\$5,370.00	\$5,370.00	\$0.00
DVA103-A	Research and Production <i>Visual Arts</i>	28-Aug-24	13-Dec-24	15	27-Sep-24	0.300	\$5,190.00	\$5,190.00	\$0.00
Total Tuition Fee							\$35,200.00	\$35,200.00	\$0.00

Year 2 – Advanced Diploma 2025

The tuition fee for the second year of the Game Art and Animation program, delivered through the 11151NAT Advanced Diploma of Professional Game Development, is \$18,900.

The total tuition fee for the two-year Game Art and Animation program is \$54,100. The qualifications in this program are eligible for VET Student Loans.

Learners commence this qualification in 2025 pending successful completion of Year 1. The start date will be confirmed closer to the time.

***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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation / 3D Animation and VFX (Online January Intake)

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

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 ^{^^}
DSMA111	3D Art Pipeline / WHS <i>Screen and Media</i>	30-Jan-24	02-Apr-24	10	23-Feb-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAA111	3D Art Pipeline / WHS <i>Visual Arts</i>	30-Jan-24	02-Apr-24	10	23-Feb-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMA112	Animation <i>Screen and Media</i>	01-Feb-24	23-May-24	15	01-Mar-24	0.188	\$3,365.20	\$3,365.20	\$0.00
DVAA112	Animation <i>Visual Arts</i>	01-Feb-24	23-May-24	15	01-Mar-24	0.188	\$3,252.40	\$3,252.40	\$0.00
DSMA121	Environment Pipeline <i>Screen and Media</i>	23-Apr-24	25-Jun-24	10	10-May-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAA121	Environment Pipeline <i>Visual Arts</i>	23-Apr-24	25-Jun-24	10	10-May-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMA122	3D Workflow Techniques <i>Screen and Media</i>	30-May-24	27-Jun-24	5	28-Jun-24	0.062	\$1,109.80	\$1,109.80	\$0.00
DVAA122	3D Workflow Techniques <i>Visual Arts</i>	30-May-24	27-Jun-24	5	28-Jun-24	0.062	\$1,072.60	\$1,072.60	\$0.00
DSMA131	Character Pipeline <i>Screen and Media</i>	16-Jul-24	17-Sep-24	10	02-Aug-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAA131	Character Pipeline <i>Visual Arts</i>	16-Jul-24	17-Sep-24	10	02-Aug-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMA132	Digital Lighting & Compositing <i>Screen and Media</i>	18-Jul-24	19-Sep-24	10	02-Aug-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAA132	Digital Lighting & Compositing <i>Visual Arts</i>	18-Jul-24	19-Sep-24	10	02-Aug-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMA141	Professional Practice Development <i>Screen and Media</i>	07-Oct-24	09-Dec-24	10	01-Nov-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAA141	Professional Practice Development <i>Visual Arts</i>	07-Oct-24	09-Dec-24	10	01-Nov-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMA142	Production Planning / Production <i>Screen and Media</i>	08-Oct-24	12-Dec-24	10	01-Nov-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAA142	Production Planning / Production <i>Visual Arts</i>	08-Oct-24	12-Dec-24	10	01-Nov-24	0.125	\$2,162.50	\$2,162.50	\$0.00

Total Tuition Fee	\$35,200.00	\$35,200.00	\$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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation / 3D Animation and VFX (June Intake)

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

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 ^{^^}
DSM104-A	Modelling and Texturing <i>Screen and Media</i>	24-Jun-24	16-Aug-24	8	12-Jul-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA104-A	Modelling and Texturing <i>Visual Arts</i>	24-Jun-24	16-Aug-24	8	12-Jul-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM105-A	Animation and Character Development <i>Screen and Media</i>	19-Aug-24	18-Oct-24	8	06-Sep-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA105-A	Animation and Character Development <i>Visual Arts</i>	19-Aug-24	18-Oct-24	8	06-Sep-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM106-A	Research and Production <i>Screen and Media</i>	21-Oct-24	13-Dec-24	8	08-Nov-24	0.300	\$5,370.00	\$5,370.00	\$0.00
DVA106-A	Research and Production <i>Visual Arts</i>	21-Oct-24	13-Dec-24	8	08-Nov-24	0.300	\$5,190.00	\$5,190.00	\$0.00
Total Tuition Fee							\$35,200.00	\$35,200.00	\$0.00

Year 2 – Advanced Diploma 2025

The tuition fee for the second year of the Game Art and Animation program, delivered through the 11151NAT Advanced Diploma of Professional Game Development, is \$18,900.

The total tuition fee for the two-year Game Art and Animation program is \$54,100. The qualifications in this program are eligible for VET Student Loans.

Learners commence this qualification in 2025 pending successful completion of Year 1. The start date will be confirmed closer to the time.

***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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Design and Production (January Intake)

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

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^^
DSM101-D	Game Design Fundamentals <i>Screen and Media</i>	31-Jan-24	10-May-24	14	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA101-D	Game Design Fundamentals <i>Visual Arts</i>	31-Jan-24	10-May-24	14	23-Feb-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM102-D	Prototyping and Narrative <i>Screen and Media</i>	15-May-24	30-Aug-24	14	14-Jun-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA102-D	Prototyping and Narrative <i>Visual Arts</i>	15-May-24	30-Aug-24	14	14-Jun-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM103-D	Testing and Production <i>Screen and Media</i>	04-Sep-24	13-Dec-24	14	11-Oct-24	0.300	\$5,370.00	\$5,370.00	\$0.00
DVA103-D	Testing and Production <i>Visual Arts</i>	04-Sep-24	13-Dec-24	14	11-Oct-24	0.300	\$5,190.00	\$5,190.00	\$0.00
Total Tuition Fee							\$35,200.00	\$35,200.00	\$0.00

Year 2 – Advanced Diploma 2025

The tuition fee for the second year of the Game Design and Production program, delivered through the 11151NAT Advanced Diploma of Professional Game Development, is \$18,900.

The total tuition fee for the two-year Game Design and Production program is \$54,100. The qualifications in this program are eligible for VET Student Loans.

Learners commence this qualification in 2025 pending successful completion of Year 1. The start date will be confirmed closer to the time.

***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 <https://aie.edu.au/vet>

^^**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.

Game Design and Production (Online January Intake)

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

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 ^{^^}
DSMD111	Introduction to Game Design / WHS <i>Screen and Media</i>	30-Jan-24	04-Apr-24	10	23-Feb-24	0.250	\$4,475.00	\$4,475.00	\$0.00
DVAD111	Introduction to Game Design / WHS <i>Visual Arts</i>	30-Jan-24	04-Apr-24	10	23-Feb-24	0.250	\$4,325.00	\$4,325.00	\$0.00
DSMD121	Level Design Fundamentals <i>Screen and Media</i>	23-Apr-24	25-Jun-24	10	10-May-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAD121	Level Design Fundamentals <i>Visual Arts</i>	23-Apr-24	25-Jun-24	10	10-May-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMD122	Design Prototyping Fundamentals / Sound Design <i>Screen and Media</i>	02-May-24	04-Jul-24	10	17-May-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAD122	Design Prototyping Fundamentals / Sound Design <i>Visual Arts</i>	02-May-24	04-Jul-24	10	17-May-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMD131	Testing and Quality Assurance <i>Screen and Media</i>	16-Jul-24	17-Sep-24	10	02-Aug-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAD131	Testing and Quality Assurance <i>Visual Arts</i>	16-Jul-24	17-Sep-24	10	02-Aug-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMD132	Narrative Design <i>Screen and Media</i>	18-Jul-24	19-Sep-24	10	02-Aug-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAD132	Narrative Design <i>Visual Arts</i>	18-Jul-24	19-Sep-24	10	02-Aug-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMD141	Professional Practice Development <i>Screen and Media</i>	14-Oct-24	09-Dec-24	9	01-Nov-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAD141	Professional Practice Development <i>Visual Arts</i>	14-Oct-24	09-Dec-24	9	01-Nov-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMD142	Production Planning / Production <i>Screen and Media</i>	08-Oct-24	12-Dec-24	10	01-Nov-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DVAD142	Production Planning / Production <i>Visual Arts</i>	08-Oct-24	12-Dec-24	10	01-Nov-24	0.125	\$2,162.50	\$2,162.50	\$0.00
Total Tuition Fee							\$35,200.00	\$35,200.00	\$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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Design and Production (June Intake)

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

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 ^{^^}
DSM104-D	Game Design Fundamentals <i>Screen and Media</i>	24-Jun-24	16-Aug-24	8	12-Jul-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA104-D	Game Design Fundamentals <i>Visual Arts</i>	24-Jun-24	16-Aug-24	8	12-Jul-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM105-D	Prototyping and Narrative <i>Screen and Media</i>	19-Aug-24	18-Oct-24	8	06-Sep-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA105-D	Prototyping and Narrative <i>Visual Arts</i>	19-Aug-24	18-Oct-24	8	06-Sep-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM106-D	Testing and Production <i>Screen and Media</i>	21-Oct-24	13-Dec-24	8	08-Nov-24	0.300	\$5,370.00	\$5,370.00	\$0.00
DVA106-D	Testing and Production <i>Visual Arts</i>	21-Oct-24	13-Dec-24	8	08-Nov-24	0.300	\$5,190.00	\$5,190.00	\$0.00
Total Tuition Fee							\$35,200.00	\$35,200.00	\$0.00

Year 2 – Advanced Diploma 2025

The tuition fee for the second year of the Game Design and Production program, delivered through the 11151NAT Advanced Diploma of Professional Game Development, is \$18,900.

The total tuition fee for the two-year Game Design and Production program is \$54,100. The qualifications in this program are eligible for VET Student Loans.

Learners commence this qualification in 2025 pending successful completion of Year 1. The start date will be confirmed closer to the time.

***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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Filmmaking

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

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 ^{^^}
DSM101-F	Introduction to Film Making <i>Screen and Media</i>	31-Jan-24	26-Apr-24	12	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA101-F	Introduction to Film Making <i>Visual Arts</i>	31-Jan-24	26-Apr-24	12	23-Feb-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM102-F	Film Production <i>Screen and Media</i>	01-May-24	30-Aug-24	16	31-May-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DVA102-F	Film Production <i>Visual Arts</i>	01-May-24	30-Aug-24	16	31-May-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM103-F	Frontiers of Production <i>Screen and Media</i>	04-Sep-24	13-Dec-24	14	11-Oct-24	0.300	\$5,370.00	\$5,370.00	\$0.00
DVA103-F	Frontiers of Production <i>Visual Arts</i>	04-Sep-24	13-Dec-24	14	11-Oct-24	0.300	\$5,190.00	\$5,190.00	\$0.00
Total Tuition Fee							\$35,200.00	\$35,200.00	\$0.00

Year 2 – Advanced Diploma 2025

The tuition fee for the second year of the Filmmaking program, delivered through the CUA60620 Advanced Diploma of Screen and Media, is \$18,900.

The total tuition fee for the two-year Filmmaking program is \$54,100. The qualifications in this program are eligible for VET Student Loans.

Learners commence this qualification in 2025 pending successful completion of Year 1. The start date will be confirmed closer to the time.

***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 <https://aie.edu.au/vet>

^{^^}Student Contribution with Max. VETSL indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Programming (January Intake)

CUA51020 – Diploma of Screen and Media | ICT50220 – Diploma of Information Technology

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 ^{^^}
DSM101-P	C++ and Game Engine Scripting <i>Screen and Media</i>	31-Jan-24	12-Apr-24	11	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DIT101-P	C++ and Game Engine Scripting <i>Information Technology</i>	31-Jan-24	12-Apr-24	11	23-Feb-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM102-P	Math for Games and Code Design <i>Screen and Media</i>	24-Apr-24	23-Aug-24	16	24-May-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DIT102-P	Math for Games and Code Design <i>Information Technology</i>	24-Apr-24	23-Aug-24	16	24-May-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM103-P	AI for Games and Production <i>Screen and Media</i>	28-Aug-24	13-Dec-24	15	27-Sep-24	0.300	\$5,370.00	\$5,370.00	\$0.00
DIT103-P	AI for Games and Production <i>Information Technology</i>	28-Aug-24	13-Dec-24	15	27-Sep-24	0.300	\$5,190.00	\$5,190.00	\$0.00
Total Tuition Fee							\$35,200.00	\$35,200.00	\$0.00

Year 2 – Advanced Diploma 2025

The tuition fee for the second year of the Game Programming program, delivered through the 11151NAT Advanced Diploma of Professional Game Development, is \$18,900.

The total tuition fee for the two-year Game Programming program is \$54,100. The qualifications in this program are eligible for VET Student Loans.

Learners commence this qualification in 2025 pending successful completion of Year 1. The start date will be confirmed closer to the time.

***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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Programming (Online January Intake)

CUA51020 – Diploma of Screen and Media | ICT50220 – Diploma of Information Technology

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 ^{^^}
DITP111	Introduction to C++ / WHS <i>Information Technology</i>	30-Jan-24	02-Apr-24	10	23-Feb-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMP111	Introduction to C++ / WHS <i>Screen and Media</i>	30-Jan-24	02-Apr-24	10	23-Feb-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DITP112	Game Engine Scripting <i>Information Technology</i>	01-Feb-24	04-Apr-24	10	23-Feb-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMP112	Game Engine Scripting <i>Screen and Media</i>	01-Feb-24	04-Apr-24	10	23-Feb-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DITP121	Maths for Games <i>Information Technology</i>	23-Apr-24	25-Jun-24	10	17-May-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMP121	Maths for Games <i>Screen and Media</i>	23-Apr-24	25-Jun-24	10	17-May-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DITP122	Code Design and Data Structures <i>Information Technology</i>	02-May-24	04-Jul-24	10	17-May-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMP122	Code Design and Data Structures <i>Screen and Media</i>	02-May-24	04-Jul-24	10	17-May-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DITP131	Advanced Game Engine Programming / User Interface Programming <i>Information Technology</i>	16-Jul-24	17-Sep-24	10	02-Aug-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMP131	Advanced Game Engine Programming / User Interface Programming <i>Screen and Media</i>	16-Jul-24	17-Sep-24	10	02-Aug-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DITP132	Artificial Intelligence for Games <i>Information Technology</i>	18-Jul-24	19-Sep-24	10	02-Aug-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMP132	Artificial Intelligence for Games <i>Screen and Media</i>	18-Jul-24	19-Sep-24	10	02-Aug-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DITP141	Game Business Studies <i>Information Technology</i>	14-Oct-24	09-Dec-24	9	01-Nov-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMP141	Game Business Studies <i>Screen and Media</i>	14-Oct-24	09-Dec-24	9	01-Nov-24	0.125	\$2,237.50	\$2,237.50	\$0.00
DITP142	Production Planning / Production <i>Information Technology</i>	08-Oct-24	12-Dec-24	10	01-Nov-24	0.125	\$2,162.50	\$2,162.50	\$0.00
DSMP142	Production Planning / Production <i>Screen and Media</i>	08-Oct-24	12-Dec-24	10	01-Nov-24	0.125	\$2,237.50	\$2,237.50	\$0.00
Total Tuition Fee							\$35,200.00	\$35,200.00	\$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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Programming (June Intake)

CUA51020 – Diploma of Screen and Media | ICT50220 – Diploma of Information Technology

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 ^{^^}
DSM104-P	C++ and Game Engine Scripting <i>Screen and Media</i>	24-Jun-24	02-Aug-24	6	12-Jul-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DIT104-P	C++ and Game Engine Scripting <i>Information Technology</i>	24-Jun-24	02-Aug-24	6	12-Jul-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM105-P	Math for Games and Code Design <i>Screen and Media</i>	05-Aug-24	18-Oct-24	8	23-Aug-24	0.350	\$6,265.00	\$6,265.00	\$0.00
DIT105-P	Math for Games and Code Design <i>Information Technology</i>	05-Aug-24	18-Oct-24	8	23-Aug-24	0.350	\$6,055.00	\$6,055.00	\$0.00
DSM106-P	AI for Games and Production <i>Screen and Media</i>	21-Oct-24	13-Dec-24	10	08-Nov-24	0.300	\$5,370.00	\$5,370.00	\$0.00
DIT106-P	AI for Games and Production <i>Information Technology</i>	21-Oct-24	13-Dec-24	10	08-Nov-24	0.300	\$5,190.00	\$5,190.00	\$0.00
Total Tuition Fee							\$35,200.00	\$35,200.00	\$0.00

Year 2 – Advanced Diploma 2025

The tuition fee for the second year of the Game Programming program, delivered through the 11151NAT Advanced Diploma of Professional Game Development, is \$18,900.

The total tuition fee for the two-year Game Programming program is \$54,100. The qualifications in this program are eligible for VET Student Loans.

Learners commence this qualification in 2025 pending successful completion of Year 1. The start date will be confirmed closer to the time.

***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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation

11151NAT – Advanced Diploma of Professional Game Development

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 ^{^^}
PGD201-A	Game Environments <i>Professional Game Development</i>	29-Jan-24	03-Apr-24	10	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
PGD202-A	Game Characters <i>Professional Game Development</i>	08-Apr-24	13-Aug-24	16	10-May-24	0.350	\$6,265.00	\$6,265.00	\$0.00
PGD203-A	Major Production <i>Professional Game Development</i>	19-Aug-24	10-Dec-24	16	20-Sep-24	0.300	\$5,370.00	\$5,370.00	\$0.00

Total Tuition Fee	\$17,900.00	\$17,900.00	\$0.00
-------------------	-------------	-------------	--------

Game Design and Production

11151NAT – Advanced Diploma of Professional Game Development

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 ^{^^}
PGD201-D	Designing for Players <i>Professional Game Development</i>	29-Jan-24	23-Apr-24	12	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
PGD202-D	Designing for Clients <i>Professional Game Development</i>	29-Apr-24	13-Aug-24	14	31-May-24	0.350	\$6,265.00	\$6,265.00	\$0.00
PGD203-D	Major Production <i>Professional Game Development</i>	19-Aug-24	10-Dec-24	16	20-Sep-24	0.300	\$5,370.00	\$5,370.00	\$0.00

Total Tuition Fee	\$17,900.00	\$17,900.00	\$0.00
-------------------	-------------	-------------	--------

Game Programming

11151NAT – Advanced Diploma of Professional Game Development

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 ^{^^}
PGD201-P	Physics and Graphics <i>Professional Game Development</i>	29-Jan-24	23-Apr-24	12	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
PGD202-P	Complex Game Systems <i>Professional Game Development</i>	29-Apr-24	13-Aug-24	14	31-May-24	0.350	\$6,265.00	\$6,265.00	\$0.00
PGD203-P	Major Production <i>Professional Game Development</i>	19-Aug-24	10-Dec-24	16	20-Sep-24	0.300	\$5,370.00	\$5,370.00	\$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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

3D Animation & VFX

CUA60620 – Advanced Diploma of Screen and Media

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 ^{^^}
ADS201-V	Visual Effects <i>Screen and Media</i>	29-Jan-24	23-Apr-24	12	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
ADS202-V	Specialisation <i>Screen and Media</i>	29-Apr-24	30-Jul-24	12	24-May-24	0.350	\$6,265.00	\$6,265.00	\$0.00
ADS203-V	Major Production <i>Screen and Media</i>	05-Aug-24	10-Dec-24	18	06-Sep-24	0.300	\$5,370.00	\$5,370.00	\$0.00

Total Tuition Fee	\$17,900.00	\$17,900.00	\$0.00
-------------------	-------------	-------------	--------

Filmmaking

CUA60620 – Advanced Diploma of Screen and Media

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 ^{^^}
ADS201-F	Documentary <i>Screen and Media</i>	29-Jan-24	03-Apr-24	10	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
ADS202-F	Drama <i>Screen and Media</i>	08-Apr-24	27-Aug-24	18	17-May-24	0.350	\$6,265.00	\$6,265.00	\$0.00
ADS203-F	Post Production and Professional Development <i>Screen and Media</i>	02-Sep-24	10-Dec-24	14	27-Sep-24	0.300	\$5,370.00	\$5,370.00	\$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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.



2024 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Business

BSB80120 – Graduate Diploma of Management (Learning)

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 ^{^^}
GDM301-G	Market Analysis & Business Design <i>GDML</i>	29-Jan-24	10-May-24	14	23-Feb-24	0.350	\$6,265.00	\$6,265.00	\$0.00
GDM302-G	Product Definition, Monetisation & Distribution <i>GDML</i>	13-May-24	26-Jul-24	9	31-May-24	0.350	\$6,265.00	\$6,265.00	\$0.00
GDM303-G	Business Planning & Systems <i>GDML</i>	29-Jul-24	21-Nov-24	19	30-Aug-24	0.300	\$5,370.00	\$5,370.00	\$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 <https://aie.edu.au/vet>

^{^^}**Student Contribution with Max. VETSL** indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners.