

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation / 3D Animation and VFX (Campus & Online Day February Intake)	2
Game Art and Animation / 3D Animation and VFX (Online Evening February Intake)	3
Game Art and Animation / 3D Animation and VFX (Campus & Online Day June Intake)	4
Game Design and Production (Campus & Online Day February Intake)	5
Game Design and Production (Online Evening February Intake)	6
Game Design and Production (Campus & Online Day June Intake)	7
Filmmaking (Campus February Intake)	8
Game Programming (Campus & Online Day February Intake)	9
Game Programming (Online Evening February Intake)	10
Game Programming (Campus & Online Day June Intake)	11
Game Art and Animation (Campus & Online Day)	12
Game Design and Production (Campus & Online Day)	12
Game Programming (Campus & Online Day)	12
3D Animation & VFX (Campus & Online Day)	13
Filmmaking (Campus)	13
Game Art and Animation (Online Evening February Intake)	14
Game Design and Production (Online Evening February Intake)	15
Game Programming (Online Evening February Intake)	16
3D Animation & VFX (Online Evening February Intake)	17
Game Business (Campus & Online Day)	18

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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. Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation / 3D Animation and VFX (Campus & Online Day | February Intake)

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

Units of Study	Delivery Details Fee Inform					Fee Informa	ition		
Code [#]	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount [^]	Student Contribution with Max. VETSL^^
DSM1A-X26	Modelling and Texturing Screen and Media	04-Feb-26	08-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA1A-X26	Modelling and Texturing Visual Arts	04-Feb-26	08-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM2A-X26	Animation and Character Development Screen and Media	13-May-26	21-Aug-26	13	12-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA2A-X26	Animation and Character Development Visual Arts	13-May-26	21-Aug-26	13	12-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM3A-X26	Research and Production Screen and Media	26-Aug-26	11-Dec-26	15	25-Sep-26	0.300	\$5,787.00	\$5,787.00	\$0.00
DVA3A-X26	Research and Production Visual Arts	26-Aug-26	11-Dec-26	15	25-Sep-26	0.300	\$5,787.00	\$5,787.00	\$0.00

Total Tuition Fee	\$38,580.00	\$38,580.00	\$0.00

Year 2 - Advanced Diploma 2027

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 \$19,868.

The total tuition fee for the two-year Game Art and Animation program is \$58,448. The qualifications in this program are eligible for VET Student Loans.

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation / 3D Animation and VFX (Online Evening | February Intake)

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

Units of Study **Delivery Details** Fee Information Max. Student Unit of Census Code Fnd Weeks EFTSL* VFTSI Contribution Name Start Date* Study Fee with Max. VETSL^/ Amount[^] 3D Art Pipeline / WHS DSMO26-A11 07-Apr-26 03-Feb-26 10 27-Feb-26 0.125 \$2,411.25 \$2.411.25 \$0.00 Screen and Media 3D Art Pipeline / WHS DVAO26-A11 03-Feb-26 07-Apr-26 10 27-Feb-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Visual Arts Animation 05-Feb-26 28-May-26 27-Feb-26 DSMO26-A12 15 0.188 \$3,626.52 \$3,626.52 \$0.00 Screen and Media Animation DVAO26-A12 05-Feb-26 28-May-26 15 27-Feb-26 0.188 \$3,626.52 \$3.626.52 \$0.00 Visual Arts **Environment Pipeline** 10 DSMO26-A21 30-Jun-26 28-Apr-26 15-May-26 0.125 \$2.411.25 \$2.411.25 \$0.00 Screen and Media **Environment Pipeline** DVAO26-A21 30-Jun-26 28-Apr-26 10 15-May-26 0.125 \$2,411,25 \$2,411,25 \$0.00 Visual Arts 3D Workflow Techniques 02-Jul-26 5 DSMO26-A22 04-Jun-26 12-Jun-26 0.062 \$1,195.98 \$1,195.98 \$0.00 Screen and Media 3D Workflow Techniques 02-Jul-26 5 DVAO26-A22 04-Jun-26 12-Jun-26 0.062 \$1,195.98 \$1,195.98 \$0.00 Visual Arts **Character Pipeline** 22-Sep-26 DSMO26-A31 21-Jul-26 10 07-Aug-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Screen and Media Character Pipeline 22-Sep-26 10 DVAO26-A31 21-Jul-26 07-Aug-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Visual Arts Digital Lighting & Compositing DSMO26-A32 23-Jul-26 24-Sep-26 10 07-Aug-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Screen and Media Digital Lighting & Compositing DVAO26-A32 23-Jul-26 24-Sep-26 10 07-Aug-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Visual Arts Professional Practice Development DSMO26-A41 12-Oct-26 07-Dec-26 9 23-Oct-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Screen and Media Professional Practice Development DVAO26-A41 12-Oct-26 07-Dec-26 9 23-Oct-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Visual Arts Production Planning / Production DSMO26-A42 06-Oct-26 10-Dec-26 10 23-Oct-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Screen and Media Production Planning / Production DVAO26-A42 06-Oct-26 10-Dec-26 10 23-Oct-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Visual Arts

Total Tuition Fee	\$38,580.00	\$38,580.00	\$0.00

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation / 3D Animation and VFX (Campus & Online Day | June Intake)

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

Units of Study	Delivery Details Fee					Fee Informa	tion		
Code [#]	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount [^]	Student Contribution with Max. VETSL^^
DSM4A-X26	Modelling and Texturing Screen and Media	22-Jun-26	14-Aug-26	8	10-Jul-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA4A-X26	Modelling and Texturing Visual Arts	22-Jun-26	14-Aug-26	8	10-Jul-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM5A-X26	Animation and Character Development Screen and Media	17-Aug-26	09-Oct-26	7	04-Sep-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA5A-X26	Animation and Character Development Visual Arts	17-Aug-26	09-Oct-26	7	04-Sep-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM6A-X26	Research and Production Screen and Media	12-Oct-26	11-Dec-26	9	30-Oct-26	0.300	\$5,787.00	\$5,787.00	\$0.00
DVA6A-X26	Research and Production Visual Arts	12-Oct-26	11-Dec-26	9	30-Oct-26	0.300	\$5,787.00	\$5,787.00	\$0.00

Total Tuition Fee	\$38,580.00 \$38,580.00	\$0.00

Year 2 - Advanced Diploma 2027

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 \$19,868.

The total tuition fee for the two-year Game Art and Animation program is \$58,448. The qualifications in this program are eligible for VET Student Loans.

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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. Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Design and Production (Campus & Online Day | February Intake)

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

Delivery Details Units of Study Fee Information Max. Student Unit of Census Weeks Code[‡] Start Fnd EFTSL* VFTSI Contribution Name Date* Study Fee with Max. VETSL^/ Amount[^] Game Design Fundamentals DSM1D-X26 08-May-26 04-Feb-26 13 27-Feb-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Screen and Media Game Design Fundamentals DVA1D-X26 04-Feb-26 08-May-26 13 27-Feb-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Visual Arts Prototyping and Narrative DSM2D-X26 13-May-26 21-Aug-26 13 0.350 \$6,751.50 \$6,751.50 12-Jun-26 \$0.00 Screen and Media Prototyping and Narrative DVA2D-X26 21-Aug-26 13 12-Jun-26 0.350 \$6,751.50 13-May-26 \$6.751.50 \$0.00 Visual Arts Testing and Production DSM3D-X26 11-Dec-26 15 25-Sep-26 0.300 \$5.787.00 26-Aug-26 \$5.787.00 \$0.00 Screen and Media **Testing and Production** DVA3D-X26 11-Dec-26 15 0.300 \$5.787.00 \$5.787.00 26-Aug-26 25-Sep-26 \$0.00 Visual Arts

Total Tuition Fee	\$38,580.00 \$38,580.00	\$0.00

Year 2 - Advanced Diploma 2027

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 \$19,868.

The total tuition fee for the two-year Game Design and Production program is \$58,448. The qualifications in this program are eligible for VET Student Loans.

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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. Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Design and Production (Online Evening | February Intake)

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

Units of Study **Delivery Details** Fee Information Max. Student Unit of Census Weeks Code Start Fnd EFTSL* VFTSI Contribution Name Date* Study Fee with Max. VETSL^/ Amount[^] Introduction to Game Design / WHS DSMO26-D11 03-Feb-26 09-Apr-26 10 27-Feb-26 0.250 \$4,822.50 \$4,822.50 \$0.00 Screen and Media Introduction to Game Design / WHS DVAO26-D11 0.250 03-Feb-26 09-Apr-26 10 27-Feb-26 \$4,822.50 \$4,822.50 \$0.00 Visual Arts Design Prototyping Fundamentals / DSMO26-D21 28-Apr-26 30-Jun-26 10 15-May-26 0.125 \$2,411,25 \$2,411.25 \$0.00 Sound Design Screen and Media Design Prototyping Fundamentals / DVAO26-D21 \$0.00 Sound Design 28-Apr-26 30-Jun-26 10 15-May-26 0.125 \$2,411.25 \$2,411,25 Visual Arts Level Design Fundamentals DSMO26-D22 15-May-26 30-Apr-26 02-Jul-26 10 0.125 \$2,411,25 \$2,411,25 \$0.00 Screen and Media Level Design Fundamentals DVAO26-D22 30-Apr-26 02-Jul-26 10 0.125 \$2,411.25 \$2,411.25 \$0.00 15-May-26 Visual Arts **Testing and Quality Assurance** DSMO26-D31 22-Sep-26 21-Jul-26 10 0.125 \$2,411.25 \$2,411.25 \$0.00 07-Aug-26 Screen and Media **Testing and Quality Assurance** DVAO26-D31 21-Jul-26 22-Sep-26 10 07-Aug-26 0.125 \$2,411,25 \$2,411,25 \$0.00 Visual Arts Narrative Design DSMO26-D32 24-Sep-26 23-Jul-26 10 07-Aug-26 0.125 \$2,411,25 \$2,411,25 \$0.00 Screen and Media Narrative Design DVAO26-D32 24-Sep-26 23-Jul-26 10 07-Aug-26 0.125 \$2,411.25 \$2,411,25 \$0.00 Visual Arts Professional Practice Development DSMO26-D41 07-Dec-26 9 12-Oct-26 23-Oct-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Screen and Media Professional Practice Development 07-Dec-26 DVAO26-D41 9 12-Oct-26 23-Oct-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Visual Arts Production Planning / Production DSMO26-D42 10-Dec-26 \$2,411.25 06-Oct-26 10 23-Oct-26 0.125 \$2,411.25 \$0.00 Screen and Media Production Planning / Production DVAO26-D42 06-Oct-26 10-Dec-26 10 23-Oct-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Visual Arts

|--|

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Design and Production (Campus & Online Day | June Intake)

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

Delivery Details Units of Study Fee Information Max. Student Unit of Census Weeks Code Start Fnd EFTSL* VFTSI Contribution Name Date* Study Fee with Max. VETSL^/ Amount[^] Game Design Fundamentals DSM4D-X26 14-Aug-26 22-Jun-26 8 10-Jul-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Screen and Media Game Design Fundamentals DVA4D-X26 22-Jun-26 14-Aug-26 8 10-Jul-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Visual Arts Prototyping and Narrative DSM5D-X26 16-Oct-26 8 04-Sep-26 0.350 \$6,751.50 \$6,751.50 \$0.00 17-Aug-26 Screen and Media Prototyping and Narrative DVA5D-X26 16-Oct-26 8 04-Sep-26 0.350 \$6,751.50 17-Aug-26 \$6.751.50 \$0.00 Visual Arts Testing and Production DSM6D-X26 11-Dec-26 8 0.300 \$5.787.00 19-Oct-26 06-Nov-26 \$5.787.00 \$0.00 Screen and Media **Testing and Production** DVA6D-X26 19-Oct-26 11-Dec-26 8 06-Nov-26 0.300 \$5.787.00 \$5.787.00 \$0.00 Visual Arts

Total Tuition Fee	\$38,580.00 \$38,580.00	\$0.00

Year 2 – Advanced Diploma 2027

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 \$19,868.

The total tuition fee for the two-year Game Design and Production program is \$58,448. The qualifications in this program are eligible for VET Student Loans.

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Filmmaking (Campus | February Intake)

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

Delivery Details Units of Study Fee Information Max. Student Unit of Census Weeks Code[‡] Start Fnd EFTSL* VFTSI Contribution Name Date* Study Fee with Max. VETSL^/ Amount[^] Introduction to Film Making DSM1F-X26 04-Feb-26 15-May-26 14 27-Feb-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Screen and Media Introduction to Film Making DVA1F-X26 04-Feb-26 15-May-26 14 27-Feb-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Visual Arts Film Production DSM2F-X26 04-Sep-26 14 0.350 \$6,751.50 \$6,751.50 \$0.00 20-May-26 12-Jun-26 Screen and Media Film Production DVA2F-X26 04-Sep-26 14 12-Jun-26 0.350 \$6,751.50 \$6,751.50 20-May-26 \$0.00 Visual Arts Frontiers of Production DSM3F-X26 11-Dec-26 13 02-Oct-26 0.300 \$5.787.00 09-Sep-26 \$5.787.00 \$0.00 Screen and Media Frontiers of Production DVA3F-X26 11-Dec-26 13 02-Oct-26 0.300 \$5.787.00 \$5.787.00 09-Sep-26 \$0.00 Visual Arts

Total Tuition Fee	\$38,580.00 \$38,580.00	\$0.00

Year 2 - Advanced Diploma 2027

The tuition fee for the second year of the Filmmaking program, delivered through the CUA60620 Advanced Diploma of Screen and Media, is \$19,868.

The total tuition fee for the two-year Filmmaking program is \$58,448. The qualifications in this program are eligible for VET Student Loans.

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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. Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Programming (Campus & Online Day | February Intake)

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

Delivery Details Units of Study Fee Information Max. Student Unit of Census Weeks Code[‡] Start Fnd EFTSL* VFTSI Contribution Name Date* Study Fee with Max. VETSL^/ Amount[^] C++ and Game Engine Scripting DSM1P-X26 08-May-26 04-Feb-26 13 27-Feb-26 0.350 \$6,751.50 \$6.751.50 \$0.00 Screen and Media C++ and Game Engine Scripting DIT1P-X26 04-Feb-26 08-May-26 13 27-Feb-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Information Technology Math for Games and Code Design DSM2P-X26 13-May-26 21-Aug-26 13 0.350 \$6,751.50 \$6,751.50 \$0.00 12-Jun-26 Screen and Media Math for Games and Code Design DIT2P-X26 21-Aug-26 13 12-Jun-26 0.350 \$6,751.50 13-May-26 \$6.751.50 \$0.00 Information Technology Al for Games and Production DSM3P-X26 11-Dec-26 15 25-Sep-26 0.300 \$5,787.00 26-Aug-26 \$5.787.00 \$0.00 Screen and Media Al for Games and Production DIT3P-X26 11-Dec-26 15 0.300 \$5.787.00 \$5.787.00 26-Aug-26 25-Sep-26 \$0.00 Information Technology

Total Tuition Fee	\$38,580.00 \$38,580.00	\$0.00

Year 2 - Advanced Diploma 2027

The tuition fee for the second year of the Game Programming program, delivered through the 11151NAT Advanced Diploma of Professional Game Development, is \$19,868.

The total tuition fee for the two-year Game Programming program is \$58,448. The qualifications in this program are eligible for VET Student Loans.

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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. Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Programming (Online Evening | February Intake)

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

Units of Study **Delivery Details** Fee Information Max. Student Census Unit of EFTSL* Code Start Fnd Weeks VFTSI Contribution Name Date* Study Fee with Max. VETSL^4 Amount[^] Introduction to C++ / WHS DITO26-P11 07-Apr-26 03-Feb-26 10 27-Feb-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Information Technology Introduction to C++ / WHS DSMO26-P11 03-Feb-26 07-Apr-26 10 27-Feb-26 0.125 \$2,411,25 \$2,411.25 \$0.00 Screen and Media Game Engine Scripting DITO26-P12 05-Feb-26 09-Apr-26 10 27-Feb-26 0.125 \$2,411.25 \$0.00 \$2,411,25 Information Technology Game Engine Scripting 0.125 \$0.00 DSMO26-P12 05-Feb-26 09-Apr-26 10 27-Feb-26 \$2,411.25 \$2,411.25 Screen and Media Maths for Games DITO26-P21 28-Apr-26 30-Jun-26 10 15-May-26 0.125 \$2,411.25 \$2,411.25 \$0.00 Information Technology Maths for Games \$2,411.25 DSMO26-P21 28-Apr-26 30-Jun-26 10 15-May-26 0.125 \$2,411.25 \$0.00 Screen and Media Advanced Game Engine Programming **DITO26-P22** / User Interface Programming 30-Apr-26 02-Jul-26 10 15-May-26 0.125 \$2,411.25 \$2,411,25 \$0.00 Information Technology Advanced Game Engine Programming / User Interface Programming DSMO26-P22 30-Apr-26 02-Jul-26 10 15-May-26 0.125 \$2,411,25 \$2,411,25 \$0.00 Screen and Media Code Design and Data Structures 07-Aug-26 DITO26-P31 21-Jul-26 22-Sep-26 10 0.125 \$2.411.25 \$2.411.25 \$0.00 Information Technology Code Design and Data Structures DSMO26-P31 21-Jul-26 22-Sep-26 10 07-Aug-26 0.125 \$2.411.25 \$2.411.25 \$0.00 Screen and Media Artificial Intelligence for Games DITO26-P32 23-Jul-26 24-Sep-26 10 07-Aug-26 0.125 \$2.411.25 \$2.411.25 \$0.00 Information Technology Artificial Intelligence for Games 07-Aug-26 DSMO26-P32 23-Jul-26 24-Sep-26 10 0.125 \$2.411.25 \$0.00 \$2,411.25 Screen and Media Game Business Studies 12-Oct-26 23-Oct-26 DITO26-P41 07-Dec-26 9 0.125 \$2,411.25 \$0.00 \$2,411.25 Information Technology Game Business Studies 23-Oct-26 DSMO26-P41 12-Oct-26 07-Dec-26 9 0.125 \$0.00 \$2,411.25 \$2,411.25 Screen and Media Production Planning / Production 10-Dec-26 23-Oct-26 DITO26-P42 06-Oct-26 10 0.125 \$0.00 \$2,411.25 \$2,411.25 Information Technology Production Planning / Production DSMO26-P42 06-Oct-26 10-Dec-26 10 23-Oct-26 0.125 \$2,411.25 \$0.00 \$2,411.25 Screen and Media

	Total Tuition Fee	\$38,580.00 \$38,580.00	\$0.00
--	-------------------	-------------------------	--------

^{*}Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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. Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Programming (Campus & Online Day | June Intake)

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

Delivery Details Units of Study Fee Information Max. Student Census Unit of Weeks Code[‡] Start Fnd EFTSL* VFTSI Contribution Name Date* Study Fee with Max. VETSL^/ Amount[^] C++ and Game Engine Scripting DSM4P-X26 22-Jun-26 31-Jul-26 6 03-Jul-26 0.350 \$6,751.50 \$6.751.50 \$0.00 Screen and Media C++ and Game Engine Scripting DIT4P-X26 22-Jun-26 31-Jul-26 6 03-Jul-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Information Technology Math for Games and Code Design DSM5P-X26 25-Sep-26 8 0.350 \$6,751.50 \$6,751.50 \$0.00 03-Aug-26 21-Aug-26 Screen and Media Math for Games and Code Design DIT5P-X26 25-Sep-26 8 0.350 \$6,751.50 03-Aug-26 21-Aug-26 \$6.751.50 \$0.00 Information Technology Al for Games and Production DSM6P-X26 11-Dec-26 10 0.300 \$5,787.00 06-Oct-26 23-Oct-26 \$5.787.00 \$0.00 Screen and Media Al for Games and Production DIT6P-X26 06-Oct-26 11-Dec-26 10 23-Oct-26 0.300 \$5.787.00 \$5.787.00 \$0.00 Information Technology

Total Tuition Fee	\$38,580.00	\$38,580.00	\$0.00

Year 2 - Advanced Diploma 2027

The tuition fee for the second year of the Game Programming program, delivered through the 11151NAT Advanced Diploma of Professional Game Development, is \$19,868.

The total tuition fee for the two-year Game Programming program is \$58,448. The qualifications in this program are eligible for VET Student Loans.

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation (Campus & Online Day)

11151NAT – Advanced Diploma of Professional Game Development

Units of Study **Delivery Details** Fee Information Max. Student Unit of Census Weeks Code Start Fnd EFTSL* VFTSI Contribution Name Date* Study Fee with Max. VETSL^/ Amount[^] Game Environments and Characters PGD1A-X26 02-Feb-26 27-Feb-26 06-May-26 0.350 \$6,751.50 13 \$6.751.50 \$0.00 Professional Game Development Game Animation and GUI PGD2A-X26 19-Aug-26 13 05-Jun-26 0.350 \$6,751.50 \$6,751.50 \$0.00 11-May-26 Professional Game Development Major Production PGD3A-X26 09-Dec-26 15 0.300 \$5,787.00 \$5,787.00 \$0.00 24-Aug-26 25-Sep-26 Professional Game Development

Total Tuition Fee \$19,290.00 \$19,290.00 \$0.00

Game Design and Production (Campus & Online Day)

11151NAT - Advanced Diploma of Professional Game Development

Units of Study **Delivery Details** Fee Information Max. Student Census Unit of Code# Name Start Fnd Weeks EFTSL* **VETSL** Contribution Date* Study Fee vith Max. VETSL^/ Amount[^] **Designing for Players** PGD1D-X26 02-Feb-26 06-May-26 13 27-Feb-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Professional Game Development **Designing for Clients** PGD2D-X26 11-May-26 19-Aug-26 13 05-Jun-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Professional Game Development Major Production PGD3D-X26 24-Aug-26 09-Dec-26 15 25-Sep-26 0.300 \$5.787.00 \$5,787.00 \$0.00 Professional Game Development

Total Tuition Fee \$19,290.00 \$19,290.00 \$0.00

Game Programming (Campus & Online Day)

11151NAT - Advanced Diploma of Professional Game Development

Units of Study	Delivery Details				Fee Information						
					Veeks Census Date*	EFTSL**	Unit of Study Fee	Max.	Student		
Code#	Name	Start	End	Weeks				VETSL	Contribution		
								Amount [^]	with Max. VETSL^^		
PGD1P-X26	Physics and Graphics	02 Eab 26	06 May 26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00		
PGD1P-X20	Professional Game Development	02-Feb-20 00	02-Feb-26 06-May-26	13	27-1-60-20	0.330	φ0,731.30	φ0,751.50	φυ.υυ		
PGD2P-X26	Complex Game Systems	11 May 26	10 Aug 26	13	05-Jun-26	0.350	¢6 751 50	\$6,751.50	\$0.00		
PGD2P-X20	Professional Game Development	11-May-26	11-May-26	11-iviay-26	11-May-26 19-Aug-26	13	05-Jun-26	0.350	φο,/31.3U	φο, <i>1</i> 5 1.50	\$0.00
DCD2D V26	Major Production	24 4 26	00 D 00	15	45 05 0 00	0	ФБ 7 0 7 00	\$5.787.00	60.00		
PGD3P-X26	Professional Game Development	24-Aug-26	09-Dec-26	15	25-Sep-26	0.300	\$5,787.00	φ5,767.00	\$0.00		

Total Tuition Fee	\$19,290.00 \$19,290.00	\$0.00
-------------------	-------------------------	--------

^{*}Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

3D Animation & VFX (Campus & Online Day)

CUA60620 - Advanced Diploma of Screen and Media

Units of Study **Delivery Details** Fee Information Max. Student Unit of Census EFTSL* Code[‡] Start Fnd Weeks VFTSI Contribution Name Date* Study Fee with Max. VETSL^/ Amount[^] Visual Effects ADS1V-X26 02-Feb-26 22-Apr-26 27-Feb-26 0.350 \$6,751.50 \$6,751.50 11 \$0.00 Screen and Media VFX Production ADS2V-X26 27-Apr-26 05-Aug-26 13 0.350 \$6,751.50 \$6,751.50 \$0.00 22-May-26 Screen and Media Major Production ADS3V-X26 0.300 09-Dec-26 17 11-Sep-26 \$5,787.00 \$5,787.00 \$0.00 10-Aug-26

Total Tuition Fee	\$19,290.00 \$19,290.00	\$0.00

Filmmaking (Campus)

CUA60620 - Advanced Diploma of Screen and Media

Screen and Media

Units of Study **Delivery Details** Fee Information Max. Student Census Unit of Code# Name Start End Weeks EFTSL* **VETSL** Contribution Date* Study Fee vith Max. VETSL^/ Amount[^] Documentary ADS1F-X26 02-Feb-26 06-May-26 13 27-Feb-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Screen and Media Drama ADS2F-X26 11-May-26 02-Sep-26 15 12-Jun-26 0.350 \$6,751.50 \$6,751.50 \$0.00 Screen and Media Post Production and Professional ADS3F-X26 Development 07-Sep-26 09-Dec-26 13 25-Sep-26 0.300 \$5,787.00 \$5,787.00 \$0.00 Screen and Media

Total Tuition Fee	\$19,290.00 \$19,290.00	\$0.00

^{*}Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Art and Animation (Online Evening | February Intake)

11151NAT – Advanced Diploma of Professional Game Development

Delivery Details Units of Study Fee Information Max. Student Unit of Census Weeks EFTSL* Code Name Start Fnd VFTSI Contribution Study Fee Date* with Max. VETSL^/ Amount[^] Game Animation / Graphical User PGDO26-A11 02-Feb-26 20-Apr-26 10 27-Feb-26 0.150 \$2,893.50 \$2,893.50 \$0.00 Interface Professional Game Development Game Environments PGDO26-A12 04-Feb-26 27-May-26 15 27-Feb-26 0.200 \$3,858.00 \$3,858.00 \$0.00 Professional Game Development Game Characters PGDO26-A21 27-Apr-26 06-Jul-26 9 15-May-26 0.150 \$2,893.50 \$2,893.50 \$0.00 Professional Game Development Virtual and Extended Realities PGDO26-A22 01-Jul-26 5 03-Jun-26 12-Jun-26 0.100 \$1,929.00 \$1,929.00 \$0.00 Professional Game Development Proof of Concept / Major Prodcution / PGDO26-A31 09-Dec-26 20 0.400 \$0.00 Online Professional Portfolio 13-Jul-26 21-Aug-26 \$7,716.00 \$7,716.00 Professional Game Development

Total Tuition Fee	\$19,290.00 \$19,290.00	\$0.00
-------------------	-------------------------	--------

^{*}Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Design and Production (Online Evening | February Intake)

11151NAT - Advanced Diploma of Professional Game Development

Delivery Details Units of Study Fee Information Max. Student Unit of Census Weeks Code Name Start Fnd EFTSL* **VETSL** Contribution Date* Study Fee with Max. VETSL^/ Amount[^] Psychology & Economies PGDO26-D11 02-Feb-26 20-Apr-26 10 27-Feb-26 0.150 \$2,893.50 \$2,893.50 \$0.00 Professional Game Development Designing the User Experience PGDO26-D12 08-Apr-26 27-Feb-26 04-Feb-26 10 0.150 \$2,893.50 \$2,893.50 \$0.00 Professional Game Development Production for Clients PGDO26-D21 27-Apr-26 06-Jul-26 9 0.150 \$2,893.50 \$2,893.50 \$0.00 15-May-26 Professional Game Development Virtual and Extended Realities PGDO26-D22 29-Apr-26 01-Jul-26 10 0.150 \$2,893.50 \$2,893.50 \$0.00 15-May-26 Professional Game Development Proof of Concept / Major Prodcution / PGDO26-D31 Online Professional Portfolio 13-Jul-26 09-Dec-26 20 21-Aug-26 0.400 \$7,716.00 \$7,716.00 \$0.00 Professional Game Development

Total Tuition Fee	\$19,290,00 \$19,290,00	\$0.00

^{*}Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Programming (Online Evening | February Intake)

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^^
PGDO26-P11	Physics for Games Professional Game Development	02-Feb-26	20-Apr-26	10	27-Feb-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-P12	Computer Graphics Professional Game Development	04-Feb-26	08-Apr-26	10	27-Feb-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-P21	Complex Game Systems Professional Game Development	27-Apr-26	06-Jul-26	9	15-May-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-P22	Virtual and Extended Realities Professional Game Development	29-Apr-26	01-Jul-26	10	15-May-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-P31	Proof of Concept / Major Prodcution / Online Professional Portfolio Professional Game Development	13-Jul-26	09-Dec-26	20	21-Aug-26	0.400	\$7,716.00	\$7,716.00	\$0.00

Total Tuition Fee	\$19,290.00 \$19,2	290.00 \$0	0.00

^{*}Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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. Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

3D Animation & VFX (Online Evening | February Intake)

CUA60620 - Advanced Diploma of Screen and Media

Units of Study	Delivery Details				ree information				
Code	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount^	Student Contribution with Max. VETSL^^
ADSO26-V11	Visual Effects Screen and Media	02-Feb-26	20-Apr-26	12	27-Feb-26	0.300	\$5,787.00	\$5,787.00	\$0.00
ADSO26-V21	Specialisation Screen and Media	27-Apr-26	06-Jul-26	11	15-May-26	0.300	\$5,787.00	\$5,787.00	\$0.00
ADSO26-V31	Pre-Production / Major Production / Career Readiness Screen and Media	13-Jul-26	09-Dec-26	20	21-Aug-26	0.400	\$7,716.00	\$7,716.00	\$0.00

Total Tuition Fee	\$19,290.00 \$19,290.00	\$0.00
-------------------	-------------------------	--------

[#]Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

 $[\]hbox{\bf **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. Modified Date: Wednesday, 9 July 2025



SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

Game Business (Campus & Online Day)

BSB80120 - Graduate Diploma of Management (Learning)

Units of Study Delivery Details Fee Information

	Units of Study	Study Delivery Details				ree information				
	Code [#]	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount^	Student Contribution with Max. VETSL^^
	GDM1G-X26	GDML		06-May-26		27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
	GDM2G-X26	Finance, Research and Implementation GDML	11-May-26	19-Aug-26	13	05-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
	GDM3G-X26	Learning Through Complexity GDML	24-Aug-26	09-Dec-26	15	25-Sep-26	0.300	\$5,787.00	\$5,787.00	\$0.00

Total Tuition Fee	\$19,290.00 \$19,290.00	\$0.00

^{*}Code shows "X" where an initial denoting the campus delivery location will be listed: Adelaide, Canberra, Melbourne, Online, Sydney

^{*}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.

 $[\]hbox{\bf **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. Modified Date: Wednesday, 9 July 2025