



## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

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#Code shows "X" where an initial denoting the campus delivery location will be listed: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

\***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

## 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 Information			
Code#	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
DSM1A-X26	Modelling and Texturing <i>Screen and Media</i>	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 <i>Visual Arts</i>	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 <i>Screen and Media</i>	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 <i>Visual Arts</i>	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 <i>Screen and Media</i>	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 <i>Visual Arts</i>	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.

Learners commence this qualification in 2027 pending successful completion of Year 1. The start date will be confirmed closer to the time.

#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.

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Modified Date: Wednesday, 9 July 2025

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

Total Tuition Fee	\$38,580.00	\$38,580.00	\$0.00
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## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

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 Information			
Code#	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
DSM4A-X26	Modelling and Texturing <i>Screen and Media</i>	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 <i>Visual Arts</i>	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 <i>Screen and Media</i>	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 <i>Visual Arts</i>	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 <i>Screen and Media</i>	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 <i>Visual Arts</i>	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.

Learners commence this qualification in 2027 pending successful completion of Year 1. The start date will be confirmed closer to the time.

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Modified Date: Wednesday, 9 July 2025

## Game Design and Production (Campus & Online Day | February 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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
DSM1D-X26	Game Design Fundamentals <i>Screen and Media</i>	04-Feb-26	08-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA1D-X26	Game Design Fundamentals <i>Visual Arts</i>	04-Feb-26	08-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM2D-X26	Prototyping and Narrative <i>Screen and Media</i>	13-May-26	21-Aug-26	13	12-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA2D-X26	Prototyping and Narrative <i>Visual Arts</i>	13-May-26	21-Aug-26	13	12-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM3D-X26	Testing and Production <i>Screen and Media</i>	26-Aug-26	11-Dec-26	15	25-Sep-26	0.300	\$5,787.00	\$5,787.00	\$0.00
DVA3D-X26	Testing and Production <i>Visual Arts</i>	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 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.

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Modified Date: Wednesday, 9 July 2025

## 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			
Code	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount^	Student Contribution with Max. VETSL^^
DSMO26-D11	Introduction to Game Design / WHS <i>Screen and Media</i>	03-Feb-26	09-Apr-26	10	27-Feb-26	0.250	\$4,822.50	\$4,822.50	\$0.00
DVAO26-D11	Introduction to Game Design / WHS <i>Visual Arts</i>	03-Feb-26	09-Apr-26	10	27-Feb-26	0.250	\$4,822.50	\$4,822.50	\$0.00
DSMO26-D21	Design Prototyping Fundamentals / Sound Design <i>Screen and Media</i>	28-Apr-26	30-Jun-26	10	15-May-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DVAO26-D21	Design Prototyping Fundamentals / Sound Design <i>Visual Arts</i>	28-Apr-26	30-Jun-26	10	15-May-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-D22	Level Design Fundamentals <i>Screen and Media</i>	30-Apr-26	02-Jul-26	10	15-May-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DVAO26-D22	Level Design Fundamentals <i>Visual Arts</i>	30-Apr-26	02-Jul-26	10	15-May-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-D31	Testing and Quality Assurance <i>Screen and Media</i>	21-Jul-26	22-Sep-26	10	07-Aug-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DVAO26-D31	Testing and Quality Assurance <i>Visual Arts</i>	21-Jul-26	22-Sep-26	10	07-Aug-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-D32	Narrative Design <i>Screen and Media</i>	23-Jul-26	24-Sep-26	10	07-Aug-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DVAO26-D32	Narrative Design <i>Visual Arts</i>	23-Jul-26	24-Sep-26	10	07-Aug-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-D41	Professional Practice Development <i>Screen and Media</i>	12-Oct-26	07-Dec-26	9	23-Oct-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DVAO26-D41	Professional Practice Development <i>Visual Arts</i>	12-Oct-26	07-Dec-26	9	23-Oct-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-D42	Production Planning / Production <i>Screen and Media</i>	06-Oct-26	10-Dec-26	10	23-Oct-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DVAO26-D42	Production Planning / Production <i>Visual Arts</i>	06-Oct-26	10-Dec-26	10	23-Oct-26	0.125	\$2,411.25	\$2,411.25	\$0.00
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: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

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Modified Date: Wednesday, 9 July 2025



## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

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

Units of Study		Delivery Details				Fee Information			
Code#	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
DSM4D-X26	Game Design Fundamentals <i>Screen and Media</i>	22-Jun-26	14-Aug-26	8	10-Jul-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA4D-X26	Game Design Fundamentals <i>Visual Arts</i>	22-Jun-26	14-Aug-26	8	10-Jul-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM5D-X26	Prototyping and Narrative <i>Screen and Media</i>	17-Aug-26	16-Oct-26	8	04-Sep-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA5D-X26	Prototyping and Narrative <i>Visual Arts</i>	17-Aug-26	16-Oct-26	8	04-Sep-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM6D-X26	Testing and Production <i>Screen and Media</i>	19-Oct-26	11-Dec-26	8	06-Nov-26	0.300	\$5,787.00	\$5,787.00	\$0.00
DVA6D-X26	Testing and Production <i>Visual Arts</i>	19-Oct-26	11-Dec-26	8	06-Nov-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 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.

Learners commence this qualification in 2027 pending successful completion of Year 1. The start date will be confirmed closer to the time.

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## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

### Filmmaking (Campus | February 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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
DSM1F-X26	Introduction to Film Making <i>Screen and Media</i>	04-Feb-26	15-May-26	14	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA1F-X26	Introduction to Film Making <i>Visual Arts</i>	04-Feb-26	15-May-26	14	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM2F-X26	Film Production <i>Screen and Media</i>	20-May-26	04-Sep-26	14	12-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DVA2F-X26	Film Production <i>Visual Arts</i>	20-May-26	04-Sep-26	14	12-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM3F-X26	Frontiers of Production <i>Screen and Media</i>	09-Sep-26	11-Dec-26	13	02-Oct-26	0.300	\$5,787.00	\$5,787.00	\$0.00
DVA3F-X26	Frontiers of Production <i>Visual Arts</i>	09-Sep-26	11-Dec-26	13	02-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 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.

Learners commence this qualification in 2027 pending successful completion of Year 1. The start date will be confirmed closer to the time.

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Modified Date: Wednesday, 9 July 2025



## Game Programming (Campus & Online Day | February 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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
DSM1P-X26	C++ and Game Engine Scripting <i>Screen and Media</i>	04-Feb-26	08-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DIT1P-X26	C++ and Game Engine Scripting <i>Information Technology</i>	04-Feb-26	08-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM2P-X26	Math for Games and Code Design <i>Screen and Media</i>	13-May-26	21-Aug-26	13	12-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DIT2P-X26	Math for Games and Code Design <i>Information Technology</i>	13-May-26	21-Aug-26	13	12-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM3P-X26	AI for Games and Production <i>Screen and Media</i>	26-Aug-26	11-Dec-26	15	25-Sep-26	0.300	\$5,787.00	\$5,787.00	\$0.00
DIT3P-X26	AI for Games and Production <i>Information Technology</i>	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 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.

Learners commence this qualification in 2027 pending successful completion of Year 1. The start date will be confirmed closer to the time.

#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.

<sup>^</sup>**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>

<sup>^^</sup>**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

## Game Programming (Online Evening | February 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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
DITO26-P11	Introduction to C++ / WHS <i>Information Technology</i>	03-Feb-26	07-Apr-26	10	27-Feb-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-P11	Introduction to C++ / WHS <i>Screen and Media</i>	03-Feb-26	07-Apr-26	10	27-Feb-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DITO26-P12	Game Engine Scripting <i>Information Technology</i>	05-Feb-26	09-Apr-26	10	27-Feb-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-P12	Game Engine Scripting <i>Screen and Media</i>	05-Feb-26	09-Apr-26	10	27-Feb-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DITO26-P21	Maths for Games <i>Information Technology</i>	28-Apr-26	30-Jun-26	10	15-May-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-P21	Maths for Games <i>Screen and Media</i>	28-Apr-26	30-Jun-26	10	15-May-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DITO26-P22	Advanced Game Engine Programming / User Interface Programming <i>Information Technology</i>	30-Apr-26	02-Jul-26	10	15-May-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-P22	Advanced Game Engine Programming / User Interface Programming <i>Screen and Media</i>	30-Apr-26	02-Jul-26	10	15-May-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DITO26-P31	Code Design and Data Structures <i>Information Technology</i>	21-Jul-26	22-Sep-26	10	07-Aug-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-P31	Code Design and Data Structures <i>Screen and Media</i>	21-Jul-26	22-Sep-26	10	07-Aug-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DITO26-P32	Artificial Intelligence for Games <i>Information Technology</i>	23-Jul-26	24-Sep-26	10	07-Aug-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-P32	Artificial Intelligence for Games <i>Screen and Media</i>	23-Jul-26	24-Sep-26	10	07-Aug-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DITO26-P41	Game Business Studies <i>Information Technology</i>	12-Oct-26	07-Dec-26	9	23-Oct-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-P41	Game Business Studies <i>Screen and Media</i>	12-Oct-26	07-Dec-26	9	23-Oct-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DITO26-P42	Production Planning / Production <i>Information Technology</i>	06-Oct-26	10-Dec-26	10	23-Oct-26	0.125	\$2,411.25	\$2,411.25	\$0.00
DSMO26-P42	Production Planning / Production <i>Screen and Media</i>	06-Oct-26	10-Dec-26	10	23-Oct-26	0.125	\$2,411.25	\$2,411.25	\$0.00
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: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

\***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.

<sup>^</sup>**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>

<sup>^^</sup>**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



## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

### Game Programming (Campus & Online Day | 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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
DSM4P-X26	C++ and Game Engine Scripting <i>Screen and Media</i>	22-Jun-26	31-Jul-26	6	03-Jul-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DIT4P-X26	C++ and Game Engine Scripting <i>Information Technology</i>	22-Jun-26	31-Jul-26	6	03-Jul-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM5P-X26	Math for Games and Code Design <i>Screen and Media</i>	03-Aug-26	25-Sep-26	8	21-Aug-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DIT5P-X26	Math for Games and Code Design <i>Information Technology</i>	03-Aug-26	25-Sep-26	8	21-Aug-26	0.350	\$6,751.50	\$6,751.50	\$0.00
DSM6P-X26	AI for Games and Production <i>Screen and Media</i>	06-Oct-26	11-Dec-26	10	23-Oct-26	0.300	\$5,787.00	\$5,787.00	\$0.00
DIT6P-X26	AI for Games and Production <i>Information Technology</i>	06-Oct-26	11-Dec-26	10	23-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 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.

Learners commence this qualification in 2027 pending successful completion of Year 1. The start date will be confirmed closer to the time.

#Code shows "X" where an initial denoting the campus delivery location will be listed: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

\***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.

<sup>^</sup>**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>

<sup>^^</sup>**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



## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

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			
Code#	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VETSL Amount <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
PGD1A-X26	Game Environments and Characters <i>Professional Game Development</i>	02-Feb-26	06-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
PGD2A-X26	Game Animation and GUI <i>Professional Game Development</i>	11-May-26	19-Aug-26	13	05-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
PGD3A-X26	Major Production <i>Professional Game Development</i>	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
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### Game Design and Production (Campus & Online Day)

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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
PGD1D-X26	Designing for Players <i>Professional Game Development</i>	02-Feb-26	06-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
PGD2D-X26	Designing for Clients <i>Professional Game Development</i>	11-May-26	19-Aug-26	13	05-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
PGD3D-X26	Major Production <i>Professional Game Development</i>	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
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### Game Programming (Campus & Online Day)

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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
PGD1P-X26	Physics and Graphics <i>Professional Game Development</i>	02-Feb-26	06-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
PGD2P-X26	Complex Game Systems <i>Professional Game Development</i>	11-May-26	19-Aug-26	13	05-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
PGD3P-X26	Major Production <i>Professional Game Development</i>	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
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#Code shows "X" where an initial denoting the campus delivery location will be listed: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

\***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.

<sup>^</sup>**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>

<sup>^^</sup>**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



## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

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

Total Tuition Fee	\$19,290.00	\$19,290.00	\$0.00
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### Filmmaking (Campus)

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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
ADS1F-X26	Documentary <i>Screen and Media</i>	02-Feb-26	06-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
ADS2F-X26	Drama <i>Screen and Media</i>	11-May-26	02-Sep-26	15	12-Jun-26	0.350	\$6,751.50	\$6,751.50	\$0.00
ADS3F-X26	Post Production and Professional Development <i>Screen and Media</i>	07-Sep-26	09-Dec-26	13	25-Sep-26	0.300	\$5,787.00	\$5,787.00	\$0.00

Total Tuition Fee	\$19,290.00	\$19,290.00	\$0.00
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#Code shows "X" where an initial denoting the campus delivery location will be listed: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

\***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.

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<sup>^^</sup>**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



## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

### Game Art and Animation (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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
PGDO26-A11	Game Animation / Graphical User Interface <i>Professional Game Development</i>	02-Feb-26	20-Apr-26	10	27-Feb-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-A12	Game Environments <i>Professional Game Development</i>	04-Feb-26	27-May-26	15	27-Feb-26	0.200	\$3,858.00	\$3,858.00	\$0.00
PGDO26-A21	Game Characters <i>Professional Game Development</i>	27-Apr-26	06-Jul-26	9	15-May-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-A22	Virtual and Extended Realities <i>Professional Game Development</i>	03-Jun-26	01-Jul-26	5	12-Jun-26	0.100	\$1,929.00	\$1,929.00	\$0.00
PGDO26-A31	Proof of Concept / Major Production / Online Professional Portfolio <i>Professional Game Development</i>	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: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

\***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.

<sup>^</sup>**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>

<sup>^^</sup>**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



## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

### Game Design and Production (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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
PGDO26-D11	Psychology & Economies <i>Professional Game Development</i>	02-Feb-26	20-Apr-26	10	27-Feb-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-D12	Designing the User Experience <i>Professional Game Development</i>	04-Feb-26	08-Apr-26	10	27-Feb-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-D21	Production for Clients <i>Professional Game Development</i>	27-Apr-26	06-Jul-26	9	15-May-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-D22	Virtual and Extended Realities <i>Professional Game Development</i>	29-Apr-26	01-Jul-26	10	15-May-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-D31	Proof of Concept / Major Production / Online Professional Portfolio <i>Professional Game Development</i>	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: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

\***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.

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<sup>^^</sup>**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



## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

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 <i>Professional Game Development</i>	02-Feb-26	20-Apr-26	10	27-Feb-26	0.150	\$2,893.50	\$2,893.50	\$0.00
PGDO26-P12	Computer Graphics <i>Professional Game Development</i>	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 <i>Professional Game Development</i>	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 <i>Professional Game Development</i>	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 Production / Online Professional Portfolio <i>Professional Game Development</i>	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: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

\***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.

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^^**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





## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

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

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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
ADSO26-V11	Visual Effects <i>Screen and Media</i>	02-Feb-26	20-Apr-26	12	27-Feb-26	0.300	\$5,787.00	\$5,787.00	\$0.00
ADSO26-V21	Specialisation <i>Screen and Media</i>	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 <i>Screen and Media</i>	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: **A**delaide, **C**anberra, **M**elbourne, **O**nline, **S**ydney

\***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.

<sup>^</sup>**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>

<sup>^^</sup>**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



## 2026 DOMESTIC STUDENTS - TUITION FEE SCHEDULE

SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE

### Game Business (Campus & Online Day)

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 <sup>^</sup>	Student Contribution with Max. VETSL <sup>^^</sup>
GDM1G-X26	Business Strategy and Planning <i>GDML</i>	02-Feb-26	06-May-26	13	27-Feb-26	0.350	\$6,751.50	\$6,751.50	\$0.00
GDM2G-X26	Finance, Research and Implementation <i>GDML</i>	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 <i>GDML</i>	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

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