



# Game Programming February 2021 Intake

The total cost of the Game Programming Program is \$46,100 over 2.3 years. The program is delivered through two Diploma qualifications in the first year and an Advanced Diploma qualification in the second year. See the tables below for the fee breakdown.

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

## ICT50120 Diploma of Information Technology and CUA51015 Diploma of Screen and Media

First year of the Advanced Diploma Study Pathway, full-time study online.

| Units of Study           |   | Delivery Details |           |       |              | Fee Information |                   |                              |  |
|--------------------------|---|------------------|-----------|-------|--------------|-----------------|-------------------|------------------------------|--|
| Code                     | Name  | Start            | End       | Weeks | Census Date* | EFTSL**         | Unit of Study Fee | Max. VSL Amount <sup>^</sup> | Student Contribution with Max. VSL <sup>^^</sup> |
| <b>Study Period 1</b>    |   |                  |           |       |              |                 |                   |                              |  |
| DITP111                  | Introduction to C#<br><i>Information Technology</i>   | 1-Feb-21         | 11-Jun-21 | 17    | 12-Mar-21    | 0.108           | \$1,501.20        | \$1,501.20                   | \$0.00   |
| DSMP111                  | Introduction to C#<br><i>Screen and Media</i>   |                  |           |       |              | 0.108           | \$1,728.00        | \$1,728.00                   | \$0.00   |
| DITP112                  | Production Planning<br><i>Information Technology</i>  | 8-Feb-21         | 18-Jun-21 | 17    |              | 0.108           | \$1,501.20        | \$1,501.20                   | \$0.00   |
| DSMP112                  | Production Planning<br><i>Screen and Media</i>  |                  |           |       |              | 0.108           | \$1,728.00        | \$1,728.00                   | \$0.00   |
| DITP113                  | Professional Studies<br><i>Information Technology</i>                                       | 1-Feb-21         | 2-Jul-21  | 21    |              | 0.136           | \$1,890.40        | \$1,890.40                   | \$0.00   |
| DSMP113                  | Professional Studies<br><i>Screen and Media</i>   |                  |           |       |              | 0.136           | \$2,176.00        | \$2,176.00                   | \$0.00   |
| <b>Study Period 2</b>    |   |                  |           |       |              |                 |                   |                              |  |
| DITP121                  | Introduction to C++<br><i>Information Technology</i>  | 26-Apr-21        | 3-Sep-21  | 17    | 31-May-21    | 0.108           | \$1,501.20        | \$1,501.20                   | \$0.00   |
| DSMP121                  | Introduction to C++<br><i>Screen and Media</i>  |                  |           |       |              | 0.108           | \$1,728.00        | \$1,728.00                   | \$0.00   |
| DITP122                  | Maths for Games<br><i>Information Technology</i>  | 3-May-21         | 10-Sep-21 | 17    |              | 0.108           | \$1,501.20        | \$1,501.20                   | \$0.00   |
| DSMP122                  | Maths for Games<br><i>Screen and Media</i>  |                  |           |       |              | 0.108           | \$1,728.00        | \$1,728.00                   | \$0.00   |
| <b>Study Period 3</b>    |   |                  |           |       |              |                 |                   |                              |  |
| DITP133                  | Code Design and Data Structures<br><i>Information Technology</i>                            | 19-Jul-21        | 26-Nov-21 | 17    | 27-Aug-21    | 0.108           | \$1,501.20        | \$1,501.20                   | \$0.00   |
| DSM133                   | Code Design and Data Structures<br><i>Screen and Media</i>                                  |                  |           |       |              | 0.108           | \$1,728.00        | \$1,728.00                   | \$0.00   |
| DITP134                  | Production<br><i>Information Technology</i>   | 26-Jul-21        | 3-Dec-21  | 17    |              | 0.108           | \$1,501.20        | \$1,501.20                   | \$0.00   |
| DSMP134                  | Production<br><i>Screen and Media</i>   |                  |           |       |              | 0.108           | \$1,728.00        | \$1,728.00                   | \$0.00   |
| <b>Study Period 4</b>    |   |                  |           |       |              |                 |                   |                              |  |
| DITP141                  | Artificial Intelligence for Games<br><i>Information Technology</i>                          | 11-Oct-21        | 18-Mar-22 | 17    | 19-Nov-21    | 0.108           | \$1,501.20        | \$1,501.20                   | \$0.00   |
| DSMP141                  | Artificial Intelligence for Games<br><i>Screen and Media</i>                                |                  |           |       |              | 0.108           | \$1,728.00        | \$1,728.00                   | \$0.00   |
| DITP142                  | Cross Platform Development + User Interface<br>Programming<br><i>Information Technology</i> | 18-Oct-21        | 25-Mar-22 | 17    |              | 0.108           | \$1,501.20        | \$1,501.20                   | \$0.00   |
| DSMP142                  | Cross Platform Development + User Interface<br>Programming<br><i>Screen and Media</i>       |                  |           |       |              | 0.108           | \$1,728.00        | \$1,728.00                   | \$0.00   |
| <b>Total Tuition Fee</b> |   |                  |           |       |              |                 | \$29,900.00       | \$29,900.00                  | \$0.00   |



## 2021 DOMESTIC STUDENTS - TUITION FEE SCHEDULE ONLINE CAMPUS – EVENINGS

### 10702NAT – Advanced Diploma of Professional Game Development

Second year of Advanced Diploma Study Pathway, full-time study online.

Learners commence this qualification in 2022 pending successful completion of the first year of the Advanced Diploma Study Pathway.

| Units of Study    |   | Delivery Details |           |       |              | Fee Information |                   |                              |  |
|-------------------|---|------------------|-----------|-------|--------------|-----------------|-------------------|------------------------------|--|
| Code              | Name                                    | Start#           | End#      | Weeks | Census Date* | EFTSL**         | Unit of Study Fee | Max. VSL Amount <sup>^</sup> | Student Contribution with Max. VSL <sup>^^</sup> |
| Study Period 1    |   |                  |           |       |              |                 |                   |                              |  |
| ADP111-2          | Computer Graphics<br>ADPGD              | 31-Jan-22        | 10-Jun-22 | 17    | 10-Mar-22    | 0.155           | \$2,511.00        | \$2,511.00                   | \$0.00   |
| ADP112-2          | Proof of Concept<br>ADPGD               | 7-Feb-22         | 17-Jun-22 | 17    |              | 0.155           | \$2,511.00        | \$2,511.00                   | \$0.00   |
| Study Period 2    |   |                  |           |       |              |                 |                   |                              |  |
| ADP121-2          | Complex Game Systems<br>ADPGD           | 9-May-22         | 16-Sep-22 | 17    | 10-Jun-22    | 0.155           | \$2,511.00        | \$2,511.00                   | \$0.00   |
| ADP122-2          | Virtual and Extended Realities<br>ADPGD | 2-May-22         | 9-Sep-22  | 17    |              | 0.155           | \$2,511.00        | \$2,511.00                   | \$0.00   |
| Study Period 3    |   |                  |           |       |              |                 |                   |                              |  |
| ADP131-2          | Physics for Games<br>ADPGD              | 18-Jul-22        | 25-Nov-22 | 17    | 19-Aug-22    | 0.155           | \$2,511.00        | \$2,511.00                   | \$0.00   |
| ADP231-2          | Major Production<br>ADPGD               | 25-Jul-22        | 10-Mar-23 | 25    | 9-Sep-22     | 0.225           | \$3,645.00        | \$3,645.00                   | \$0.00   |
| Total Tuition Fee |   |                  |           |       |              |                 | \$16,200.00       | \$16,200.00                  | \$0.00   |

**\*Census date** is the last day learners can complete their eCAF to apply for VSL 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. VSL Amount** refers to the Maximum VET Students Loans available for eligible learners per Unit of Study. Maximum VSL accessible for each course is subject to approval by The Department of Education. For more information regarding eligibility or accessing VSL, please speak to your Campus Administration or visit <http://www.education.gov.au/vet-student-loans>

**^^Student Contribution with Max. VSL** indicates the amount of tuition fees payable over the amount covered by VSL for eligible learners. VSL Course Caps for 2022 have not yet been determined and may change closer to the commencement date.

**# Start and end dates for 2022** - Please note that 2022 dates are indicative only.

**Study Periods** – Learners can commence any Study Period so long as they have met the prerequisite Units of Study. There are 4 study periods in the first stage and 3 study periods in the second stage for those students taking this after hours course in a full-time mode.