

2020 DOMESTIC STUDENTS - TUITION FEE SCHEDULE
ONLINE CAMPUS - EVENINGS

Game Programming February 2020 Intake

The total cost of the Game Programming Program is \$46,100 over 2.3 years. The program is delivered through a Diploma qualification 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. VSL does not cover the total tuition fee. There is a student contribution amount of \$4,507 for Learners enrolled in the first year of this program (2020) and \$5,423 for Learners enrolled in the second year of this program (2021).

Learners that are not eligible for VSL can access interest-free payment plans to pay their tuition fees over two years.

ICT50120 – Diploma of Digital and Interactive Games

First year of the Advanced Diploma Study Pathway, online evenings study.

Units of Study		Delivery Details				Fee Information			
Code	Name	Start	End	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VSL Amount^	Student Contribution with Max. VSL^^
Study Period 1									
DIGP111	Introduction to C# <i>Digital and Interactive Games</i>	3-Feb-20	12-Jun-20	17	9-Mar-20	0.125	\$2,537.50	\$1,974.13	\$563.37
DIGP112	Production Planning <i>Digital and Interactive Games</i>	10-Feb-20	19-Jun-20	17		0.125	\$2,537.50	\$1,974.13	\$563.37
Study Period 2									
DIGP121	Introduction to C++ <i>Digital and Interactive Games</i>	27-Apr-20	4-Sep-20	17	1-Jun-20	0.125	\$2,537.50	\$1,974.13	\$563.37
DIGP122	Maths for Games <i>Digital and Interactive Games</i>	4-May-20	11-Sep-20	17		0.125	\$2,537.50	\$1,974.13	\$563.37
Study Period 3									
DIGP133	Code Design and Data Structures <i>Digital and Interactive Games</i>	20-Jul-20	27-Nov-20	17	24-Aug-20	0.125	\$2,537.50	\$1,974.12	\$563.38
DIGP134	Production <i>Digital and Interactive Games</i>	27-Jul-20	4-Dec-20	17		0.125	\$2,537.50	\$1,974.12	\$563.38
Study Period 4									
DIGP141	Artificial Intelligence for Games <i>Digital and Interactive Games</i>	12-Oct-20	19-Mar-21	17	20-Nov-20	0.125	\$2,537.50	\$1,974.12	\$563.38
DIGP142	Cross Platform Development + User Interface Programming <i>Digital and Interactive Games</i>	19-Oct-20	26-Mar-21	17		0.125	\$2,537.50	\$1,974.12	\$563.38
Total Tuition Fee							\$20,300.00	\$15,793.00	\$4,507.00

2020 DOMESTIC STUDENTS - TUITION FEE SCHEDULE ONLINE CAMPUS - EVENINGS

10702NAT – Advanced Diploma of Professional Game Development

Second year of Advanced Diploma Study Pathway, online evenings study.

Commencement of this course is in 2021 if pre-requisite Units of Study are completed successfully.

Units of Study		Delivery Details				Fee Information			
Code	Name	Start#	End#	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VSL Amount [^]	Student Contribution with Max. VSL ^{^^}
Study Period 1									
ADP111-2	Computer Graphics ADPGD	1-Feb-21	11-Jun-21	17	12-Mar-21	0.155	\$3,332.50	\$2,491.93	\$840.57
ADP112-2	Proof of Concept ADPGD	8-Feb-21	18-Jun-21	17		0.155	\$3,332.50	\$2,491.93	\$840.57
Study Period 2									
ADP121-2	Complex Game Systems ADPGD	10-May-21	17-Sep-21	17	11-Jun-21	0.155	\$3,332.50	\$2,491.93	\$840.57
ADP122-2	Virtual and Extended Realities ADPGD	3-May-21	10-Sep-21	17		0.155	\$3,332.50	\$2,491.93	\$840.57
Study Period 3									
ADP131-2	Physics for Games ADPGD	19-Jul-21	26-Nov-21	17	27-Aug-21	0.155	\$3,332.50	\$2,491.93	\$840.57
ADP231-2	Major Production ADPGD	26-Jul-21	11-Mar-22	25	10-Sep-21	0.225	\$4,837.50	\$3,617.35	\$1,220.15
Total Tuition Fee							\$21,500.00	\$16,077.00	\$5,423.00

Code	Name	Start#	End#	Weeks	Census Date*	EFTSL**	Unit of Study Fee	Max. VSL Amount [^]	Student Contribution with Max. VSL ^{^^}
RPLSP4	Recognition of Prior Learning SP4 ADPGD	12-Oct-20	26-Mar-21	18	20-Nov-20	0.000000001	\$5,075.00	\$5,075.00	\$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.