



Game Art and Animation February 2022 Intake

The total cost of the Game Art and Animation Program is \$48,600.00 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 (VETSL) program assists eligible learners to pay tuition fees for approved Diploma and Advanced Diploma qualifications. Learners that are not eligible for VETSL can access interest-free payment plans to pay their tuition fees over 2.3 years.

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

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. VETSL Amount^	Student Contribution with Max. VETSL^^
Term 1									
DSMA111	3D Art Pipeline + Work Health & Safety <i>Screen and Media</i>	08-Feb-22	10-Mar-22	5	25-Feb-22	0.125	\$2,025.00	\$2,025.00	\$0.00
DVAA111	3D Art Pipeline + Work Health & Safety <i>Visual Arts</i>					0.125	\$1,981.25	\$1,981.25	\$0.00
DSMA112	Environment Pipeline <i>Screen and Media</i>	15-Mar-22	21-Apr-22	5	25-Mar-22	0.125	\$2,025.00	\$2,025.00	\$0.00
DVAA112	Environment Pipeline <i>Visual Arts</i>					0.125	\$1,981.25	\$1,981.25	\$0.00
Term 2									
DSMA121	Character Pipeline <i>Screen and Media</i>	28-Apr-22	14-Jul-22	10	13-May-22	0.125	\$2,025.00	\$2,025.00	\$0.00
DVAA121	Character Pipeline <i>Visual Arts</i>					0.125	\$1,981.25	\$1,981.25	\$0.00
DSMA122	Principles of Animation + Character Animation <i>Screen and Media</i>	26-Apr-22	27-Sep-22	20	27-May-22	0.25	\$4,050.00	\$4,050.00	\$0.00
DVAA122	Principles of Animation + Character Animation <i>Visual Arts</i>					0.25	\$3,962.50	\$3,962.50	\$0.00
Term 3									
DSMA133	Digital Lighting and Compositing + 3D Workflow Techniques <i>Screen and Media</i>	21-Jul-22	29-Sep-22	10	05-Aug-22	0.125	\$2,025.00	\$2,025.00	\$0.00
DVAA133	Digital Lighting and Compositing + 3D Workflow Techniques <i>Visual Arts</i>					0.125	\$1,981.25	\$1,981.25	\$0.00
Term 4									
DSMA141	Professional Practice Development <i>Screen and Media</i>	03-Oct-22	05-Dec-22	10	21-Oct-22	0.125	\$2,025.00	\$2,025.00	\$0.00
DVAA141	Professional Practice Development <i>Visual Arts</i>					0.125	\$1,981.25	\$1,981.25	\$0.00
DSMA142	Production Planning + Production <i>Screen and Media</i>	04-Oct-22	08-Dec-22	10	21-Oct-22	0.125	\$2,025.00	\$2,025.00	\$0.00
DVAA142	Production Planning + Production <i>Visual Arts</i>					0.125	\$1,981.25	\$1,981.25	\$0.00
Total Tuition Fee							\$32,050.00	\$32,050.00	\$0.00



2022 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.

Learners commence this qualification in 2023 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. VETSL Amount [^]	Student Contribution with Max. VETSL ^{^^}
Term 1									
ADA111-2	Game Materials <i>ADPGD</i>	6-Feb-23	17-Apr-23	10	24-Feb-23	0.15	\$2,482.50	\$2,482.50	\$0.00
ADA112-2	Game Environments <i>ADPGD</i>	8-Feb-23	19-Apr-23	10	24-Feb-23	0.15	\$2,482.50	\$2,482.50	\$0.00
Term 2									
ADA121-2	Game Characters <i>ADPGD</i>	24-Apr-23	10-Jul-23	10	12-May-23	0.15	\$2,482.50	\$2,482.50	\$0.00
ADA122-2	Graphical User Interface + Virtual and Extended Realities <i>ADPGD</i>	26-Apr-23	12-Jul-23	10	12-May-23	0.15	\$2,482.50	\$2,482.50	\$0.00
Term 3									
ADA131-2	Proof of Concept + Major Production + Online Professional Portfolio <i>ADPGD</i>	17-Jul-23	06-Dec-23	20	18-Aug-23	0.4	\$6,620.00	\$6,620.00	\$0.00
Total Tuition Fee							\$16,550.00	\$16,550.00	\$0.00

^{*}Census date is the last day learners can complete their eCAF to apply for VETSL for that Unit of Study or withdraw their enrolment without incurring a debt for that Unit of Study.

^{**}EFTSL stands for Equivalent Full-Time Student Load.

[^]Max. VETSL Amount refers to the Maximum VET Students Loans available for eligible learners per Unit of Study. Maximum VETSL accessible for each course is subject to approval by The Department of Education. For more information regarding eligibility or accessing VETSL, please speak to your Campus Administration or visit <http://www.education.gov.au/vet-student-loans>

^{^^}Student Contribution with Max. VETSL indicates the amount of tuition fees payable over the amount covered by VETSL for eligible learners. VETSL Course Caps for 2023 have not yet been determined and may change closer to the commencement date.

[#] Start and end dates for 2023 - Please note that 2023 dates are indicative only.