



Game Art and Animation 2023 Intake

The total cost of the Game Art and Animation Program is \$50,200.00 over 2 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 + WHS <i>Screen and Media</i>	30-Jan-23	07-Apr-23	10	17-Feb-23	0.125	\$2,093.75	\$2,093.75	\$0.00
DVAA111	3D Art Pipeline + WHS <i>Visual Arts</i>					0.125	\$2,018.75	\$2,018.75	\$0.00
DSMA112	Principles of Animation + Character Animation <i>Screen and Media</i>	30-Jan-23	26-May-23	15	03-Mar-23	0.125	\$2,093.75	\$2,093.75	\$0.00
DVAA112	Principles of Animation + Character Animation <i>Visual Arts</i>					0.125	\$2,018.75	\$2,018.75	\$0.00
Term 2									
DSMA121	Environment Pipeline <i>Screen and Media</i>	24-Apr-23	30-Jun-23	10	12-May-23	0.125	\$2,093.75	\$2,093.75	\$0.00
DVAA121	Environment Pipeline <i>Visual Arts</i>					0.125	\$2,018.75	\$2,018.75	\$0.00
DSMA122	3D Workflow Techniques <i>Screen and Media</i>	29-May-23	30-Jun-23	5	09-Jun-23	0.125	\$2,093.75	\$2,093.75	\$0.00
DVAA122	3D Workflow Techniques <i>Visual Arts</i>					0.125	\$2,018.75	\$2,018.75	\$0.00
Term 3									
DSMA131	Digital Lighting & Compositing <i>Screen and Media</i>	17-Jul-23	22-Sep-23	10	04-Aug-23	0.125	\$2,093.75	\$2,093.75	\$0.00
DVAA131	Digital Lighting & Compositing <i>Visual Arts</i>					0.125	\$2,018.75	\$2,018.75	\$0.00
DSMA132	Character Pipeline <i>Screen and Media</i>	17-Jul-23	22-Sep-23	10	04-Aug-23	0.125	\$2,093.75	\$2,093.75	\$0.00
DVAA132	Character Pipeline <i>Visual Arts</i>					0.125	\$2,018.75	\$2,018.75	\$0.00
Term 4									
DSMA141	Professional Practice Development <i>Screen and Media</i>	09-Oct-23	15-Dec-23	10	27-Oct-23	0.125	\$2,093.75	\$2,093.75	\$0.00
DVAA141	Professional Practice Development <i>Visual Arts</i>					0.125	\$2,018.75	\$2,018.75	\$0.00
DSMA142	Production Planning + Production <i>Screen and Media</i>	09-Oct-23	15-Dec-23	10	27-Oct-23	0.125	\$2,093.75	\$2,093.75	\$0.00
DVAA142	Production Planning + Production <i>Visual Arts</i>					0.125	\$2,018.75	\$2,018.75	\$0.00
Total Tuition Fee							\$32,900.00	\$32,900.00	\$0.00



2023 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 2024 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										
ADA211	Game Materials <i>ADPGD</i>	29-Jan-24	5-Apr-24	10	16-Feb-24	0.150	\$2,595.00	\$2,595.00	\$0.00	
ADA212	Game Environments <i>ADPGD</i>	29-Jan-24	5-Apr-24	10	16-Feb-24	0.150	\$2,595.00	\$2,595.00	\$0.00	
Term 2										
ADA221	Game Characters <i>ADPGD</i>	22-Apr-24	28-Jun-24	10	10-May-24	0.150	\$2,595.00	\$2,595.00	\$0.00	
ADA222	Graphical User Interface + Virtual and Extended Realities <i>ADPGD</i>	22-Apr-24	28-Jun-24	10	10-May-24	0.150	\$2,595.00	\$2,595.00	\$0.00	
Term 3										
ADA231	Proof of Concept + Major Production + Online Professional Portfolio <i>ADPGD</i>	15-Jul-24	13-Dec-24	20	23-Aug-24	0.40	\$6,920.00	\$6,920.00	\$0.00	
Total Tuition Fee							\$17,300.00	\$17,300.00	\$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 2024 have not yet been determined and may change closer to the commencement date.

[#] **Start and end dates for 2024** - Please note that 2024 dates are indicative only.