



**we are games**  
**we are film**  
**we are hands on**  
**we are specialists**  
**we are industry**  
**we are aie**



**SPECIALIST EDUCATORS IN  
GAMES, ANIMATION, FILM & VFX**

RTO 88021





# we are leaders

## AIE is a world-leader in games, film and visual effects education.

Our teachers are a highly qualified team of experienced industry professionals who have built their names creating the games you've played and the movies and visual effects you've watched.

Our graduates are immediately employable, with relevant, cutting-edge industry skills. No wonder industry giants like Animal Logic, Industrial Light & Magic, Epic Games, Ubisoft and Rockstar look for AIE qualifications when they're recruiting.

Through our connections with game development and 3D animation studios, you'll have real opportunities to get into the games and film industries.

Let our industry success build your industry success.

### WHAT'S UNIQUE ABOUT AIE?



Our students develop strong hands-on skills and learn in simulated studio environments so they are industry ready.



Our courses are highly specialised in games, film, visual effects and animation because our lecturers and trainers come from industry.



Our graduates have worked on the top games and films world-wide because we help them create great work that showcases their talent.



Our Bachelor Degree, Advanced Diplomas, Diplomas and Certificate courses are nationally accredited and created in conjunction with top games and film studios.



Our profits are re-invested in our students and industry growth initiatives because we are not-for-profit.



Our leading educational practices have led to us winning the Australian Small Training Provider of the Year - twice!

Student work (front cover, L - R): "Jade" character by Kaye Simonson (based on concept by TB Choi), "Ms. Gravitas" character by Alexander O'Dea, "Brynn the Monster Hunter" character by Kaz Chesna



## we are aie

The Academy of Interactive Entertainment (AIE) was established in 1996 as a not-for-profit specialist educator. Created by a game studio to meet industry needs, AIE was the first video game school in the world and developed the world's first accredited game development qualification.

Since stating out as a game development educator, AIE graduates have been sought after by a range of related industries and curriculum has expanded to support the creative industries of animation, visual effects, and filmmaking – industries which utilise many of the same skills found within game development and increasingly utilising convergent technologies – such as virtual production.

AIE has been at the forefront of delivery through specialist education and achieving great graduate outcomes for over 27 years. What makes AIE truly unique is its industry development efforts and continued integration with industry to ensure that industry skills needs are being met.

AIE instigated key industry support initiatives including the Game Developer's Association of Australia (GDAA), Australian Game Developers' Conference (AGDC) and founded co-working spaces Game Plus and Film Plus, to support both industry collaboration and graduate opportunities.

Due to demand for AIE programs by learners and industry across Australia, AIE rapidly expanded from its first campus in Canberra to opening campuses in Melbourne, Sydney, Seattle (US), Lafayette (US), Adelaide and Online.

AIE's ability to innovate and deliver high quality learning, develop practical skills and simulate real-world studio environments has been recognised by twice winning the Australian Training Awards for Small Registered Training Organisation of the Year.

## we are non-profit

AIE empowers creatives learning games, filmmaking, animation and visual effects to gain knowledge and skills. AIE invests in initiatives that make a real difference to our students and graduates.

As an educator it's our responsibility to do the best job possible educating our students and giving graduates opportunities to find employment. This includes starting their own studio and making their own content.

Through the AIE Incubator Program we've helped many studios get started and create their own jobs. Our Game Plus and Film Plus co-working spaces give new graduates a fantastic space to continue building their networks and make connections as well as new business opportunities.

### **Vision statement**

To be the premier 3D animation, visual effects, film and computer games educator in Australia and globally through the development of innovative courses and industry development.

### **Mission statement**

To be a catalyst for building the interactive entertainment and related industries, primarily, by producing industry ready graduates through the provision of world class 3D animation, visual effects, film and game development education.



# we are award-winning

"AIE was the best choice I made when deciding my career path, the course structure and the connections I made there is what put me in the position for most of the jobs I've gotten. The teachers go above and beyond for their students!"



**Kellie Lautier**  
CHARACTER ARTIST

"AIE gave me the opportunity to learn industry relevant skills that made it possible for me to get a job in the industry. The teachers were fantastic and incredibly motivated"



**Damien Lam**  
SENIOR CREATURE MODELER

"AIE provided me with the building blocks to take my art career to the next level. I learned about the industry, made connections, mentors and friends, asked questions, and viewed my work as an evolution rather than a destination."



**Beverly Crock**  
OUTPUT DESIGNER

"What I enjoyed about AIE the most was being taught by people that actually have industry experience. My teachers at AIE really helped me figure out the necessary paths and helped me be the best that I could be when I graduated."



**Josh Van Zuylen**  
PRINCIPAL ARTIST

## WINNER



## FINALIST





# we are industry

AIE graduates work at the top studios worldwide.

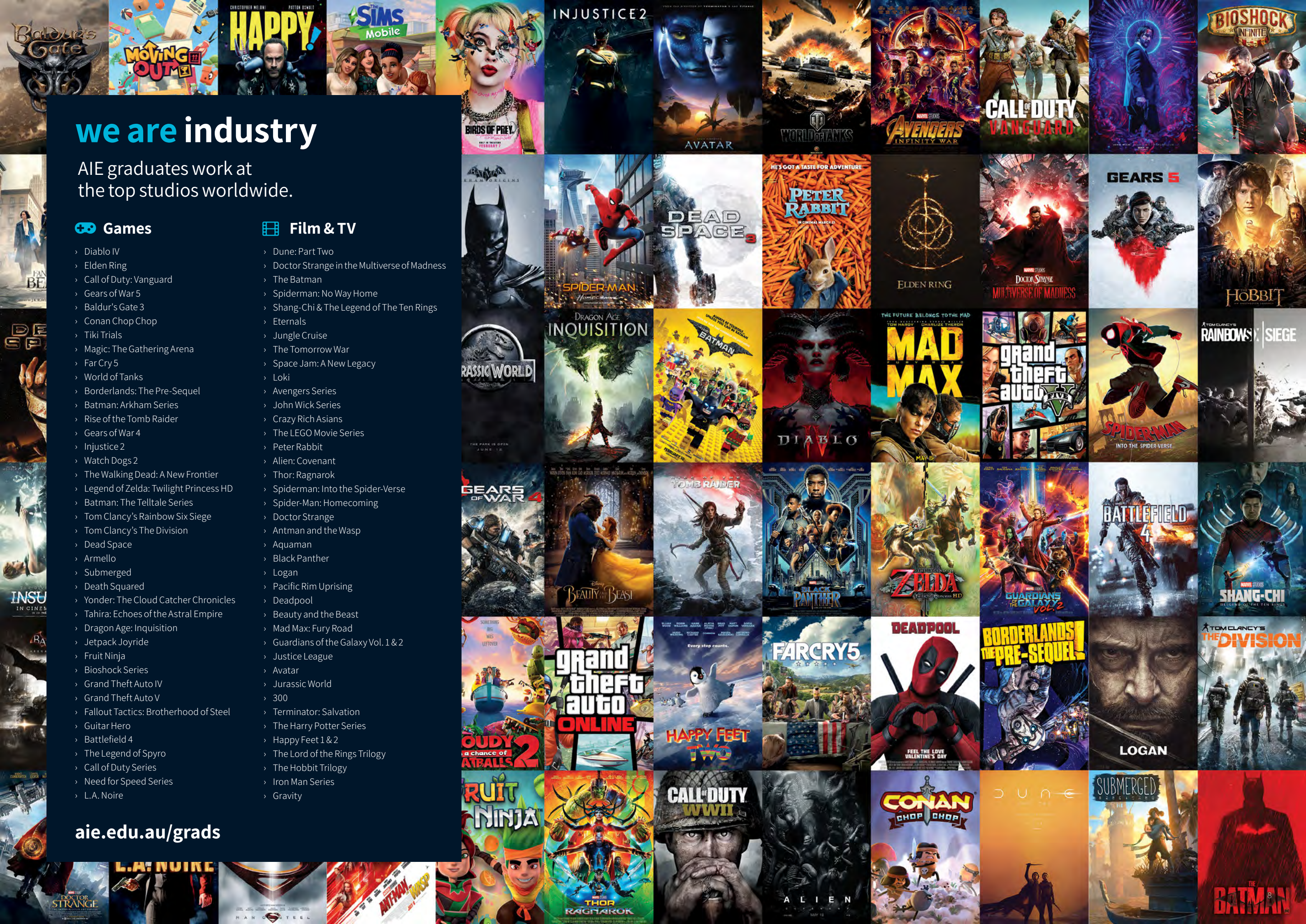
## Games

- Diablo IV
- Elden Ring
- Call of Duty: Vanguard
- Gears of War 5
- Baldur's Gate 3
- Conan Chop Chop
- Tiki Trials
- Magic: The Gathering Arena
- Far Cry 5
- World of Tanks
- Borderlands: The Pre-Sequel
- Batman: Arkham Series
- Rise of the Tomb Raider
- Gears of War 4
- Injustice 2
- Watch Dogs 2
- The Walking Dead: A New Frontier
- Legend of Zelda: Twilight Princess HD
- Batman: The Telltale Series
- Tom Clancy's Rainbow Six Siege
- Tom Clancy's The Division
- Dead Space
- Armello
- Submerged
- Death Squared
- Yonder: The Cloud Catcher Chronicles
- Tahira: Echoes of the Astral Empire
- Dragon Age: Inquisition
- Jetpack Joyride
- Fruit Ninja
- Bioshock Series
- Grand Theft Auto IV
- Grand Theft Auto V
- Fallout Tactics: Brotherhood of Steel
- Guitar Hero
- Battlefield 4
- The Legend of Spyro
- Call of Duty Series
- Need for Speed Series
- L.A. Noire

## Film & TV

- Dune: Part Two
- Doctor Strange in the Multiverse of Madness
- The Batman
- Spiderman: No Way Home
- Shang-Chi & The Legend of The Ten Rings
- Eternals
- Jungle Cruise
- The Tomorrow War
- Space Jam: A New Legacy
- Loki
- Avengers Series
- John Wick Series
- Crazy Rich Asians
- The LEGO Movie Series
- Peter Rabbit
- Alien: Covenant
- Thor: Ragnarok
- Spiderman: Into the Spider-Verse
- Spider-Man: Homecoming
- Doctor Strange
- Antman and the Wasp
- Aquaman
- Black Panther
- Logan
- Pacific Rim Uprising
- Deadpool
- Beauty and the Beast
- Mad Max: Fury Road
- Guardians of the Galaxy Vol. 1 & 2
- Justice League
- Avatar
- Jurassic World
- 300
- Terminator: Salvation
- The Harry Potter Series
- Happy Feet 1 & 2
- The Lord of the Rings Trilogy
- The Hobbit Trilogy
- Iron Man Series
- Gravity

[aie.edu.au/grads](http://aie.edu.au/grads)





# we are your career pathway

Demand and opportunity continue to grow for graduates as the fields of game development, filmmaking, animation, simulation and 3D design evolve.



## Filmmaking

**?** Filmmakers tell stories using the big (and small) screen, leveraging virtual production technology.

**👤** Filmmakers can originate and communicate their vision, working with specialist teams.

- Virtual Production Producer
- Visualisation Lead
- Virtual Set Designer
- Director



## 3D Animation & VFX for Film

**?** 3D artists build the environments, characters and visual effects in the movies you love to watch.

**👤** 3D artists are visually creative and have a passion for films and creating digital art.

- Character Animator
- Technical Director
- VFX Artist
- Composer



## Game Art & Animation

**?** Game artists build the worlds, characters and levels for the games that you love to play.

**👤** Game artists are visually creative and have a passion for making games.

- 3D Modeller
- Texture Artist
- Level Designer
- Technical Artist



## Game Design & Production

**?** Game designers are the visionaries who thrive on new ideas and think about how users will interact and enjoy their game experience.

**👤** Game designers possess a combination of technical knowledge, artistic skill and the ability to communicate to players.

- Game Designer
- System Designer
- Narrative Designer
- UI Designer



## Game Programming

**?** Game programmers drive the development process, creating the framework, functionality and interactions in the game.

**👤** Great game programmers have an aptitude for logic, are creative problem solvers and enjoy technical challenges.

- Game Engine Programmer
- AI Programmer
- Gameplay Programmer
- Software Engineer

A GREAT PLACE TO GET STARTED

### INTRODUCTORY COURSES

A list of short courses are on page 31 or online at [aie.edu.au/intro](http://aie.edu.au/intro)

### INTRODUCTORY COURSES

A list of short courses are on page 31 or online at [aie.edu.au/intro](http://aie.edu.au/intro)

### INTRODUCTORY COURSES

A list of short courses are on page 31 or online at [aie.edu.au/intro](http://aie.edu.au/intro)

### INTRODUCTORY COURSES

A list of short courses are on page 31 or online at [aie.edu.au/intro](http://aie.edu.au/intro)

### INTRODUCTORY COURSES

A list of short courses are on page 31 or online at [aie.edu.au/intro](http://aie.edu.au/intro)

KICKSTART YOUR CAREER HERE

### CAREER COURSES

Advanced Diploma are on page 13 or online at [aie.edu.au/film](http://aie.edu.au/film)

### CAREER COURSES

Advanced Diploma courses are on page 15 or online at [aie.edu.au/animate](http://aie.edu.au/animate)

### CAREER COURSES

Advanced Diploma and Bachelor Degree courses are on page 19 or online at [aie.edu.au/gameart](http://aie.edu.au/gameart)

### CAREER COURSES

Advanced Diploma and Bachelor Degree courses are on page 21 or online at [aie.edu.au/gamedesign](http://aie.edu.au/gamedesign)

### CAREER COURSES

Advanced Diploma and Bachelor Degree courses are on page 23 or online at [aie.edu.au/gameprog](http://aie.edu.au/gameprog)

START YOUR OWN STUDIO

Check out our post-graduate Games Business program on page 26 or online at [aie.edu.au/grad-dip](http://aie.edu.au/grad-dip)

Check out our post-graduate Games Business program on page 26 or online at [aie.edu.au/grad-dip](http://aie.edu.au/grad-dip)

## AIE Incubator Program

## AIE Incubator Program





# AIE Film School

AIE Film School was established in response to the production boom in the Australian film industry and resulting demand for skilled graduates for a range of employment opportunities. This growth comes at a time of rapid industry adoption of virtual production technologies by the film industry which combine games, visual effects and film production tools and technologies.

To meet this demand AIE acquired the iconic MAPS Film School, renowned for their industry-led film programs. MAPS Film School has been teaching film production for over 35 years and has trained over 1000 graduates and produced over 1,500 student films, all with the help of an extensive array of talented trainers including film specialists in directing, production, cinematography and sound engineering.



This wealth of combined expertise has enabled AIE Film School to create the world's first course to specialise in Filmmaking with specialist units on Virtual Production. This two-year program prepares graduates to enter the exciting and dynamic film industry. Learners are writing, directing, producing, operating cameras, capturing audio, and editing. The Virtual Production components of the course include pre-visualisation, virtual scouting techniques, and virtual production filming using real-time environments. Graduates from this program will be technically and creatively ready to work in traditional film roles, as well as cutting edge virtual production roles.

**“Racka Racka [MAPS Film School alumni] are the most successful content creators in the country”**

- Graeme Mason, CEO Screen Australia

At AIE Film School filmmaking is taught by filmmakers, by making films. Our trainers are industry practitioners that will teach in the exciting practice of filmmaking. Our philosophy is simple – learn by doing. Each year over fifty short films are produced. The focus is on the practical aspects of filmmaking as well as the art of collaboration from making films. We replicate the real-world industry and operate like a production house.

Learners generate original ideas, develop and pitch their projects, crews are formed, and projects are realised from pre-production to shoot to post-production. It's a fun, vibrant, hard working environment where emerging filmmakers can pursue projects they are inspired by. We make short dramas and comedies, short documentaries, music videos, experimental art pieces in genres including fantasy, sci-fi and horror.

AIE Film School is educating the next generation of film directors, producers, cinematographers and crew on the very latest Hollywood-grade techniques to create films with high production values, enabling Australians to be comfortable working either on set for major film studios or developing their own independent feature films or TV series.

**“This course is an experience of a lifetime. So much happens, and you have to do so much, but it's so worth it.”**

- Jada Zilm, AIE Film Student



## Films supported by AIE

AIE Film School is the only film school in Australia that produces theatrically released feature films in conjunction with industry. Our involvement in feature films provide our students and graduates opportunities to work on set and behind the set to include in their portfolios and put them ahead of other graduates. AIE has collaborated on the production of six feature films, some of which have won global awards and recognition.

Our vision it to enable students to not only learn the art and science of filmmaking but to be given the opportunities to utilise a wide range of the very latest filming equipment, filmmaking techniques and to learn from experienced filmmakers.

### AIE Studio films:





# Filmmaking

This world-first qualification combines film and virtual production in a practical course to learn film making that prepares you for the global film industry. AIE's filmmaking course is designed to expand your creative thinking and explore new ways of storytelling, replicating the film industry and operating just like a production house. Learners will get real experience in traditional film making and virtual production methodologies, enabling you to become part of the new generation of in-demand professional film practitioners.

This course runs over two years full-time, during which you will create your own extensive portfolio of work that will impress potential employers or prospective clients and set you up to become a leading independent filmmaker.

## Advanced Diploma

2 YEARS FULL-TIME • VETSL APPROVED

### What you will learn

Ideas are developed and pitched, crews are formed and projects are realised from pre-production to post-production, utilising outdoor locations and AIE's virtual production sound stage. You will learn practical skills involved in the range of roles involved in filmmaking as well as the art of collaboration.

This course has been written in consultation with leading directors, producers, film and visual effects studios and game engine developers. It will give you the skills to help you create and tell film and TV stories set in the real-world as well as fantastic new universes with spectacular imagery.

### Course Content

Collaborating with other students across AIE and working in our new LED wall virtual production film studio, you will gain hands-on skills and make creative directorial decisions. You'll apply new cinematic techniques in a virtual capture volume as well as using traditional film methods.

You'll have the opportunity to develop both your creative practice in filmmaking as well as specialise in a technical virtual production crew role while networking in the social and professional world of film production. AIE graduates have had their short films featured in film festivals around the world and worked on blockbuster films and TV shows, including Shang-Chi and the Legend of the Ten Rings, The Lego Movies and WandaVision, as well as AIE's funded feature films such as Blue World Order, The Furies and Sissy.

### Qualification

Year 1:  
Diploma of Screen and Media CUA51020, CRICOS 106064C  
delivered in conjunction with  
Diploma of Visual Arts CUA51120, CRICOS 106067M

Year 2:  
Advanced Diploma of Screen and Media  
CUA60620, CRICOS 106065B

### Core Topics

#### Stage One

- › Film Analysis
- › Scriptwriting
- › Project Development
- › Pitching
- › Pre-production
- › Cinematography
- › LED virtual volume film production
- › Virtual sets, costumes and set extensions
- › Sound Recording
- › Editing
- › Colour Grading


#### Stage Two

- › Editing complex scenes
- › Working with talent
- › Motion Control methodologies and techniques
- › Volumetric Capture
- › Visual effects
- › Live compositing
- › Directing, Producing, Financing
- › Online Portfolio
- › Minor and Major Film Projects


## Filmmaking Equipment and Software


Your career in Filmmaking starts through the hands-on Advanced Diploma, closely developed with the film industry and leveraging the latest industry software, state of the art equipment and resources including:

- › LED Virtual Production Studio stage on campus
- › Arri Amira 4k, Black Magic 6K Pro, Sony FX-9 & Z Cam 6K cine cameras
- › LED lighting equipment, including battery operation
- › Jibs, Dollies, Gimbals and Sliders
- › iMac editing and sound suites
- › Industry speakers and practitioners as trainers

 **Adobe Premiere**  
Video editing

 **DaVinci Resolve**  
Colour grading & video editing

 **Pro Tools**  
Sound editing and mixing

 **Unreal Engine/nDisplay**  
In-camera visual effects



For more information, including fees and entry requirements, please scan QR code or head to [aie.edu.au/film](http://aie.edu.au/film)

AIE's Virtual Production Studio and the Filmmaking Program was supported by funding from the ACT Government.





# 3D Animation & VFX for Film

Unleash your creativity in 3D Animation & VFX for Film. Visual effects artists, animators and composers create the fantastic worlds, superhuman feats and spectacular imagery that you see on the big (and small) screen. AIE's 3D Animation and Visual Effects for Film program runs over two years, full-time and is designed to get you into these industries. It is a practical course designed to give the best technical training using the latest, state-of-the-art technology.

This course has been written in consultation with leading film and visual effects studios, enabling you to complete impressive film projects that showcase your skills and create a professional show-reel to impress potential employers.

## Advanced Diploma

2 YEARS FULL-TIME • VETSL APPROVED

### What you will learn

- › Develop skills in 3D modelling, texturing, dynamic simulations and effects, match moving, UVW unwrapping, rigging, animation, lighting, using cameras, rendering and compositing.
- › Work in teams that emulate real-world studio structures.
- › Learn the entire VFX pipeline from pre-vis through to final comp.
- › Learn to articulate and present your ideas to peers.
- › Get experience in tools for production and management.
- › Learn advanced compositing techniques such as rotoscoping, chroma keying and camera tracking.
- › Gain hands-on experience with cinema grade cameras and equipment.

### Major Film Project

Complete two major projects including polished visual effects shots, and a short film produced under studio conditions. These will supply impressive footage for your graduate showreel, demonstrating proficiency in all aspects of animation production, from animatic and asset modelling, VFX compositing to post-production. AIE students have won awards at Tropfest and animation festivals around the world for their final film projects.

### Qualification

Year 1:  
Diploma of Screen and Media CUA51020, CRICOS 106064C  
delivered in conjunction with  
Diploma of Visual Arts CUA51120, CRICOS 106067M

Year 2:  
Advanced Diploma of Screen and Media  
CUA60620, CRICOS 106065B

### Core Topics

#### Stage One

- › 3D Art Pipeline
- › Health and Safety in the Office
- › Principles of Animation
- › Modelling and Texturing
- › Character Pipeline
- › Character Animation
- › Digital Lighting and Compositing
- › Storyboards
- › Production Planning
- › Production

#### Stage Two

- › Visual Effects
- › Specialisation
- › Story Development
- › Short Film Production
- › Online Portfolio



### AIE STUDENT WORK

"Brokenhorn" Major Project  
3D Animation & VFX for Film Class of 2020

## 3D Animation & VFX Software

Your career in 3D Animation & VFX starts through the hands-on Advanced Diploma, closely developed with the film and VFX industries and leveraging the latest industry software including:

**M Maya**  
3D Modelling, rigging, animating, lighting and rendering

**ZBrush**  
High-detail sculpting and texturing

**Ps Adobe Photoshop**  
Concept art and texture maps

**Nuke**  
Compositing and match-moving

**3D Equalizer**  
Compositing and match-moving

**R Renderman**  
Rendering

**Thinkbox Deadline**  
Render farm management

**S Substance Suite**  
High Detail materials and texturing

**Houdini**  
Particle and dynamic simulations



For more information, including fees and entry requirements, please scan QR code or head to [aie.edu.au/vfx](http://aie.edu.au/vfx)



# Bachelor of Game Development

AIE is proud to be able to offer learners the opportunity to pursue degree programs with the Bachelor of Game Development offered by the AIE Institute, the industry-leading specialist higher education provider for Australia's future game designers, developers, and programmers.

Accrediting the Bachelor of Game Development was a natural progression for AIE, reflecting the commitment to producing graduates who are not only equipped with practical, real-world skills but also the theoretical and deeper underlying knowledge. Through this degree, AIE seeks to elevate the standard of game development education, ensuring that learners receive a rigorous and industry-relevant curriculum.

The Bachelor of Game Development is the first in Australia to integrate three core game development sub-disciplines of game art, game design, and game programming within a multi-disciplinary environment. A third of the program is spent working in teams on projects and assessments with practical outcomes.

Developed in conjunction with Australia's leading game studios, the Bachelor of Game Development is continuously reviewed in close consultation with industry and delivered by industry-experienced faculty. Small class sizes with a maximum of 25 students for each lecturer allows for a more personalised, learner-centric approach.



Strong links with industry and the opportunity for internship placements in the final year to ease the graduate transition towards employment. Learners engage frequently with industry practitioners in a number of seminars, projects, and tutorials. Unlike many programs at this level, the degree runs over three years giving students more time to learn, create, network and develop as professionals.

Graduates of the Bachelor of Game Development will be primed to make a meaningful impact on the industry, creating captivating experiences that resonate with players worldwide.

AIE Institute courses are nationally accredited and recognised through the Tertiary Education and Quality Standards Agency (TEQSA).



**AIE STUDENT WORK**  
Character model by Bre Butler  
Environment by Liam Chan-Wicht

## Frequently Asked Questions

### What is the difference between Advanced Diploma and Bachelor's Degree?

The Advanced Diploma is a practical and career-focused qualification studied over two years. It focuses on skills required by game developers and working as part of a team. A Bachelor Degree offers a stronger academic foundation and covers a broader base of knowledge and analytical skills over three years. A degree often allows for more opportunities in terms of career growth and prepares graduates for further study at Masters level.

Both Advanced Diploma and Bachelor Degree graduates who are interested in starting their own studio can continue into the Games Business postgraduate program.

### I want to work in the games industry, which program should I do?

Both programs – the Advanced Diploma and Bachelor Degree – will get you industry-ready. Both cover practical skills and knowledge required by. An Advanced Diploma is a two-year program which has a greater focus on developing practical skills. The Bachelor Degree is a three-year program which covers the practical skills as well as a more comprehensive coverage of the theory and underlying knowledge in game development. Because of this, the Bachelor Degree program has more written assessments compared to an Advanced Diploma.

If you are interested in working overseas, having a three-year degree is often a requirement of a work visa.

### Are the entry requirements different?

We hold an interview with every applicant for the Advanced Diploma and Bachelor Degree. We'd love to see what creative work you have produced in traditional or digital mediums to understand the skills and knowledge you currently have and your career goals. If you don't think you have any relevant work – talk with our Admissions Team who can help.

Applicants for the Bachelor Degree should have suitable results in English in Year 12 to meet the academic demands of the program. Applicants for the Game Programming major should have achieved satisfactory results in Year 12 Mathematics.

### Is the Bachelor Degree equal to a university degree?

Yes. AIE Institute and the Bachelor of Game Development are accredited by the Tertiary Education Quality and Standards Agency (TEQSA), Australia's independent national quality assurance and regulatory agency for higher education.

### What sort of projects will I create in each program?

You will create many projects in both the Advanced Diploma and Bachelor Degree program. You will be working on practical projects both individually and in teams of artists, designers and programmers on a range of different platforms. You will pitch and plan out your game experiences and have a large portfolio of work to impress prospective employers.



# Game Art & Animation

Unleash your creativity and embark on the ultimate creative journey where you'll weave masterpieces of game art – from enchanting environments to iconic characters – and bring them to life through stunning animation. If you're a budding artist with a passion for games, then AIE's specialist courses will get you up to speed with all the latest knowledge and ready to work in the game industry.

Under the guidance of industry professionals, you'll explore cutting-edge tools and techniques to forge artwork that showcases your talent. Imagine and collaborate with like-minded programming and design students in our immersive program, where you'll craft spellbinding experiences that captivate gamers.

## Advanced Diploma

2 YEARS FULL-TIME • VETSL APPROVED

Get the hands-on skills to work in game art and animation in this industry-driven Advanced Diploma program. This two-year vocational pathway focuses on developing graduates with strong creative and technical skills. Game Art students work on a series of game projects with Designers and Programmers to develop their game development and teamwork skills.

### Core Topics

- › 3D Art Pipeline
- › Environment Art
- › Character Design
- › Animation Principles
- › Game Art Optimisation
- › Lighting and Visual Effects

### Specialist Topics

- › Character Animation
- › Game Materials
- › Game Environments
- › Game Characters
- › Graphical User Interfaces
- › Portfolio Development

### Game Development

- › Production Planning
- › VR Development
- › Cross-stream Game Development projects

### Qualification

Year 1:  
Diploma of Screen and Media  
CUA51020, CRICOS 106064C  
delivered in conjunction with Diploma of Visual Arts  
CUA51120, CRICOS 106067M

Year 2:  
Advanced Diploma of Professional Game Development  
11151NAT

## Bachelor Degree

3 YEARS FULL-TIME • FEE-HELP APPROVED

Develop both the practical skills and in-depth knowledge to pursue a career in game art. Learn and apply a solid understanding of game art production to realise innovative game projects. This three-year degree covers all the core topics covered in the Advanced Diploma and takes it to the next level. Not only will you cover specialist game art units, but you will gain broad expertise in user experience, graphic design and software development to power you in your game development journey.

### Core Topics

- › 3D Art Pipeline
- › Environment Art
- › Character Design
- › Animation Principles
- › Game Art Optimisation
- › Lighting and Visual Effects
- › Graphic Design Principles
- › Intro to Game Design
- › Intro to Game Programming

### Specialist Topics

- › Character Animation
- › Game Materials
- › Game Environments
- › Game Characters
- › Graphical User Interfaces
- › Portfolio Development
- › User Experience Design
- › Level Design Theory
- › Games for Wellbeing

### Game Development

- › Production Planning
- › VR Development
- › Cross-stream Game Development projects
- › Cross-platform development
- › Studio Internship

### Qualification

Bachelor of Game Development - Major in Game Art  
Course ID 1400953, CRICOS 108905F



For more information, including fees and entry requirements, please scan QR code or head to [aie.edu.au/gameart](http://aie.edu.au/gameart)

The Bachelor of Game Development is delivered by AIE Institute Ltd, a nationally accredited Institute of Higher Education (Provider code PRV14333, CRICOS Provider Code: 03986F).



**AIE STUDENT WORK**  
Character model by Emma Cruzado  
Environment art by Caitlin LaRue

## Game Art Software

Your career in Game Art starts through the hands-on Advanced Diploma or take your knowledge to the next level with the Bachelor Degree. Both programs have been closely developed with the game industry and leverage the latest game industry software including:

**M Maya**  
3D Modelling, rigging, animating, lighting and rendering

**ZBrush**  
High-detail sculpting and texturing

**Ps Adobe Photoshop**  
Concept art and texture maps

**U Unreal Engine**  
Game development

**Unity Engine**  
Game development

**Substance Painter**  
High detail materials and texturing

**Substance Designer**  
Creating custom materials

**Marmoset Toolbag**  
Look development, light and render pipelines



# Game Design and Production

Ignite your passion for game creation and design game experiences of limitless possibilities. AIE's game design courses will teach you how to fuse visionary game concepts with nimble production techniques to craft exhilarating gaming experiences that captivate players. Guided by industry-leading professionals, hone your strategic thinking, game mechanics knowledge, and cutting-edge storytelling to create thrilling and engaging game worlds like no other.

AIE's game design programs foster vibrant collaborative environments where you'll work with talented teams of artists and programmers to bring your grand game ideas to life.

## Advanced Diploma

2 YEARS FULL-TIME • VETSL APPROVED

Get the hands-on skills to work in game art and animation in this industry-driven Advanced Diploma program. This two-year vocational pathway focuses on developing graduates with strong creative and technical skills. Game Art students work on a series of game projects with Designers and Programmers to develop their game development and teamwork skills.

### Core Topics

- › Intro to Game Design
- › Design Prototyping
- › Level Design
- › Narrative Design
- › Game Art Optimisation
- › Intro to Game Programming

### Specialist Topics

- › User Experience Design
- › Proof of Concept
- › Psychology & Economics
- › Portfolio Development
- › Testing & Quality Assurance

### Game Development

- › Production Planning
- › VR Development
- › Cross-stream Game Development projects

### Qualification

Year 1:  
Diploma of Screen and Media  
CUA51020, CRICOS 106064C  
delivered in conjunction with Diploma of Visual Arts  
CUA51120, CRICOS 106067M

Year 2:  
Advanced Diploma of Professional Game Development  
11151NAT

## Bachelor Degree

3 YEARS FULL-TIME • FEE-HELP APPROVED

Develop both the practical skills and in-depth knowledge to pursue a career in game art. Learn and apply a solid understanding of game art production to realise innovative game projects. This three-year degree covers all the core topics covered in the Advanced Diploma and takes it to the next level. Not only will you cover specialist game art units, but you will gain broad expertise in user experience, graphic design and software development to power you in your game development journey.

### Core Topics

- › Intro to Game Design
- › Design Prototyping
- › Level Design
- › Narrative Design
- › Game Art Optimisation
- › Intro to Game Programming
- › Graphic Design Principles
- › Intro to Game Art

### Specialist Topics

- › User Experience Design
- › Proof of Concept
- › Psychology & Economics
- › Portfolio Development
- › Testing & Quality Assurance
- › Graphical User Interfaces
- › Systems Design
- › Games for Wellbeing
- › Critical Game Studies

### Game Development

- › Production Planning
- › VR Development
- › Cross-stream Game Development projects
- › Cross-platform development
- › Studio Internship

### Qualification

Bachelor of Game Development - Major in Game Design  
Course ID 1400953, CRICOS 108905F

## Game Design Software

Your career in Game Design starts through the hands-on Advanced Diploma or take your knowledge to the next level with the Bachelor Degree. Both programs have been closely developed with the game industry and leverage the latest game industry software including:



**Unreal Engine**  
Game development



**Unity Engine**  
Game development



**Maya**  
3D game asset creation



**Perforce**  
Project management and version control



**GIT**  
Project management and version control



**SourceTree**  
Project management and version control



**Adobe Photoshop**  
Visualisation



**Visual Studio**  
Programming tools



**MonoDevelop**  
Programming tools



**Microsoft Office**  
Project management and planning

**AIE STUDENT WORK**  
Environment art by Joshua Freeman



For more information, including fees and entry requirements, please scan QR code or head to [aie.edu.au/gamesdesign](http://aie.edu.au/gamesdesign)

The Bachelor of Game Development is delivered by AIE Institute Ltd, a nationally accredited Institute of Higher Education (Provider code PRV14333, CRICOS Provider Code: 03986F).



# Game Programming

Level up your coding skills and learn how to build immersive games experiences and ingenious systems and game mechanics. Explore the intricacies of game development, learning programming languages like C++ and C# to breathe life into your digital creations. Under the mentorship of industry gurus, you'll fine-tune your programming know-how, diving headfirst into exciting subjects like artificial intelligence, computer graphics, physics simulation and AR/VR development.

AIE's game programming courses provide the opportunity to collaborate with passionate students in our game design and game art courses. Together, you will forge unique and innovative experiences to entertain and showcase your skills.

## Advanced Diploma

2 YEARS FULL-TIME • VETSL APPROVED

Our industry-driven Advanced Diploma program give you the skills to launch yourself into the games industry. This two-year vocational pathway focuses on developing graduates with strong knowledge of C++ and game development best practice. Game Programming students work on a series of game projects with Artists and Designers to develop their game development and teamwork skills.

### Core Topics

- › Game Programming in Unreal Engine
- › Programming in C++
- › Maths for Games
- › Graphics Programming
- › Algorithms & Data Structures

### Specialist Topics

- › Complex Systems Programming
- › Portfolio Development
- › A.I. and Physics for Games
- › Game Business Studies

### Game Development

- › Production Planning
- › VR Development
- › Cross-stream Game Development projects

### Qualification

Year 1:  
Diploma of Screen and Media  
CUA51020, CRICOS 106064C  
delivered in conjunction with Diploma of Information  
Technology ICT50220, CRICOS 106066A

Year 2:  
Advanced Diploma of Professional Game Development  
11151NAT

## Bachelor Degree

3 YEARS FULL-TIME • FEE-HELP APPROVED

This degree prepares students for a career in game design by developing both practical skills and in-depth knowledge. Students will implement innovative game projects by developing a robust understanding of game programming. This three-year degree covers all the core topics covered in the Advanced Diploma and takes it to the next level. Not only will you cover programming units, but you will gain broad expertise in specialist software development, user experience and systems design to power you in your game development journey.

### Core Topics

- › Intro to Game Programming
- › Programming in C++
- › Maths for Games
- › Graphics Programming
- › Algorithms & Data Structures
- › Intro to Game Design
- › Intro to Game Art

### Specialist Topics

- › Software Engineering
- › Portfolio Development
- › A.I. and Physics for Games
- › Testing and Quality Assurance
- › User Experience Design
- › Network Programming
- › Games for Wellbeing
- › Advanced Game Programming

### Game Development

- › Production Planning
- › VR Development
- › Cross-stream Game Development projects
- › Cross-platform development
- › Studio Internship

### Qualification

Bachelor of Game Development - Major in Game  
Programming Course ID 1400953, CRICOS 108905F

## Game Programming Software

Your career in Game Programming starts through the hands-on Advanced Diploma or take your knowledge to the next level with the Bachelor Degree. Both programs have been closely developed with the game industry and leverage the latest game industry software including:



**Visual Studio**  
Programming in C++



**Open GL**  
Low-level graphics programming



**Unreal Engine**  
Game development



**Unity Engine**  
Game development



**Perforce**  
Collaborative version control



**GIT**  
Collaborative version control



**Open-source Libraries**  
Public code-bases commonly used  
throughout programming industries



For more information, including fees and entry requirements, please scan QR code or head to [aie.edu.au/gameprog](http://aie.edu.au/gameprog)

The Bachelor of Game Development is delivered by AIE Institute Ltd, a nationally accredited Institute of Higher Education (Provider code PRV14333, CRICOS Provider Code: 03986F).

### AIE STUDENT WORK

Environment art by Joey Baleda





# Games Business

Start your own studio and develop your own games.

This world-first graduate program is building the next generation of innovative digital developers. It gives graduates the opportunity to create their own digital media businesses and supports them to create new companies, digital content and job opportunities. Bridging the gap between what it takes to create digital games and visual effects with the skills and knowledge needed to run a successful studio, participants learn how to plan for and develop their business.

## WHAT YOU WILL LEARN

Start your own development studio to work on the games, VR and/or simulation content that you're passionate about. Subjects include:

- > Lead Strategic Transformation
- > Creating Learning Organisations for Competitive Advantage
- > Applied Research and Product Design
- > Business Planning
- > Implement Complex Solutions
- > Creating Learning Organisations for Competitive Advantage
- > Manage Personal and Professional Development

## POSTGRADUATE QUALIFICATIONS

This one-year, full-time program has been developed with industry and is delivered through the Graduate Diploma of Management (Learning) specialising in Games Business (CRICOS: 106063D VET National Code: BSB80120)

## CAREERS

- > Game Developer
- > Lead Artist / Programmer / Designer
- > Project Manager/ Producer
- > Small Business Entrepreneur

## ENTRY REQUIREMENTS

Completion of an AIE Advanced Diploma or an equivalent relevant qualification and/or professional qualifications demonstrating potential to undertake study at this level.

- > Advanced Diploma of Professional Game Development 11151NAT or equivalent
- > Advanced Diploma of Screen and Media CUA60620 or equivalent

## STUDIO AND EQUIPMENT

Programs are run in a professional creative environment to which you have 24/7 access. Get your own office with dedicated desk and computer to craft your masterpieces. You have access to AIE campus resources and equipment which includes dev kits, VR headsets, render farms and meeting spaces.

## EXPERT MENTORING

Be mentored by experienced, well-connected industry professionals who are there to help you find what and who you need for your business to succeed. During the course of the year, Incubator participants have workshops with experts in specialist areas such as law, marketing, public relations and production.

Student work: "Throw Thyself" by Scott Hammond, Alexander McGarrity, Dylan Shorten, Hayden Reid, Jessica Knight and Jack Pabis.



[aie.edu.au/grad-dip](http://aie.edu.au/grad-dip)



we are supporting start-ups



AIE's Incubator Program supports graduates who have completed the Games Business Program, also known as the Graduate Diploma in Management (Learning), to start-up commercial enterprises with ongoing assistance and funding to create new companies, digital content and job opportunities.

AIE goes beyond providing digital media training. Education is only the first part - we want to help our graduates achieve their dreams - initiatives like the AIE Incubator Program make it possible.

This program is provided at no cost. AIE take no equity in companies created in the program and no royalties from or retain ownership of IP in the products that are developed.

In 2020, AIE announced the creation of the AIE Incubator Grants Fund which will award up to \$1 million over the next 10 years for game development projects. These grants support the development and commercialisation of games and other interactive digital content for participants of AIE's Incubator Program for start-up studios.

Now in it's fourth year of operation, studios created by graduates are using this funding to operate and grow their business as well as provide studio amenities, expand workspaces and access to equipment. This unique opportunity enables creatives to access further networking and corporate opportunities provided by Game Plus in addition to directly supporting the ongoing operations of applicant studios.

AIE Incubator Projects: Moon Corp. Tower Defense by Kite Shield Interactive,



[aieincubator.com.au](http://aieincubator.com.au)



# GAME PLUS

Game Plus is Australia's first national non-profit co-working space for game developers.

Game Plus is a non-profit collaborative workspace for game developers and related specialist technology start-ups. Established in September 2016 as an AIE initiative, the primary vision is to support the needs of Australian Games studios through the development of a space that enhance collaboration and innovation. Game Plus provides a hub for digital entrepreneurs to co-locate, share resources, knowledge and opportunities. It's also a focal point for government and industry to access a range of specialist expertise in interactive entertainment, simulation and training.

Game Plus' primary vision is to grow the Australian creative digital industry, establish a collaborative network of game and related specialist developers, alleviate identified challenges facing the industry and provide an industry pathway for new, existing and emerging start-ups. These goals are achieved in two tiers, a physical space and an industry network.

The establishment of a physical space enables Game Plus members to minimise their risk through affordable and flexible commercial leases; and access economies of scale via shared resources. Game Plus leverages pre-existing industry networks of members and stimulates collaboration and growth through hosting events and facilitating commercial partnerships.

Game Plus is on a fierce mission to:

- › Encourage the growth of a strong regional industry and foster the expansion of employment opportunities in the industry;
- › Assist graduates of the AIE to find work in the industry and employers to recruit trained and qualified staff; and
- › Foster and promote the development of new and small businesses by offering networking opportunities, mentoring, and office accommodation with a range of support services.

Through the accessibility of this ecosystem, AIE learners are able to accelerate their gateway to industry networks and readiness preparing them for life after studies.

[gameplus.com.au](http://gameplus.com.au)



Film Plus is a non-profit collaborative workspace for filmmakers and related specialists.

Established to support the needs of the Canberra film production industry, the space has been designed to enhance collaboration and innovation. Film Plus provides a hub for Canberra film production professionals to co-locate, share resources, facilities, knowledge and opportunities. It's also a focal point for government and industry to access a range of specialist expertise in production, VFX and post.

Film Plus offers an array of flexible spaces including mixing, editing, grading and recording suites. Film plus working spaces ranges from hot desks to dedicated offices for small, medium and large companies.

Learners at AIE, in particular filmmaking students, have opportunities to collaborate with studios at Film Plus and be involved with outside productions that use Film Plus facilities.

Film-related companies currently working out of Film Plus include:

- › NITV
- › Hotdogma Films
- › Silversun Pictures
- › Wolflab
- › Dems Entertainment
- › Recovery VR
- › Ghetto Media
- › Mirror Mirror Productions
- › Positive Film Production and Studio
- › Mm Design
- › Sanguineti Media Pictures
- › Pew Pew Studio
- › Fixafilm
- › SRH Communications

[filmplus.com.au](http://filmplus.com.au)



# we are hands on

Our short courses are a great way to get started.  
To learn more visit [aie.edu.au/intro](http://aie.edu.au/intro)

## 3D ANIMATION FOUNDATIONS

Certificate II in Creative Industries CUA20220



### WHAT YOU WILL LEARN

- › Get a comprehensive understanding of the creative potential of 3D animation software used in the games, film and visual effects industry.
- › Learn the fundamentals of 3D animation including 3D modelling, texturing, animation, lighting, rendering, character design, environment design and short movie production.

### SOFTWARE

- › Autodesk Maya
- › DaVinci Resolve
- › Krita

### DURATION

- › Between 10 and 30 weeks.\*  
Check website for details.

## GAME ART FOUNDATIONS

Certificate III in Screen and Media CUA31020

### WHAT YOU WILL LEARN

- › Learn the foundation of character development.
- › Learn the foundation of environmental development.
- › Learn how to build your skills on the current industry trend.
- › Lighting and building an interactive level in a game engine.

### SOFTWARE

- › Unreal Engine or Unity engine
- › Autodesk Maya

### DURATION

- › Between 20 and 40 weeks.\*  
Check website for details.



## GAME DESIGN FOUNDATIONS

Certificate III in Design Fundamentals CUA30720



### WHAT YOU WILL LEARN

- › Create your own game demo from concept to completion.
- › Create game design documentation and implement game mechanics through a series of rapid prototypes.
- › Create interactive environments, learn how to guide players through levels and create intuitive controls.

### SOFTWARE

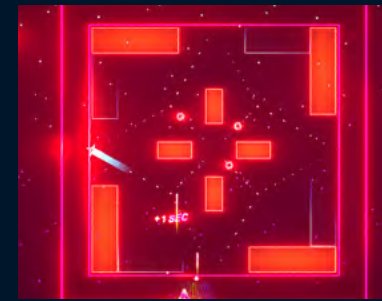
- › Unity engine
- › MonoDevelop
- › Visual Studio
- › Autodesk Maya

### DURATION

- › Between 10 and 30 weeks.\*  
Check website for details.

## GAME ENGINE SCRIPTING FOUNDATIONS

Certificate II in Applied Digital Technologies ICT20120



### WHAT YOU WILL LEARN

- › Learn how to develop games using the Unreal Engine.
- › Learn game programming by using a node-based programming script called blueprints.
- › Undertake the game development cycle from design to quality assurance.

### SOFTWARE

- › Unreal Engine

### DURATION

- › Between 10 and 30 weeks.\*  
Check website for details.

## GAME DEVELOPMENT FOUNDATIONS

Certificate III in Information Technology ICT30120

### WHAT YOU WILL LEARN

- › Learn how to create games using the Unity engine.
- › Get an introduction to industry standard tools and techniques for game development.
- › Learn C# to script interaction.
- › Design game mechanics to create fun gameplay. Use version control to manage projects, and rapid prototyping to create and test games faster.

### SOFTWARE

- › Unity engine

### DURATION

- › Between 20 and 40 weeks.\*  
Check website for details.



## FILMMAKING AND VFX FOUNDATIONS

Certificate III in Visual Arts CUA31120



### WHAT YOU WILL LEARN

- The course covers the fundamentals of film production and post-production including:
- › Story and script development
  - › Storyboarding
  - › 3D pre-visualisation and shot planning
  - › Using cameras, lighting, and other equipment
  - › Working safely on film sets
  - › Editing
  - › Compositing
  - › Sound editing (conducting ADR)

### DURATION

- › Between 20 and 40 weeks.\* Check website for details.

## PODCASTING FOUNDATIONS

Certificate II in Applied Digital Technologies ICT20120

### WHAT YOU WILL LEARN

- › Learn how to record, edit and mix audio, source and interview guests and create a complete podcast product.
- › Get practical experience of radio stations, recording studios, outside broadcasting, digital media and newsroom settings.
- › Create a professional standard voice reel, produce long format interviews and publish podcast episodes and series.

### DURATION

- › Between 10 and 30 weeks.\* Check website for details.



\* These courses vary in duration depending on mode of study and campus.



# we are seriously fun

## School Holiday Courses



The Academy of Interactive Entertainment's school holiday courses offer a unique and exciting opportunity for young minds to explore their passions and gain practical skills and knowledge in the world of game development, filmmaking, visual effects and animation.

Offered for students aged 12 to 18 years old, these courses are run in state-of-the-art facilities and use industry-standard software. AIE ensures that every participant has a valuable and enjoyable learning experience.

[aie.edu.au/holiday](http://aie.edu.au/holiday)

## Beginner Courses

AIE Beginner courses are the ideal starting point for learners who want to explore potential career paths in game development, animation, or related industries. As their title suggests, Beginner courses are intended for anyone at the start of their learning journey and no prior knowledge is required. These seriously fun courses are intended for learners aged 15 years and older, with curriculum designed to provide a well-rounded understanding of the core concepts, laying the groundwork for more in-depth studies.

Whether you're a high school student exploring your interests, a graduate looking to transition into the interactive entertainment industry, or even a working professional seeking a creative outlet, our Beginner courses offer a supportive and inspiring environment to kickstart your journey.

### 3D Animation for Beginners

Develop skills and knowledge in 3D animation using Autodesk Maya, the most widely used 3D animation software used in the games, visual effects and simulation industries. At the end of the course participants will have a completed short animation sequence with their own modelled and animated 3D assets.

### Game Design for Beginners

Define and develop game mechanics including the use of game design documentation, prototyping gameplay, interactive environments and understand the process behind quality assurance for games. Use industry-standard Unity game engine as well as Pro Builder to create a playable game prototype.

### Game Programming for Beginners

Discover how to use the industry standard tools and techniques used in game development. Learn C# to script game interaction and design game mechanics to create gameplay.

[aie.edu.au/begin](http://aie.edu.au/begin)

# we are always learning

## VET in Schools / VETDSS



The VET in Schools programs are nationally accredited Certificate II and III programs which enable high school students access to AIE's specialist project-based training in game development and 3D animation. These programs may give students credit towards their Year 10, 11 and 12 studies.

The AIE VETiS/VETDSS program offers the following benefits:

- > Course resources including learning materials, lesson plans, schedules, tutorials, and assessments
- > Teacher training provided by AIE including ongoing support from experts
- > Graduate pathways to further study

[aie.edu.au/vetis](http://aie.edu.au/vetis)

## Work Experience



The AIE Work Experience Program is a great way for secondary school students in years 10 to 12 to learn about the interactive entertainment and digital industries. The week will open the door to the range of career possibilities in the industry and allow students to get hands-on with the tools of the trade.

The program encompasses a range of activities including 3D animation, programming, quality assurance and much more.

Places are limited and only run in certain parts of the year. To see availability and apply, please visit the link below.

[aie.edu.au/workexperience](http://aie.edu.au/workexperience)

## School Workshops



AIE offers free schools workshops in a range of topics related to 3D Animation, Game Programming and Game Design for students in Years 10, 11 and 12.

We are able to organise teachers to come to your school and present a hands-on workshop or deliver a lecture on an area that relates to games and visual effects.

Alternatively, we can host school excursions at AIE campuses where your students can have the opportunity to use our computers, software and other equipment to discover what working in games and film is really like!

[aie.edu.au/school-workshops](http://aie.edu.au/school-workshops)

## Film Production Workshops



Learn what it takes to plan and produce a film shoot in this intensive film production workshop. You will get hands-on with cameras, lighting, and the latest in virtual production LED screens. Industry-experienced filmmakers will guide you in taking your script through the various production stages.

In this workshop, we will fast-track the film production process by choosing one scene and taking it through the pipeline from idea to finished shots. As part of this process, participants will be leveraging virtual production sets! This is an exclusive opportunity to learn more about this revolutionary technology which is empowering filmmakers.

[aie.edu.au/film-workshop](http://aie.edu.au/film-workshop)

Student work (left): Character by Morgan McGrath  
Environment by Allegra Marasco-Allen



# Life at AIE

## Find Your Tribe

Join a community of likeminded people



### Likeminded people

AIE is a place of ideas and inspiration for creatives to work together and craft new stories and experiences. We pride ourselves on creating an inclusive environment that allows our community of learners to share their passions and be themselves.

### Social events

Whether you're looking to battle in our tournaments or create a project in our game jams, AIE is running an event for you. We want to connect you to new friends and networks, challenge your high score and fuel your creative interests.

### Shared experiences

AIE learning environments are built in a way to promote collaboration and teamwork, much like a workplace. When you're learning at AIE you can expect to work and grow with your peers in a way that supports your goal and vision for your future.

## Connect With Industry

We start connecting you with industry from day one



### Networking events

Take part in hundreds of events and hear from experts in the games and film industries. From livestreams to mixers, our goal is to get you connected with people who can add value to your creative journey.

### Industry Showcase

When you're nearing the end of your studies, our graduate showcase will help connect you with prospective employers and the next generation of talent preparing you for life after study.

### Industry network

Looking for someone in particular? There's a good chance we're connected. AIE has amassed a huge network in our 26 years of education, so whether you're hoping to meet with likeminded companies, prospective employers or to pitch your idea - we have you covered.

## Access Support

We are committed to creating an experience that lives beyond your study journey

### Learning

Everyone has a different way of learning, and like anything new, you're going to be great at one thing and struggle with another. AIE teachers are specialists in navigating your learning challenges and provide one-on-one support to make sure you get the most out of your study journey.

### Experience

AIE teachers have one goal in mind, to get you ready for that dream job in industry. Not only will our teachers guide you through your studies, but they will actively help prepare you for life after study and provide insights that will position you and your portfolio in the best light.

### Wellbeing

Life gets complicated and sometimes you need help. AIE wants you to succeed and we're here to help with any support you might need. Whether it is study skills, advice, or something more serious, our support network can get you in touch with the right people.



## Built For Industry, By Industry

Our facilities and course programmes are built to prepare you for the big stage

### Industry grade facilities

We're committed to providing learning environments that meet the needs and industry standards. All AIE equipment is carefully curated and updated every two years, from state-of-the-art filmmaking equipment through to the software and equipment in studio.

### Globally connected

AIE is connected through its sister companies in the USA. We take real-time industry feedback from our global network to develop programmes that prepare you for employment in Australia or abroad. So whether you're looking for insights or connections, we can help you.

### Developed by industry

AIE's industry advisory board is formed from industry leaders who have walked-the-walk. These leaders provide critical insights that guide how we create curriculum and learning environments that are relevant and create relevant skills for this fast paced industry.





# Tuition Fees

[aie.edu.au/fees](http://aie.edu.au/fees)

Detailed tuition fee schedules for AIE's Advanced Diploma and Bachelor Degree qualifications are available at [aie.edu.au/fees](http://aie.edu.au/fees)

## Game Art and Animation

Stage 1 - 2024	CUA51020 Diploma of Screen and Media <i>delivered in conjunction with</i> CUA51120 Diploma of Visual Arts	\$17,900 \$17,300
Stage 2 - 2025	11151NAT Advanced Diploma of Professional Game Development specialising in Game Art and Animation	\$18,900

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$54,100.

## 3D Animation and Visual Effects

Stage 1 - 2024	CUA51020 Diploma of Screen and Media <i>delivered in conjunction with</i> CUA51120 Diploma of Visual Arts	\$17,900 \$17,300
Stage 2 - 2025	CUA60620 Advanced Diploma of Screen and Media	\$18,900

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$54,100.

## Game Design and Production

Stage 1 - 2024	CUA51020 Diploma of Screen and Media <i>delivered in conjunction with</i> CUA51120 Diploma of Visual Arts	\$17,900 \$17,300
Stage 2 - 2025	11151NAT Advanced Diploma of Professional Game Development specialising in Game Design and Production	\$18,900

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$54,100.

## Game Programming

Stage 1 - 2024	ICT50220 Diploma of Information Technology <i>delivered in conjunction with</i> CUA51020 Diploma of Screen and Media	\$17,300 \$17,900
Stage 2 - 2025	11151NAT Advanced Diploma of Professional Game Development specialising in Game Programming	\$18,900

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$54,100.

## Filmmaking

Stage 1 - 2024	CUA51020 Diploma of Screen and Media <i>delivered in conjunction with</i> CUA51120 Diploma of Visual Arts	\$17,900 \$17,300
Stage 2 - 2025	CUA60620 Advanced Diploma of Screen and Media	\$18,900

The total tuition fee for a student that completes the two-year pathway culminating in the Advanced Diploma is \$54,100.

## Games Business

2024	BSB80120 Graduate Diploma of Management (Learning)	\$17,900
------	--	----------

- > Completion of either Diploma qualification acts as an early exit point from the program.
- > Students who exit with a Diploma also receive a statement of attainment towards the relevant Advanced Diploma qualification.
- > Information correct at time of production: 31/07/2023

# Tuition Fees - Bachelor Degree

[aie.edu.au/fees](http://aie.edu.au/fees)

The 2024 domestic student course fee for the Bachelor of Game Development is \$14,728.94 per semester.

## FEE-HELP for Bachelor Degrees

[aie.edu.au/fees](http://aie.edu.au/fees)

Our Bachelor Degree is eligible for FEE-HELP, which allows an eligible student to apply for an Australian Government loan to help pay for part or all of their tuition fees. To be eligible for FEE-HELP, a student must meet eligibility criteria which includes citizenship, academic and other requirements. For more information about FEE-HELP visit [aie.edu.au/fee-help](http://aie.edu.au/fee-help)

## VET Student Loans for Advanced Diplomas

[aie.edu.au/vet](http://aie.edu.au/vet)

AIE's Diploma, Advanced Diploma and Graduate Diploma programs are approved for VET Student Loans. Eligible students in these courses can apply for a VET Student Loan to defer the cost of their tuition fees. It is important to note that VET Student Loans will not be approved for students who do not meet eligibility requirements. A VET Student Loan gives rise to a VETSL debt that continues to be a debt due to the Commonwealth until it is repaid. A VET Student Loan is repaid through the Australian tax system once a person reaches the minimum income threshold level of repayment.

To be eligible for a VET Student Loan, a student must meet eligibility criteria which includes citizenship, academic and other requirements. For more information about the VET Student Loans eligibility criteria visit [aie.edu.au/vet](http://aie.edu.au/vet)





# Scholarships

## Diploma & Advanced Diploma Scholarships

AIE offers a range of scholarships to support learners in its vocational and higher education programs to assist in completion of their education.

You can apply for a scholarship prior to being accepted into the program. To be eligible to receive a scholarship, you will need to meet the entry requirements, progress through the admissions process and enrol into the program.

### Financial Needs-Based Scholarship

This scholarship is provided for students experiencing financial hardship and provided to support their studies in the Diploma and Advanced Diploma programs. Applicants need to demonstrate eligibility and provide examples of their creative work.

## Bachelor Degree Scholarships

AIE encourages students to strive for academic excellence, serve one another and make contributions to the wider community. Listed here are merit-based scholarships and bursaries to support students striving for academic excellence, contributing to the wider community and assist students with specific needs and disadvantages.

For each of these scholarships, applicants need to demonstrate eligibility and provide examples of their creative work.



### Creative Innovator Scholarship:

Designed for passionate game artists, game designers and game programmers who wish to continue developing their skills through the Bachelor of Game Development.



### Women in Game Programming Scholarship:

This scholarship is provided to support women studying game programming and pursuing careers in these areas.



### Aboriginal and Torres Strait Islander Scholarship:

This scholarship is provided for Aboriginal and Torres Strait Islander People that wish to pursue a game development careers through the Bachelor of Game Development.



### People with Disability Scholarship:

This scholarship is provided for people with disability to support their studies in the Bachelor of Game Development.



### Financial Needs-Based Scholarship:

This scholarship is provided for students experiencing financial hardship and provided to support their studies in the Bachelor of Game Development.



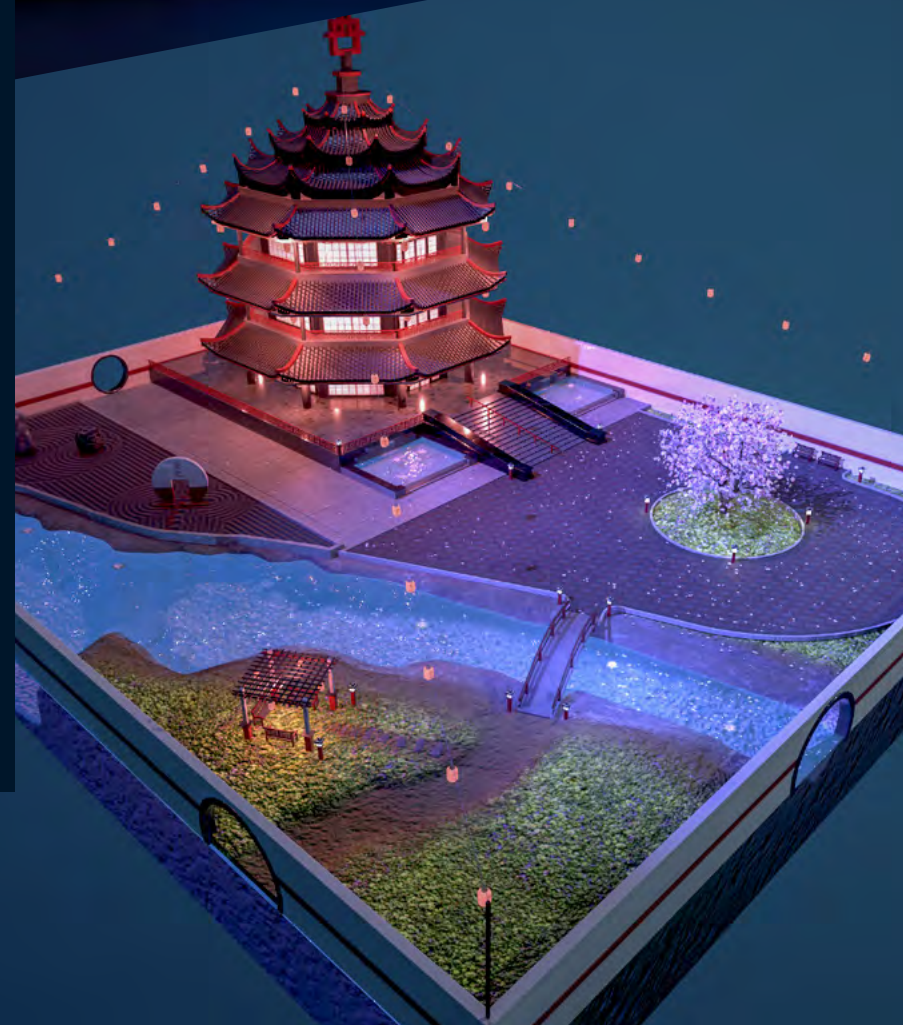
### Remote, Rural or Isolated Areas Scholarship:

This scholarship is provided for people who, within the two years immediately prior to the start of their study, lived in a regional or remote area of Australia.



### International Student Scholarship:

AIE offers a merit-based scholarship for international students to assist with tuition fees across all three years of study.



[aie.edu.au/scholarships](http://aie.edu.au/scholarships)

Student work: Environment by Kevin Wise  
"Origin 300LX" by Seth Daigle





## how to apply



### Interview

Interviews for full-time courses are informal and a great opportunity to demonstrate your interest, enthusiasm and potential to complete the course to a high standard. We're looking to assess your suitability for the course including any specific requirements you may have.

### Collection of work

We're keen to see any of your work related to the course you've applied for. This helps us understand what skills and knowledge you currently have.

- › Game Art and 3D Animation & VFX applicants can bring visually-creative work in any form.
- › Game Programming applicants can show some programming or scripting in any language.
- › Game Design applicants should show some work that you've designed and the process used to reach that design goal. Game Designers need to be good written communicators, so we would like to see some of your writing – creative and technical.
- › Filmmaking applicants should show their story ideas and some video or short films they have created.

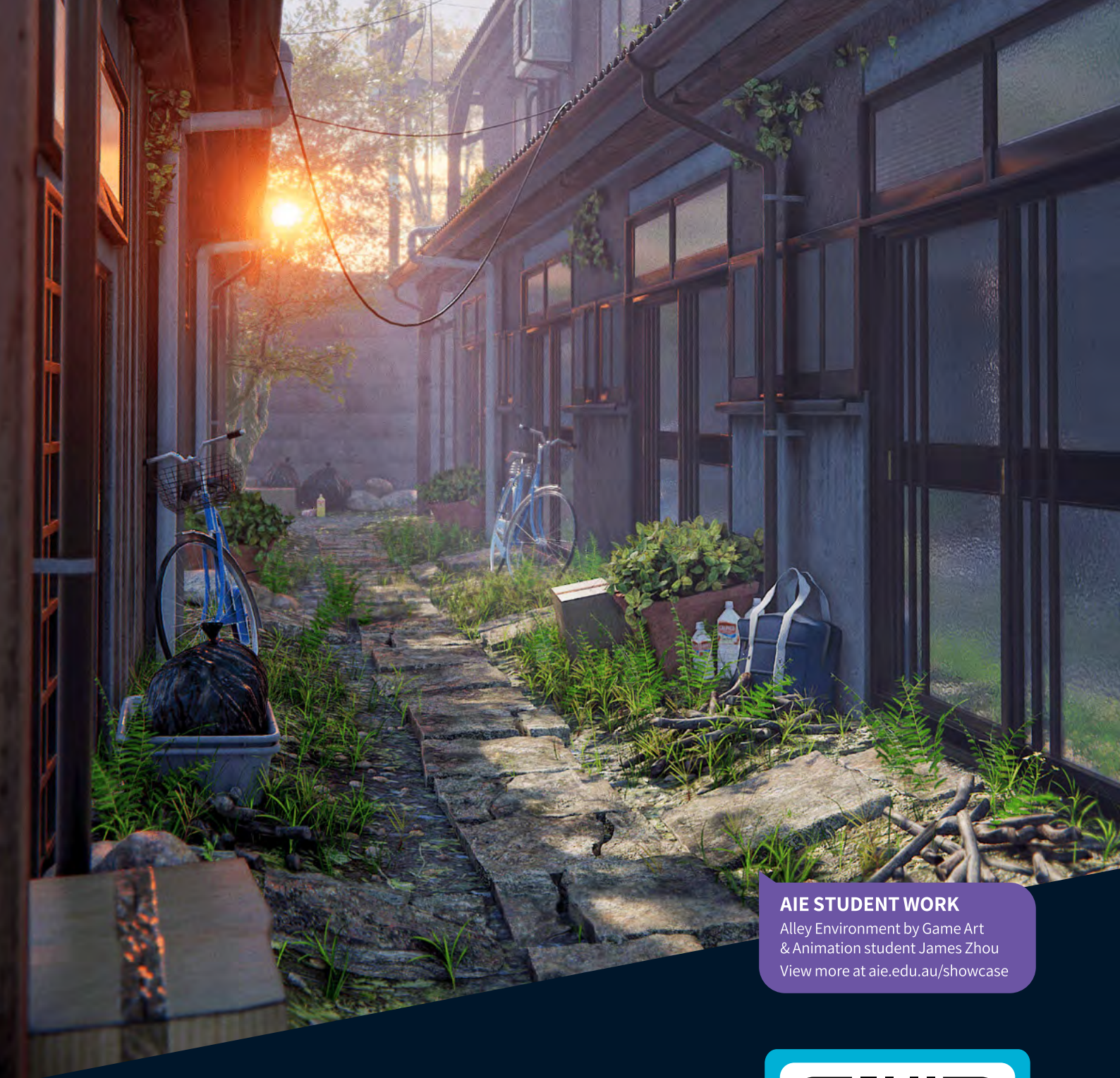
### Year 12 Applicants - UAC and VTAC

VTAC: Current Year 12 applicants applying to study at AIE Melbourne can apply for the Advanced Diploma and Bachelor Degree through the Victorian Tertiary Admissions Centre (VTAC). More information is available at [vtac.edu.au](http://vtac.edu.au)

UAC: Current Year 12 applicants applying to study at AIE Sydney or AIE Canberra can apply for the Bachelor Degree through the University Admissions Centre (UAC). More information is available at [uac.edu.au](http://uac.edu.au)

[aie.edu.au/apply](http://aie.edu.au/apply)





**AIE STUDENT WORK**

Alley Environment by Game Art  
& Animation student James Zhou  
View more at [aie.edu.au/showcase](http://aie.edu.au/showcase)



**AIEdu**



**AIEdu**



**AIEdu**



**[aie.edu.au](http://aie.edu.au)**

**academy of interactive entertainment**  
SYDNEY MELBOURNE CANBERRA ADELAIDE ONLINE



**UPCOMING  
EVENTS  
AT AIE!**