<table>
<thead>
<tr>
<th>Time</th>
<th>Event Description</th>
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<tbody>
<tr>
<td>12:30</td>
<td>Head of School Welcome</td>
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<tr>
<td>12:40</td>
<td>AIE Background &amp; Career Pathways</td>
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<tr>
<td>1:00</td>
<td>Introduction to course</td>
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<td>1:45</td>
<td>Q&amp;A time</td>
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<td>2:45</td>
<td>Industry speaker</td>
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<td>2:00</td>
<td>Workshops</td>
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<tr>
<td>3:15</td>
<td>Q&amp;A</td>
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<td>4:00</td>
<td>END</td>
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**Online Experience Day Schedule**

**SATURDAY 17·01·15**

12:30-4:00PM (AEDT)

**Head of School Welcome**

Main room
Mrs Lea Michael
Welcome & Online Experience Day orientation. Participation is encouraged!

**AIE Background & Career Pathways**

Main room
Mr Michael Ku
General introduction to AIE including overview of the industry, brief AIE history & graduate success stories. Q&A encouraged during the talk in chat.

**Introduction to course**

Main room
All teachers
Teacher introduces their specialised stream of study and talks about the content students could expect to learn from a Cert II level though to Advanced Diploma level:
1. Game Art: Finn Spencer
2. 3D Animation & VFX for Film: Ryan Ware
3. Game Design: Peter Chown
4. Game Programming: Sam Cartwright
Q&A encouraged during the talks in chat.

**Workshops**

Break Out rooms
All teachers
Enjoy a workshop demonstrating the types of skills you gain with the Advanced Diploma courses. Q&A encouraged during the workshop in chat.

**Showcase + Q&A**

Main room
All AIE Online Staff
Wrapping up and any last remaining questions for AIE staff.

**END**

Thank you for joining us here at AIE Online, hope you had an enjoyable experience today.