



**ONLINE CAMPUS  
2017 TUITION FEES SCHEDULE  
(DOMESTIC STUDENTS)**

- Please note: Online studies can be completed through full time or part time enrolment.
- Units of Study and Tuition fees listed are applicable to 2017 study periods only.
- 2017 Tuition fees total:-
  - Diploma qualifications:
    - \$10 000 (maximum) for full time equivalent study
    - (total cost for 2017 & 2018 full time equivalent study is a maximum of \$20 500)
  - Advanced Diploma qualifications:
    - Year 1 -\$20 500 for full time equivalent study (Advanced Diplomas are 2-year full time courses – total cost for 2017 & 2018 is \$38 500).
    - Year 2 - \$18 600 for full time equivalent study
- Continuing students who accessed VET FEE-Help in 2016 are able to continue funding their courses until 31st December 2017.
- VET Student Loans are available for all courses listed below for students who meet the eligibility requirements. For more information, visit: <http://www.education.gov.au/vet-student-loans>

**TERM 1**

**CUA60615 – Advanced Diploma of Screen and Media  
December Intake**

CORE UNIT STUDY PERIOD
05/12/2016 – 07/04/2017
CENSUS DATE
30/12/2016
MODE OF DELIVERY
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONC1DA	Production Planning	.125	\$2 564.00

ELECTIVE UNIT STUDY PERIOD
05/12/2016 – 07/04/2017
CENSUS DATE
30/12/2016
MODE OF DELIVERY
Online

ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONA1DA	3D Art Pipeline	.125	\$2 562.00



## CUA60615 – Advanced Diploma of Screen and Media

### February Intake

<b>CORE UNIT STUDY PERIOD</b>
30/01/2017 – 26/05/2017
<b>CENSUS DATE</b>
10/03/2017
<b>MODE OF DELIVERY</b>
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONC1A	Production Planning	.125	\$2 564.00
SMONC2A	Production	.125	\$2 564.00
<b>STAGE 2</b>			
SMONC3A	Story Development	.185	\$3 441.00

<b>DOUBLE CORE UNIT STUDY PERIOD</b>
30/01/2017 – 21/07/2017
<b>CENSUS DATE</b>
10/03/2017
<b>MODE OF DELIVERY</b>
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 2</b>			
SMONC4A	Short Film Production	.26	\$4 836.00

<b>ELECTIVE UNIT STUDY PERIOD</b>
30/01/2017 – 26/05/2017
<b>CENSUS DATE</b>
10/03/2017
<b>MODE OF DELIVERY</b>
Online

ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONA1A	3D Art Pipeline	.125	\$2 562.00
SMONA2A	Principles of Animation	.125	\$2 562.00
SMONA3A	Digital Lighting and Compositing	.125	\$2 562.00
SMONA4A	Storyboards	.125	\$2 562.00
SMONA5A	Character Pipeline	.125	\$2 562.00
SMONA6A	Modelling and Texturing	.125	\$2 562.00
<b>STAGE 2</b>			
SMONA7A	Character Animation	.185	\$3 441.00
SMONA8A	Visual Effects	.185	\$3 441.00
SMONA9A	Specialisation	.185	\$3 441.00



## 10343NAT – Advanced Diploma of Professional Game Development

### December Intake

CORE UNIT STUDY PERIOD
05/12/2016 – 07/04/2017
CENSUS DATE
30/12/2016
MODE OF DELIVERY
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONC1DA	Production Planning	.125	\$2 564.00

ELECTIVE UNIT STUDY PERIOD
05/12/2016 – 07/04/2017
CENSUS DATE
30/12/2016
MODE OF DELIVERY
Online

ART ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONA1DA	3D Art Pipeline	.125	\$2 562.00
DESIGN ELECTIVE CORE UNIT			
<b>STAGE 1</b>			
PGDOND1DA	Introduction to Game Design	.125	\$2 562.00
PROGRAMMING ELECTIVE CORE UNIT			
<b>STAGE 1</b>			
PGDONP1DA	Introduction to C++	.125	\$2 562.00



# 10343NAT – Advanced Diploma of Professional Game Development

## February Intake

CORE UNIT STUDY PERIOD
30/01/2017 – 26/05/2017
CENSUS DATE
10/03/2017
MODE OF DELIVERY
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONC1A	Production Planning	.125	\$2 564.00
PGDONC2A	Production	.125	\$2 564.00
<b>STAGE 2</b>			
PGDONC3A	Proof of Concept	.185	\$3 441.00

DOUBLE CORE UNIT STUDY PERIOD
30/01/2017 – 21/07/2017
CENSUS DATE
10/03/2017
MODE OF DELIVERY
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 2</b>			
PGDONC4A	Major Production	.26	\$4 836.00

ELECTIVE UNIT STUDY PERIOD
30/01/2017 – 26/05/2017
CENSUS DATE
10/03/2017
MODE OF DELIVERY
Online

ART ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONA1A	3D Art Pipeline	.125	\$2 562.00
PGDONA2A	Principles of Animation	.125	\$2 562.00
PGDONA3A	Digital Lighting and Compositing	.125	\$2 562.00
PGDONA4A	Storyboards	.125	\$2 562.00
PGDONA5A	Character Pipeline	.125	\$2 562.00
PGDONA6A	Modelling and Texturing	.125	\$2 562.00
<b>STAGE 2</b>			
PGDONA7A	Character Animation	.185	\$3 441.00
PGDONA8A	Game Environments	.185	\$3 441.00
PGDONA9A	Game Characters	.185	\$3 441.00
<b>DESIGN ELECTIVE CORE UNIT</b>			
<b>STAGE 1</b>			
PGDOND1A	Introduction to Game Design	.125	\$2 562.00
PGDOND2A	Level Design Fundamentals	.125	\$2 562.00
PGDOND3A	Design Prototyping Fundamentals	.125	\$2 562.00
PGDOND4A	Psychology and Economics	.125	\$2 562.00
PGDOND5A	Narrative Design	.125	\$2 562.00
PGDOND6A	Testing and Quality Assurance	.125	\$2 562.00
<b>STAGE 2</b>			
PGDOND7A	Designing the User Experience	.185	\$3 441.00
PGDOND8A	Time to Make a Game	.185	\$3 441.00
PGDOND9A	Production for Clients	.185	\$3 441.00
<b>PROGRAMMING ELECTIVE CORE UNIT</b>			
<b>STAGE 1</b>			
PGDONP1A	Introduction to C++	.125	\$2 562.00
PGDONP2A	Maths for Games	.125	\$2 562.00
PGDONP3A	Code Design and Data Structures	.125	\$2 562.00
PGDONP4A	Introduction to C# and Tools Development	.125	\$2 562.00
PGDONP5A	Artificial Intelligence for Games	.125	\$2 562.00
PGDONP6A	Computer Graphics	.125	\$2 562.00
<b>STAGE 2</b>			
PGDONP7A	Cross Platform Development	.185	\$3 441.00
PGDONP8A	Complex Game Systems	.185	\$3 441.00
PGDONP9A	Physics for Games	.185	\$3 441.00



## TERM 2

### CUA60615 – Advanced Diploma of Screen and Media

<b>CORE UNIT STUDY PERIOD</b>
20/03/2017 – 28/07/2017
<b>CENSUS DATE</b>
28/04/2017
<b>MODE OF DELIVERY</b>
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONC1B	Production Planning	.125	\$2 564.00
SMONC2B	Production	.125	\$2 564.00
<b>STAGE 2</b>			
SMONC3B	Story Development	.185	\$3 441.00

<b>DOUBLE CORE UNIT STUDY PERIOD</b>
20/03/2017 – 08/09/2017
<b>CENSUS DATE</b>
28/04/2017
<b>MODE OF DELIVERY</b>
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 2</b>			
SMONC4B	Short Film Production	.26	\$4 836.00

<b>ELECTIVE UNIT STUDY PERIOD</b>
20/03/2017 – 28/07/2017
<b>CENSUS DATE</b>
28/04/2017
<b>MODE OF DELIVERY</b>
Online

ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONA1B	3D Art Pipeline	.125	\$2 562.00
SMONA2B	Principles of Animation	.125	\$2 562.00
SMONA3B	Digital Lighting and Compositing	.125	\$2 562.00
SMONA4B	Storyboards	.125	\$2 562.00
SMONA5B	Character Pipeline	.125	\$2 562.00
SMONA6B	Modelling and Texturing	.125	\$2 562.00
<b>STAGE 2</b>			
SMONA7B	Character Animation	.185	\$3 441.00
SMONA8B	Visual Effects	.185	\$3 441.00
SMONA9B	Specialisation	.185	\$3 441.00



## 10343NAT – Advanced Diploma of Professional Game Development

CORE UNIT STUDY PERIOD
20/03/2017 – 28/07/2017
CENSUS DATE
28/04/2017
MODE OF DELIVERY
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONC1B	Production Planning	.125	\$2 564.00
PGDONC2B	Production	.125	\$2 564.00
<b>STAGE 2</b>			
PGDONC3B	Proof of Concept	.185	\$3 441.00

DOUBLE CORE UNIT STUDY PERIOD
20/03/2017 – 08/09/2017
CENSUS DATE
28/04/2017
MODE OF DELIVERY
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 2</b>			
PGDONC4B	Major Production	.26	\$4 836.00

ELECTIVE UNIT STUDY PERIOD
20/03/2017 – 28/07/2017
CENSUS DATE
28/04/2017
MODE OF DELIVERY
Online

ART ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONA1B	3D Art Pipeline	.125	\$2 562.00
PGDONA2B	Principles of Animation	.125	\$2 562.00
PGDONA3B	Digital Lighting and Compositing	.125	\$2 562.00
PGDONA4B	Storyboards	.125	\$2 562.00
PGDONA5B	Character Pipeline	.125	\$2 562.00
PGDONA6B	Modelling and Texturing	.125	\$2 562.00
<b>STAGE 2</b>			
PGDONA7B	Character Animation	.185	\$3 441.00
PGDONA8B	Game Environments	.185	\$3 441.00
PGDONA9B	Game Characters	.185	\$3 441.00
<b>DESIGN ELECTIVE CORE UNIT</b>			
<b>STAGE 1</b>			
PGDOND1B	Introduction to Game Design	.125	\$2 562.00
PGDOND2B	Level Design Fundamentals	.125	\$2 562.00
PGDOND3B	Design Prototyping Fundamentals	.125	\$2 562.00
PGDOND4B	Psychology and Economics	.125	\$2 562.00
PGDOND5B	Narrative Design	.125	\$2 562.00
PGDOND6B	Testing and Quality Assurance	.125	\$2 562.00
<b>STAGE 2</b>			
PGDOND7B	Designing the User Experience	.185	\$3 441.00
PGDOND8B	Time to Make a Game	.185	\$3 441.00
PGDOND9B	Production for Clients	.185	\$3 441.00
<b>PROGRAMMING ELECTIVE CORE UNIT</b>			
<b>STAGE 1</b>			
PGDONP1B	Introduction to C++	.125	\$2 562.00
PGDONP2B	Maths for Games	.125	\$2 562.00
PGDONP3B	Code Design and Data Structures	.125	\$2 562.00
PGDONP4B	Introduction to C# and Tools Development	.125	\$2 562.00
PGDONP5B	Artificial Intelligence for Games	.125	\$2 562.00
PGDONP6B	Computer Graphics	.125	\$2 562.00
<b>STAGE 2</b>			
PGDONP7B	Cross Platform Development	.185	\$3 441.00
PGDONP8B	Complex Game Systems	.185	\$3 441.00
PGDONP9B	Physics for Games	.185	\$3 441.00



## TERM 3

### CUA51015 – Diploma of Screen and Media

<b>UNIT STUDY PERIOD</b>
24/07/2017 – 01/12/2017
<b>CENSUS DATE</b>
25/08/2017
<b>MODE OF DELIVERY</b>
Online

CORE UNITS				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
SMC301-ON	Production Planning	.125	\$1250.00	\$1250.00
SMC302-ON	Production	.125	\$1250.00	\$1250.00
GAME ART/VFX FOR FILMS ELECTIVE UNIT				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
SMA301-ON	3D Art Pipeline	.125	\$1250.00	\$1250.00
SMA302-ON	Principles of Animation	.125	\$1250.00	\$1250.00
SMA303-ON	Modelling and Texturing	.125	\$1250.00	\$1250.00
SMA304-ON	Character Animation	.125	\$1250.00	\$1250.00
SMA305-ON	Character Pipeline	.125	\$1250.00	\$1250.00
SMA306-ON	Digital Lighting and Compositing	.125	\$1250.00	\$1250.00
GAME DESIGN ELECTIVE UNIT				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
SMD301-ON	Introduction to Game Design	.125	\$1250.00	\$1250.00
SMD302-ON	Level Design Fundamentals	.125	\$1250.00	\$1250.00
SMD303-ON	Design Prototyping Fundamentals	.125	\$1250.00	\$1250.00
SMD304-ON	Game Engine Fundamentals	.125	\$1250.00	\$1250.00
SMD305-ON	Testing and Quality Assurance	.125	\$1250.00	\$1250.00
SMD306-ON	Narrative Design	.125	\$1250.00	\$1250.00

### ICT52015 – Diploma of Digital and Interactive Games

<b>UNIT STUDY PERIOD</b>
24/07/2017 – 01/12/2017
<b>CENSUS DATE</b>
25/08/2017
<b>MODE OF DELIVERY</b>
Online

CORE UNITS				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
DIGC301-ON	Production Planning	.125	\$1250.00	\$1250.00
DIGC302-ON	Production	.125	\$1250.00	\$1250.00
GAME PROGRAMMING ELECTIVE UNIT				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
DIGP301-ON	Intro to C++	.125	\$1250.00	\$1250.00
DIGP302-ON	Maths for Games	.125	\$1250.00	\$1250.00
DIGP303-ON	Code Design and Data Structures	.125	\$1250.00	\$1250.00
DIGP304-ON	Artificial Intelligence	.125	\$1250.00	\$1250.00
DIGP305-ON	Introduction to C#	.125	\$1250.00	\$1250.00
DIGP306-ON	Cross-platform Planning	.125	\$1250.00	\$1250.00



## CUA60615 – Advanced Diploma of Screen and Media

CORE UNIT STUDY PERIOD
05/06/2017 – 13/10/2017
CENSUS DATE
21/07/2017
MODE OF DELIVERY
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONC1C	Production Planning	.125	\$2 564.00
SMONC2C	Production	.125	\$2 564.00
<b>STAGE 2</b>			
SMONC3C	Story Development	.185	\$3 441.00

DOUBLE CORE UNIT STUDY PERIOD
05/06/2017 – 24/11/2017
CENSUS DATE
21/07/2017
MODE OF DELIVERY
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 2</b>			
SMONC4C	Short Film Production	.26	\$4 836.00

ELECTIVE UNIT STUDY PERIOD
05/06/2017 – 13/10/2017
CENSUS DATE
21/07/2017
MODE OF DELIVERY
Online

ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONA1C	3D Art Pipeline	.125	\$2 562.00
SMONA2C	Principles of Animation	.125	\$2 562.00
SMONA3C	Digital Lighting and Compositing	.125	\$2 562.00
SMONA4C	Storyboards	.125	\$2 562.00
SMONA5C	Character Pipeline	.125	\$2 562.00
SMONA6C	Modelling and Texturing	.125	\$2 562.00
<b>STAGE 2</b>			
SMONA7C	Character Animation	.185	\$3 441.00
SMONA8C	Visual Effects	.185	\$3 441.00
SMONA9C	Specialisation	.185	\$3 441.00





## 10343NAT – Advanced Diploma of Professional Game Development

CORE UNIT STUDY PERIOD
05/06/2017 – 13/10/2017
CENSUS DATE
21/07/2017
MODE OF DELIVERY
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONC1C	Production Planning	.125	\$2 564.00
PGDONC2C	Production	.125	\$2 564.00
<b>STAGE 2</b>			
PGDONC3C	Proof of Concept	.185	\$3 441.00

DOUBLE CORE UNIT STUDY PERIOD
05/06/2017 – 24/11/2017
CENSUS DATE
21/07/2017
MODE OF DELIVERY
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 2</b>			
PGDONC4C	Major Production	.26	\$4 836.00

ELECTIVE UNIT STUDY PERIOD
05/06/2017 – 13/10/2017
CENSUS DATE
21/07/2017
MODE OF DELIVERY
Online

ART ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONA1C	3D Art Pipeline	.125	\$2 562.00
PGDONA2C	Principles of Animation	.125	\$2 562.00
PGDONA3C	Digital Lighting and Compositing	.125	\$2 562.00
PGDONA4C	Storyboards	.125	\$2 562.00
PGDONA5C	Character Pipeline	.125	\$2 562.00
PGDONA6C	Modelling and Texturing	.125	\$2 562.00
<b>STAGE 2</b>			
PGDONA7C	Character Animation	.185	\$3 441.00
PGDONA8C	Game Environments	.185	\$3 441.00
PGDONA9C	Game Characters	.185	\$3 441.00
<b>DESIGN ELECTIVE CORE UNIT</b>			
<b>STAGE 1</b>			
PGDOND1C	Introduction to Game Design	.125	\$2 562.00
PGDOND2C	Level Design Fundamentals	.125	\$2 562.00
PGDOND3C	Design Prototyping Fundamentals	.125	\$2 562.00
PGDOND4C	Psychology and Economics	.125	\$2 562.00
PGDOND5C	Narrative Design	.125	\$2 562.00
PGDOND6C	Testing and Quality Assurance	.125	\$2 562.00
<b>STAGE 2</b>			
PGDOND7C	Designing the User Experience	.185	\$3 441.00
PGDOND8C	Time to Make a Game	.185	\$3 441.00
PGDOND9C	Production for Clients	.185	\$3 441.00
<b>PROGRAMMING ELECTIVE CORE UNIT</b>			
<b>STAGE 1</b>			
PGDONP1C	Introduction to C++	.125	\$2 562.00
PGDONP2C	Maths for Games	.125	\$2 562.00
PGDONP3C	Code Design and Data Structures	.125	\$2 562.00
PGDONP4C	Introduction to C# and Tools Development	.125	\$2 562.00
PGDONP5C	Artificial Intelligence for Games	.125	\$2 562.00
PGDONP6C	Computer Graphics	.125	\$2 562.00
<b>STAGE 2</b>			
PGDONP7C	Cross Platform Development	.185	\$3 441.00
PGDONP8C	Complex Game Systems	.185	\$3 441.00
PGDONP9C	Physics for Games	.185	\$3 441.00



## TERM 4

### CUA51015 – Diploma of Screen and Media

UNIT STUDY PERIOD
09/10/2017 – 16/03/2018
CENSUS DATE
10/11/2017
MODE OF DELIVERY
Online

CORE UNITS				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
SMC401-ON	Production Planning	.125	\$1250.00	\$1250.00
SMC402-ON	Production	.125	\$1250.00	\$1250.00
GAME ART/VFX FOR FILMS ELECTIVE UNIT				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
SMA401-ON	3D Art Pipeline	.125	\$1250.00	\$1250.00
SMA402-ON	Principles of Animation	.125	\$1250.00	\$1250.00
SMA403-ON	Modelling and Texturing	.125	\$1250.00	\$1250.00
SMA404-ON	Character Animation	.125	\$1250.00	\$1250.00
SMA405-ON	Character Pipeline	.125	\$1250.00	\$1250.00
SMA406-ON	Digital Lighting and Compositing	.125	\$1250.00	\$1250.00
GAME DESIGN ELECTIVE UNIT				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
SMD401-ON	Introduction to Game Design	.125	\$1250.00	\$1250.00
SMD402-ON	Level Design Fundamentals	.125	\$1250.00	\$1250.00
SMD403-ON	Design Prototyping Fundamentals	.125	\$1250.00	\$1250.00
SMD404-ON	Game Engine Fundamentals	.125	\$1250.00	\$1250.00
SMD405-ON	Testing and Quality Assurance	.125	\$1250.00	\$1250.00
SMD406-ON	Narrative Design	.125	\$1250.00	\$1250.00

### ICT52015 – Diploma of Digital and Interactive Games

UNIT STUDY PERIOD
09/10/2017 – 16/03/2018
CENSUS DATE
10/11/2017
MODE OF DELIVERY
Online

CORE UNITS				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
DIGC401-ON	Production Planning	.125	\$1250.00	\$1250.00
DIGC402-ON	Production	.125	\$1250.00	\$1250.00
GAME PROGRAMMING ELECTIVE UNIT				
CODE	NAME	EFTSL	UNIT FEE	MAX VSL AMOUNT
DIGP401-ON	Intro to C++	.125	\$1250.00	\$1250.00
DIGP402-ON	Maths for Games	.125	\$1250.00	\$1250.00
DIGP403-ON	Code Design and Data Structures	.125	\$1250.00	\$1250.00
DIGP404-ON	Artificial Intelligence	.125	\$1250.00	\$1250.00
DIGP405-ON	Introduction to C#	.125	\$1250.00	\$1250.00
DIGP406-ON	Cross-platform Planning	.125	\$1250.00	\$1250.00



## CUA60615 – Advanced Diploma of Screen and Media

CORE UNIT STUDY PERIOD
07/08/2017 – 01/12/2017
CENSUS DATE
15/09/2017
MODE OF DELIVERY
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONC1D	Production Planning	.125	\$2 564.00
SMONC2D	Production	.125	\$2 564.00
<b>STAGE 2</b>			
SMONC3D	Story Development	.185	\$3 441.00

DOUBLE CORE UNIT STUDY PERIOD
07/08/2017 – 26/01/2018
CENSUS DATE
15/09/2017
MODE OF DELIVERY
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 2</b>			
SMONC4D	Short Film Production	.26	\$4 836.00

ELECTIVE UNIT STUDY PERIOD
07/08/2017 – 01/12/2017
CENSUS DATE
15/09/2017
MODE OF DELIVERY
Online

ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
SMONA1D	3D Art Pipeline	.125	\$2 562.00
SMONA2D	Principles of Animation	.125	\$2 562.00
SMONA3D	Digital Lighting and Compositing	.125	\$2 562.00
SMONA4D	Storyboards	.125	\$2 562.00
SMONA5D	Character Pipeline	.125	\$2 562.00
SMONA6D	Modelling and Texturing	.125	\$2 562.00
<b>STAGE 2</b>			
SMONA7D	Character Animation	.185	\$3 441.00
SMONA8D	Visual Effects	.185	\$3 441.00
SMONA9D	Specialisation	.185	\$3 441.00



## 10343NAT – Advanced Diploma of Professional Game Development

CORE UNIT STUDY PERIOD
07/08/2017 – 01/12/2017
CENSUS DATE
15/09/2017
MODE OF DELIVERY
Online

CORE UNITS			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONC1D	Production Planning	.125	\$2 564.00
PGDONC2D	Production	.125	\$2 564.00
<b>STAGE 2</b>			
PGDONC3D	Proof of Concept	.185	\$3 441.00

DOUBLE CORE UNIT STUDY PERIOD
07/08/2017 – 26/01/2018
CENSUS DATE
15/09/2017
MODE OF DELIVERY
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 2</b>			
PGDONC4D	Major Production	.26	\$4 836.00

ELECTIVE UNIT STUDY PERIOD
07/08/2017 – 01/12/2017
CENSUS DATE
15/09/2017
07/08/2017 – 01/12/2017
CENSUS DATE

ART ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
<b>STAGE 1</b>			
PGDONA1D	3D Art Pipeline	.125	\$2 562.00
PGDONA2D	Principles of Animation	.125	\$2 562.00
PGDONA3D	Digital Lighting and Compositing	.125	\$2 562.00
PGDONA4D	Storyboards	.125	\$2 562.00
PGDONA5D	Character Pipeline	.125	\$2 562.00
PGDONA6D	Modelling and Texturing	.125	\$2 562.00
<b>STAGE 2</b>			
PGDONA7D	Character Animation	.185	\$3 441.00
PGDONA8D	Game Environments	.185	\$3 441.00
PGDONA9D	Game Characters	.185	\$3 441.00
<b>DESIGN ELECTIVE CORE UNIT</b>			
<b>STAGE 1</b>			
PGDOND1D	Introduction to Game Design	.125	\$2 562.00
PGDOND2D	Level Design Fundamentals	.125	\$2 562.00
PGDOND3D	Design Prototyping Fundamentals	.125	\$2 562.00
PGDOND4D	Psychology and Economics	.125	\$2 562.00
PGDOND5D	Narrative Design	.125	\$2 562.00
PGDOND6D	Testing and Quality Assurance	.125	\$2 562.00
<b>STAGE 2</b>			
PGDOND7D	Designing the User Experience	.185	\$3 441.00
PGDOND8D	Time to Make a Game	.185	\$3 441.00
PGDOND9D	Production for Clients	.185	\$3 441.00
<b>PROGRAMMING ELECTIVE CORE UNIT</b>			
<b>STAGE 1</b>			
PGDONP1D	Introduction to C++	.125	\$2 562.00
PGDONP2D	Maths for Games	.125	\$2 562.00
PGDONP3D	Code Design and Data Structures	.125	\$2 562.00
PGDONP4D	Introduction to C# and Tools Development	.125	\$2 562.00
PGDONP5D	Artificial Intelligence for Games	.125	\$2 562.00
PGDONP6D	Computer Graphics	.125	\$2 562.00
<b>STAGE 2</b>			
PGDONP7D	Cross Platform Development	.185	\$3 441.00
PGDONP8D	Complex Game Systems	.185	\$3 441.00
PGDONP9D	Physics for Games	.185	\$3 441.00



## TERM 5

### CUA60615 – Advanced Diploma of Screen and Media

DOUBLE CORE UNIT STUDY PERIOD
16/10/2017 – 27/04/2018
CENSUS DATE
24/11/2017
MODE OF DELIVERY
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
STAGE 2			
SMONC4E	Short Film Production	.26	\$4 836.00

ELECTIVE UNIT STUDY PERIOD
16/10/2017 – 30/03/2018
CENSUS DATE
24/11/2017
MODE OF DELIVERY
Online

ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
STAGE 2			
SMONA2E	Principles of Animation	.125	\$2 562.00
SMONA9E	Specialisation	.185	\$3 441.00

### 10343NAT – Advanced Diploma of Professional Game Development

DOUBLE CORE UNIT STUDY PERIOD
16/10/2017 – 27/04/2018
CENSUS DATE
24/11/2017
MODE OF DELIVERY
Online

DOUBLE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
STAGE 2			
PGDONC4E	Major Production	.26	\$4 836.00

ELECTIVE UNIT STUDY PERIOD
16/10/2017 – 30/03/2018
CENSUS DATE
24/11/2017
MODE OF DELIVERY
Online

ART ELECTIVE CORE UNIT			
CODE	NAME	EFTSL	UNIT FEE
STAGE 1			
PGDONA2E	Principles of Animation	.125	\$2 562.00
DESIGN ELECTIVE CORE UNIT			
STAGE 1			
PGDOND1E	Introduction to Game Design	.125	\$2 562.00
PGDOND2E	Level Design Fundamentals	.125	\$2 562.00
STAGE 2			
PGDOND9E	Production for Clients	.185	\$3 441.00
PROGRAMMING ELECTIVE CORE UNIT			
STAGE 1			
PGDONP1E	Introduction to C++	.125	\$2 562.00
PGDONP2E	Maths for Games	.125	\$2 562.00



**RPL UNITS FOR STUDY  
FOR ALL CAMPUS LOCATIONS**

**CUA60615 - Advanced Diploma of Screen and Media**

**RPL - Year 1**

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
RSM1	RPL Full 1 <sup>st</sup> year equivalency	01/01/17 – 31/12/17	N/A			\$10 250.00

**RPL - Year 2**

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
RSM2	RPL Full 1 <sup>st</sup> year equivalency	01/01/17 – 31/12/17	N/A			\$10 250.00

**10343NAT - Advanced Diploma of Professional Game Development**

**RPL - Year 1**

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
RPDG1	RPL Full 1 <sup>st</sup> year equivalency	01/01/17 – 31/12/17	N/A			\$10 250.00

**RPL - Year 2**

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
RPDG2	RPL Full 2 <sup>nd</sup> year equivalency	01/01/17 – 31/12/17	N/A			\$10 250.00

**BSB80615 – Graduate Diploma of Management (Learning)**

**RPL -**

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
RML1	RPL Full 1 <sup>st</sup> year equivalency	01/01/17 – 31/12/17	N/A			\$10 250.00

PLEASE NOTE: Fees for RPL assessments of individual Units of Competency will be negotiated between Head of School and applicant upon receipt of RPL application.

Fees for any further Units of Competency required to achieve a full qualification will be negotiated after RPL assessment has been conducted.