



**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   |
| STAGE 1    |                     |       |            |
| 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   |
| STAGE 1            |                 |       |            |
| 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

| 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> |                     |       |            |
| SMONC1B        | Production Planning | .125  | \$2 564.00 |
| SMONC2B        | Production          | .125  | \$2 564.00 |
| <b>STAGE 2</b> |                     |       |            |
| SMONC3B        | Story Development   | .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>   |                       |       |            |
| SMONC4B          | Short Film Production | .26   | \$4 836.00 |

| ELECTIVE UNIT STUDY PERIOD |
|----------------------------|
| 20/03/2017 – 28/07/2017    |
| CENSUS DATE                |
| 28/04/2017                 |
| MODE OF DELIVERY           |
| 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   |
| <b>STAGE 2</b>   |                       |       |            |
| 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   |
| <b>STAGE 2</b>     |                |       |            |
| 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   |
| <b>STAGE 2</b>   |                  |       |            |
| 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                     |

| DESIGN ELECTIVE CORE UNIT |                        |      |            |
|---------------------------|------------------------|------|------------|
| <b>STAGE 2</b>            |                        |      |            |
| PGDOND9E                  | Production for Clients | .185 | \$3 441.00 |



**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.