

**2010 ADVANCED DIPLOMA TUITION FEES SCHEDULE  
(DOMESTIC STUDENTS)**



- Units of Study and Tuition fees listed are applicable to 2010 study periods only.
- 2010 Tuition fees total \$13 500 (Advanced Diplomas are 2 year courses).
- VET FEE-HELP is applicable to all courses listed below and is available to Australian citizens or permanent humanitarian visa holders only.

**CANBERRA CAMPUS**

**80841ACT - Advanced Diploma of Professional Game Development**

**Year 1**

Full year study @ 20 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10PGD101C	Introduction to 3D Games Development Techniques	01/02/10 - 16/04/10	26/02/10	On campus	.25	\$4500.00
10PGD102C	Intermediate 3D Games Development Techniques	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

**OR**

Intensive six month study @ 40 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10PGD103C	Introduction to 3D Games Development Techniques	12/07/10 – 13/08/10	30/07/10	On campus	.25	\$4500.00
10PDG104C	Intermediate 3D Games Development Techniques	16/08/10 – 03/12/10	10/09/10	On campus	.75	\$9000.00

**Year 2**

Full year study @ 20 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10PGD201C	Advanced 3D Games Tools & Techniques	01/02/10 - 16/04/10	26/02/10	On campus	.25	\$4500.00
10PGD202C	Games Development Production	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

**CUF60107 - Advanced Diploma of Screen and Media**

**Year 1**

Full year study @ 20 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10SM101C	Introduction to 3D Digital Media Techniques	01/02/10 - 16/04/10	26/02/10	On campus	.25	\$4500.00
10SM102C	Intermediate 3D Digital Media Techniques	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

**OR**

Intensive six month study @ 40 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10SM103C	Introduction to 3D Digital Media Techniques	12/07/10 – 13/08/10	30/07/10	On campus	.25	\$4500.00
10SM104C	Intermediate 3D Digital Media Techniques	16/08/10 – 03/12/10	10/09/10	On campus	.75	\$9000.00

**Year 2**

Full year study @ 20 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10SM201C	Advanced Media Tools & Techniques	01/02/10 - 16/04/10	26/02/10	On campus	.25	\$4500.00
10SM202C	Film Production	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

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**MELBOURNE CAMPUS****80841ACT - Advanced Diploma of Professional Game Development****Year 1**

Full year study @ 20 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10PGD101M	Introduction to 3D Games Development Techniques	01/02/10 - 16/04/10	26/02/10	On campus	.25	\$4500.00
10PGD102M	Intermediate 3D Games Development Techniques	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

**OR**

Intensive six month study @ 40 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10PGD103M	Introduction to 3D Games Development Techniques	12/07/10 – 13/08/10	30/07/10	On campus	.25	\$4500.00
10PDG104M	Intermediate 3D Games Development Techniques	16/08/10 – 03/12/10	10/09/10	On campus	.75	\$9000.00

**Year 2**

Full year study @ 20 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10PGD201M	Advanced 3D Games Tools & Techniques	01/02/10 - 16/04/10	26/02/10	On campus	.25	\$4500.00
10PGD202M	Games Development Production	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

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**CUF60107 - Advanced Diploma of Screen and Media****Year 1**

Full year study @ 20 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
CODE	NAME			MODE	EFTSL	
10SM101M	Introduction to 3D Digital Media Techniques	01/02/10 - 16/04/10	26/02/10	On campus	.25	\$4500.00
10SM102M	Intermediate 3D Digital Media Techniques	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

**OR**

Intensive six month study @ 40 hours per week

UNIT OF STUDY		STUDY PERIOD	CENSUS DATE	DELIVERY		UNIT FEE
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10SM103M	Introduction to 3D Digital Media Techniques	12/07/10 – 13/08/10	30/07/10	On campus	.25	\$4500.00
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**SYDNEY CAMPUS****80841ACT - Advanced Diploma of Professional Game Development****Year 1**

Full year study @ 20 hours per week

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CODE	NAME			MODE	EFTSL	
10PGD101S	Introduction to 3D Games Development Techniques	01/02/10 - 16/04/10	26/02/10	On campus	.25	\$4500.00
10PGD102S	Intermediate 3D Games Development Techniques	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

**OR**

Intensive six month study @ 40 hours per week

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10PGD103S	Introduction to 3D Games Development Techniques	12/07/10 – 13/08/10	30/07/10	On campus	.25	\$4500.00
10PDG104S	Intermediate 3D Games Development Techniques	16/08/10 – 03/12/10	10/09/10	On campus	.75	\$9000.00

**Year 2**

Full year study @ 20 hours per week

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10PGD202S	Games Development Production	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

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**CUF60107 - Advanced Diploma of Screen and Media****Year 1**

Full year study @ 20 hours per week

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10SM101S	Introduction to 3D Digital Media Techniques	01/02/10 - 16/04/10	26/02/10	On campus	.25	\$4500.00
10SM102S	Intermediate 3D Digital Media Techniques	19/04/10 - 03/12/10	04/06/10	On campus	.75	\$9000.00

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