



Academy of Interactive Entertainment

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Introduction

In a great start to the year, AIE student film 'Fault', was named Best Animation at Sony Tropfest. A crowd of staff and students travelled to Stage 88 to cheer 'Fault' on and enjoy the rest of the films being broadcast to Canberra and across the country.



A BBQ was held this week to welcome students and award this years round of Games Programming Scholarships, thanks to ScreenACT and BigWorld.

Full-time studies are now in full swing and next week Certificate II part-time courses begin which still limited places available.

Certificate III in IT (Games Programming) places funded by the ACT Department of Education and Training are also still available but closing fast.

Certificate II Courses Enrolments Closing

Certificate II enrolments are closing, but there are still limited places available. Classes are beginning at 5:30pm, Wednesday 27 February.

These part-time courses are ideal for learning the basic skills in animation or programming for games and suit a wide range of needs and backgrounds. These courses stand alone or are a great introduction to Certificate IV level studies.

Year 11 & 12 students receive significant discounts for the Certificate II and some schools grant extra credit towards your secondary studies.

Click here for full details for the [Certificate II in Screen \(3D Animation\)](#) and here for the [Certificate II in Information Technology \(Programming\)](#)



AIE Students win Best Animation @ Sony Tropfest!

Last Sunday 150,000 people around Australia gathered in parks, ovals and town squares to celebrate Sony Tropfest 2008. "Fault," a collaboration between AIE 2nd Year students and CIT students from the Creative Industries Centre was named Best Animation.



Dan Miller, AIE teacher and director of the short film told the Canberra Times, "We produced the movie over 12 weeks with 25 animators and maybe 20 working on sound design and music. What we've been offering students is a unique opportunity to gain a qualification and be an award-winning film-maker."

The success of "Fault" comes on the heels of "The Story of Ned", another AIE animated short film which made it to the finals of Sony Tropfest last year. AIE's 2008 Advanced Diploma of Screen class has already begun imagining the



possibilities of this years Tropfest signature item "Spring".

Top - Crowds gather at Stage 88
Below - Staff and Students get ready for the big night

BigWorld & ScreenACT Scholarships Awarded

We're proud to announce the awarding of five Games Programming Scholarships to AIE students.



ScreenACT - Certificate IV in Information Technology students *Raffaele Mallamace* and *Robert Withers* were the winners of this years ScreenACT Games Programming Scholarships.



BigWorld - *Mathew Bell*, *Adrian Webb* and *Jarod McInness* were awarded BigWorld Games Programming Scholarships to study the Advanced Diploma of Professional Game Development.

Congratulations to all the winners and a big thanks to [ScreenACT](#) and [BigWorld](#) for their continuing support of the Games Industry in Australia.

Funding available towards Game Development studies



The Certificate III in IT (Game Development) is designed to introduce students to the many career opportunities available for programmers in games, interactivity and creative industries. Modules of study introduce students to games design, programming and development. This course of study gives participants an understanding of skills and techniques necessary to create fun, innovative games.

Due to the ACT Government funding, the course cost to eligible students is \$350. If you are not sure if your are eligible or would like to find out more, please call us on (02) 6162 5131 or email enquiries@aie.act.edu.au

In other news...

Congratulations to 2k Australia, always a great supporter of AIE, for their victories at this years eighth annual Game Developers Choice Awards in San Francisco. A significant number of AIE graduates are employed at 2K Australia and AIE students were involved in beta-testing the game. 2k's creation, Bioshock, won top honours for story writing, visual arts, and audio. Well done, 2k!

Student T-shirts based on the designs of graduate Simon Cottee became available. If anyone would like one of these funky shirts, please get in touch with our front office.

In the next newsletter we'll have information about our popular Holiday Course Program, as well some new short courses on offer from AIE.

If you have any questions about the AIE or anything in this newsletter, please feel free to get in touch with Myles Peterson on ph (02) 6162 5131 or neilb@aie.edu.au



AUSTRALIAN TRAINING AWARDS

AWARD WINNER 2007

SMALL TRAINING PROVIDER OF THE YEAR

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