



# Academy of Interactive Entertainment

Newsletter - Issue 5 - April 2008

## In This Issue

Introduction

Architectural Visualisation Online

Games Industry Invades - AIE Canberra

Alumni Renunion - AIE Melbourne

Dream & Achieve Dinner

Game Girls

## Introduction

As you can see from the huge size of this month's newsletter, it's been very busy at AIE.

First semester is drawing to a close and both campuses are engaged in a host of activities including industry visits, reunions, foreign delegations and dinners.

On a more sombre note, we'd like to say a sad but fond farewell to Matt Curtis, Head of School, Melbourne who leaves us this week. We'll miss him and wish him the best of luck.

Cheers,  
Myles Peterson



## Architectural Visualisation Online

AIE is pleased to be able to offer a new online Architectural Visualisation course that will be available from May.

This course has been developed in conjunction with experienced architectural visualisation professionals and delivers the practical skills necessary to create 3D visualisations from initial plans through to final fly throughs, emphasising industry production techniques.



Its flexible delivery allows you to enrol in the entire course, leading to a Certificate III in Screen, or just complete the modules that suit your needs.

For further information, contact our Melbourne campus on (03) 9820 8201, email [giseller@aie.vic.edu.au](mailto:giseller@aie.vic.edu.au) or [click here](#)

## Games Industry invades - AIE Canberra

AIE's Advanced Diploma of Professional Game Development students benefited again this week from a round of visits from gaming and simulation industry professionals.

Microforte's Dan Giddings gave a fascinating talk on multi-threading, giving students the opportunity to learn more about how various game elements communicate.

Brendan Kirk from Microforte and Jarod Woods from 2k Australia spoke at length about game design and independent game development. Brendan and Jarod then critiqued the students own game development projects and were given access to AIE's Elearn system so they could continue to monitor these projects and provide students with their invaluable feedback.



Darren Lloyd from Simurban spoke about employment opportunities in the emergent simulation industry. Simulations are quickly becoming an integral part of the military, medical, education, architectural and town planning sectors and Darren's talk left the students with little doubt that animation is not just for movies and games.



All this weeks speakers were graduates of AIE, highlighting the vibrant relationship between the college and the industry it has helped to create. A big thanks to Dan, Brendan, Jarod and Darren for helping to educate and excite the next generation of movie, game and simulation makers.

### Upcoming Alumni Reunion in Melbourne

#### Calling all AIE Alumni based in Melbourne!



Coming up on Tuesday April 22 at Blue Velvet bar in Collingwood is the chance to catch up with friends and staff for a great night out.

If you, or someone you know, has graduated from AIE Melbourne or Canberra and would like further information please phone us on (03) 9820 8201 or email [giseller@aie.vic.edu.au](mailto:giseller@aie.vic.edu.au)

### Dream & Achieve Dinner

AIE staff travelled to Batemans Bay to attend the annual Dream & Achieve Dinner. The dinner gave previous and current scholarship holders a chance to show off their talents. Amongst the divergent skills on display were surfers, tennis players, cabaret singers and, of course, animators and game makers.

AIE offers 2 scholarships annually to students from the South Coast and James Canty and Erin Henry, current scholarship holders, impressed the crowd of supporters with entertaining speeches and samples of their work at AIE.



### Women in Games - Game Girls converge on ACMI & Networking Evening

Tuesday 18th March saw the inaugural **Game Girls day at the ACMI** in Melbourne. Eve Penford-Dennis, senior art tutor at Melbourne AIE and coordinator for Women in Games, organised the event in conjunction with ACMI as part of the Game On exhibition.

Over 100 people attended the event, the majority of which were women aged 16-20 years old. Throughout the day, senior female game developers from across Australia delivered talks on all aspects of the game industry, from the roles available to the psychology of game design and the differences in how males and females approach games and game development. After the success of this event, plans are being made to host another in 2010.



AIE Canberra is hosting a **networking evening for Women in Games** on Thursday, 1 May 2008 from 6pm - 8pm. There will be a number of speakers including our very own Lea Bartlett, along with industry speakers from 2K Australia as well as Sony Scholarship winner Marie Walden. It's sure to be a great evening: for more information and to register follow this link [http://aie.edu.au/news/080407\\_news.php](http://aie.edu.au/news/080407_news.php)

### A Fond Farewell to Matt Curtis



All AIE staff join together to wish AIE Head of School Matt Curtis well as he leaves us to take up a position back in a production role.

Matt is one of the founders of AIE Melbourne coming to the campus after a successful career in game development. He initially worked as Senior Programming Teacher under David Giles before taking up the Head of School role eighteen months ago.

Matt said " I've been involved with the AIE Melbourne campus from the start and I'm very proud of the things I've been able to do here but reluctantly I've decided it's time for me to move on". "The AIE rightfully has an unmatched reputation as the best training provider for the games industry", Matt added, "I consider myself very fortunate to have been part of that. I will continue to be involved with the AIE as an advisor and friend and I am sure it will continue to raise the bar and lead the way".

AIE CEO Ian Gibson said "Matt has been absolutely instrumental in continuing to establish AIE Melbourne as the Centre of Excellence for the games industry in Victoria. The great industry relationships and fantastic employment rates are a testament to his popularity and expertise".

Matt will continue to be associated with AIE as a member of its Advisory Board.

AIE hopes to make an announcement about its new Melbourne campus Head of School within the next few weeks.

### In other news...

#### The Age VCE Careers Expo 11-13 April

AIE will be at The Age VCE Careers Expo to be held at **Caulfield Racecourse this weekend**. Come down and have a chat about your course and career options with us at stand 74. The expo will be open between 10am and 5pm on Friday 11, Saturday 12 and Sunday 13 April.

#### Saudi Arabia Visit - Canberra

A delegation from the Kingdom of Saudi Arabia visited AIE's Canberra campus on a fact finding mission, looking into the operations of successful Australian educators. The delegation was treated to a range of displays and talks. Art Teacher, Tom Magill's green screen compositing proved a bit hit with the delegation.



#### AIE China

AIE's China representative, Nia Zou, travelled to Australia to experience first hand the operations of our Melbourne and Canberra campuses. Nia's fact finding mission gave her valuable insight, not only into AIE, but Australia, its people and culture.

These insights should help Nia to help those students from China interested in studying at Australia's best 3D animation and games programming college.

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