



Academy of Interactive Entertainment

Newsletter - Issue 10 - September 2008

In This Issue

AIE's coming to Sydney!
 AIE 10th Anniversary Celebrations
 Canberra Holiday Short Courses
 Melbourne Internship News
 Paul's Good Game Interview
 Upcoming Events

AIE Web Links

[Adv Diploma of Professional Game Development \(Game Art\)](#)

[Adv Diploma of Professional Game Dev \(Software Dev\)](#)

[Adv Diploma of Screen](#)

[Online Courses](#)

[Part-time Courses](#)

[How to Apply](#)

[FAQ](#)

melbourne@aie.edu.au
canberra@aie.edu.au
sydney@aie.edu.au

2009 Applications Open!

Applications for 2009 courses at our Sydney, Melbourne and Canberra campuses are now open.

Application forms can be downloaded from the [courses page](#) on our website. Just select the course that you want to apply for and click on the link at the bottom of the page.

Be sure to get your applications for 2009 courses in soon as you don't want to miss out on a spot in the

Introduction

Hi Neil

It's been a busy month for both campuses with plans for the opening of the new Sydney campus well under way, applications for 2009 courses opening, Certificate III in Visual Effects course in Canberra and Certificate III in Screen course in Melbourne commencing, and celebrations for AIE's 10th Anniversary of incorporation.

Coming up soon we have the opening of the brand new Sydney campus. Upcoming events in October and November include an Open Day for the public and a 'Career in Games' evening for Sydney teachers and career advisors.

The holidays are fast approaching and back by popular demand are our short courses for kids running at the Canberra campus. These have been filling up quickly and there are limited positions left in each course.

Cheers

Jill
jillg@aie.edu.au

AIE's coming to Sydney!

We are excited to announce that [AIE is opening in Sydney](#) in November!

The new campus has a spectacular location at Wentworth Park Sporting Complex in Ultimo. The school will be co-sited with veteran Australian game development studio Micro Forte and BigWorld, leaders of Massively Multiplayer Online Game Middleware.



Sydney will hold its first open day on Saturday 15th November. The campus will be open to the public to view a showcase of raw imaginative student work, talk directly to teachers and see state of the art facilities. Careers in Games evening will also be held on Tuesday 21st October for Sydney teachers and career advisors to find out about AIE's industry focused courses.

For further information please contact [AIE Sydney](#)



class!



AIE's 10th Anniversary Celebration

There was a great turn out to AIE's 10th Anniversary Celebration at the end of last month. The event was held in the evening at the scenic Regatta Point, allowing people to take in the Canberra views.

Guests included Mick Gentleman, MLA; Senator Gary Humphries; Zed Seselja, Leader of the Opposition Party and Dr Colin Adrian, CEO of The Canberra Institute of Technology.



Numerous awards were presented including an award on behalf of the Chief Minister in recognition of the highly successful 10 year AIE - CIT partnership and a certificate of appreciation from the Game Developers Association (GDAA) in recognition of AIE's outstanding contribution to the Australian Games Industry.



It was a great evening had by all and a fantastic opportunity to catch up with some old faces. We would like to thank everybody who helped make it such a successful event!

Canberra Holiday Short Courses



It's that time of year again when AIE Canberra opens it's doors to the younger gaming and animation generation!

We'll be offering a range of courses for ages 7-9 years, 10-14 years and 15-18 years.

There are courses on 3D Animation, Game Development, Character Design, Animation Movies and Level Design.

To find out more about short course dates, prices and course descriptions go to [October holiday short courses](#). Bookings can be made by phoning (02) 6162 5131.

Melbourne Internship News

Congratulations to the following second year students, who have been selected for internships. We look forward to letting you know about other job placements throughout the rest of the year:

Tantalus

Anthony De Rochefort
Shawn Heath
Wendy Langer
Josh Jenkins
Dom McDonnell

Infinite Interactive

Mal Settle

Transmission Games

Tom Burrige

Michael Cooper

Richard Kitevski

Warawut Topongkasem

Good Game's Latest Star



Melbourne Senior Programming teacher, Paul Callaghan, recently appeared on ABC2's Good Game talking about 'The Need to Play'. For those of you who missed it on September 1st, it's available [here](#).

Paul has also previously appeared on the show talking about [gamer addiction](#).

Upcoming Events:

Sydney

- Atomic Live 2008 - Saturday 18th October
- Careers in Games evening -Tuesday 21st October
- Open Day - Saturday 15th November

Melbourne

- IMVC Industry Day for Year 10 & 11 - Tuesday 23 Septmber
- IMVC Industry Day for Year 12 - Wednesday 24 September
- Go Girl Go, Go for IT Expo - 28 & 29 October

Canberra

- LAN 26th September
- ACEC Workshops Monday 29th September
- ACEC Conference Tuesday 30th September - 2nd October
- Certificate II Production Week - Week starting Monday 29th September
- Holiday short courses - 2 weeks of courses over October holidays
- Women In Games BBQ & Gaming Day - Saturday 25th October
- Games Trivia Night - Thursday Evening 23rd October @ Holy Grail

AUSTRALIAN TRAINING
AWARDS
AWARD WINNER 2007
SMALL TRAINING PROVIDER OF THE YEAR

Join Our Mailing List!

[Forward email](#)

✉ **SafeUnsubscribe®**

This email was sent to neilb@aie.edu.au by jillg@aie.edu.au.

[Update Profile/Email Address](#) | Instant removal with [SafeUnsubscribe™](#) | [Privacy Policy](#).

Email Marketing by



Academy of Interactive Entertainment | Block E, Canberra Technology Park | Phillip Ave | Watson | ACT | 2602 | Australia