

Academy of Interactive Entertainment

Newsletter - Issue 13 - December 2008

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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 class!

Season's Greetings!

Hi Giselle,

Well it's the end of a busy year and we are all getting ready for the festive season here at AIE!

Our graduation ceremonies were held last week at both the Canberra & Melbourne campuses and we farewelled our second year Advanced Diploma students.

Both Canberra & Melbourne also held Graduate Showcases earlier in December. Industry representatives were invited to the showcases and were impressed with the upcoming graduate work.

Applications for 2009 courses continue to come in, and applicants for the Canberra & Sydney campuses are eager to find out who will win the two scholarships on offer.

Once again we have our Canberra short courses running in the January holidays - the new Sydney campus will also be running short courses throughout the January break.

From everyone at AIE we all wish you a very Merry Christmas and Happy New Year. We hope you enjoy the holiday break and we look forward to seeing you next year!

Cheers,

Jill Gray
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AIE Canberra Graduation

This year's Canberra graduation ceremony was extremely successful with over 60 students stepping up to receive their Advanced Diploma awards. Amongst the invited guests was Senator Gary Humphries MLA who presented the Veterans Award, Peter De Deckker the CIT Director for Creative Industries who presented the Advanced Diploma of Screen Awards and Vicki De Margheriti Executive Director of AIE who presented the Advanced Diploma of Professional Game Development Awards.

Following the ceremony students had a great time, showing off their work to industry reps. and letting their hair down with drinks and nibbles. Congratulations to all the 2008 graduates! We wish you all the best with your future ventures."



Above: The Advanced Diploma of Professional Game Development class of 2008.

Melbourne Graduation



Congratulations to the Melbourne 2008 Graduates. Graduation was held last Wednesday at ACMI in Federation Square. After drinks and nibbles the Class of 2008 and their families and friends had the opportunity to once more view the excellent work they had created over the course of their studies. The keynote speaker was Mike McNabb from the GDAA and between that and the closing words from AIE's CEO, Ian Gibson, were treated to some amusing and inspiring anecdotes to head into their careers with.

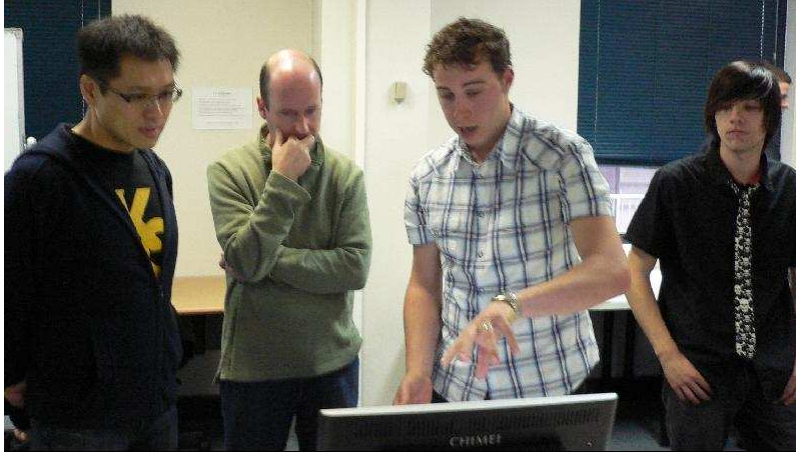
Sony Foundation Scholarship winners Announced

Congratulations to the four Sony Foundation Scholarships finalists in Melbourne and Canberra! The work submitted in Canberra this year was of outstanding quality. A big special congrats goes to Isaac Johnson, featured far left, the Canberra Sony Foundation winner.



In Melbourne the finalists were Bayu Dirgantono, James Hion, Obe Bradford and Joshua Semple. The winner of the 2008/09 Scholarship for Melbourne was announced as part of the graduation celebration on Wednesday - Congratulations and well done to all finalists, particularly Will Wilson who was awarded the 08/09 Scholarship.

Review - Industry Day at Melbourne



Last Tuesday saw representatives from Tantalus Media, EA Games, Blue Tongue Studios, Firemint, Disney, Advanced 3D, Figurehead Studios and Fraction Studios head to the Melbourne Campus to check out the latest graduates and their work. The general concensus was that the quality of student work is improving each year and, with three games developed by the game students this year, there was plenty to look at. Other studios, such as Big Ant, Infinite Interactive and Transmission, which could not make it on the day joined us later in the evening at Loop to meet, mingle and view both the Screen students' works and Toy Box Racer, Chameleon Circuit and Shadow - the three games.

Farewell but not Good-bye

AIE Melbourne would like to take this opportunity to farewell Paul Callaghan and wish him all the best in his future endeavours. Paul has finished at AIE as, in his words "the siren call of development has become too seductive to ignore."

We would all like to thank Paul for his past two years as Melbourne's Senior Programming teacher. Although he will be missed, we will certainly remain in contact with Paul's pursuits in bringing his love of games to the wider community.



Scholarships for 2009 - Sydney & Canberra

Both the Canberra and Sydney campuses are offering 2 scholarships valued at \$3,150 each at the beginning of 2009. There is a Women In Games Scholarship as well as a First Year Student Scholarship. The winners of these scholarships will be annouced later this week.

BigWorld have also announced they will be offering another games scholarship in 2009 at the value of \$9000. The winners will be selected at the start of February next year and the scholarship will subsidise the winners' tuition for the Advanced Diploma of Professional Game Development at AIE.



Review - Loop Screening of Melbourne Student Work



Last Tuesday night had current and graduating and former students, friends and families, along with a few games studios, converge on Loop in Myers Pl. for a viewing of student works. It was a great night to celebrate and revel in the achievements of the year's work. With over 80 people in attendance Loop was full and fun. Special thanks to Paul, Shawn and Jonathan for putting together showreels of student works for the evening. Even the staff at Loop commented on the number of people there for a relatively small training organization as well as the fantastic quality of works exhibited.

AIE Melbourne Goes KORG



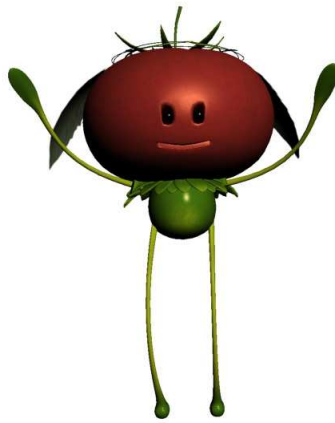
Recently Melbourne AIE students were given the opportunity to play with one of Nintendo's latest releases, KORG. This is a musical application which turns the Nintendo DS into a sequencer and synthesiser.

The end result was a CD which was distributed to media by Nintendo. The CD showcases both the software and the students' abilities.

As recognition for the work done, all students who submitted work for consideration will be receiving a Nintendo DS pack, including a Nintendo DS and several games.

We hope to continue to foster our relationship with Nintendo and they have expressed an interest in working with AIE in the future.

Short Courses in the January Holidays - Canberra & Sydney



We're looking forward to running our much loved kids short courses again in the January 2009 holidays at both the Canberra & Sydney campuses.

Details about the courses can be found on our website at [Short courses](#)

We have a selection of short courses to do throughout January including courses in Game Design, 3D Animation, Special FX & Short Movies. These course are for ages 7-9 yrs, 10-14 yrs & 15-18 yrs.

For more information or to make a booking please contact (02) 6162 5131.

AIE Maya Course through Melbourne's CAE



AIE Melbourne, in association with CAE, is offering a short course in January "Discover Maya - The Next-Gen in Games Development" to be run January 20 - 22 at our Melbourne campus, this short courses offers you the chance to take your love of computer games and interest in 3D animation to the next level. Further information is available [Click here](#) for further information.

2009 Course Applications



Just a quick reminder to anyone thinking of applying for a course at AIE in 2009 - **applications are still open!**

We have been very busy over the last few weeks processing all the 2009 applications and interviewing future students for our Sydney, Melbourne and Canberra campuses.

To find out about courses that will be running next year have a look at the [courses](#) section of our website.



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