

Academy of Interactive Entertainment

Newsletter - Issue 18 - May 2009

In This Issue

Mid Year Courses

GameFace Competition

Open Days & Info Evenings

July School Holiday Programs

Industry Talks @ AIE

AIE on Twitter

Ballarat GiG Expo

AIE Web Links

[On-Campus Courses](#)

[Online Courses](#)

[How to Apply](#)

melbourne@aie.edu.au

canberra@aie.edu.au

sydney@aie.edu.au

Introduction

Hi Giselle,

It's been a busy month at all AIE campuses as we rug up for the chilly season and approach the half way mark of the year. We've met a lot of new faces throughout May at all the careers expos we've attended in Sydney, the Central West NSW Region and Ballarat.

Applications for the mid year Advanced Diploma courses are currently open and interviews are underway. If you're considering applying for the mid year intake make sure you get your application in soon!

For all you gamers with great game ideas check out our 'GameFace' competition running throughout June - there are heaps of cool prizes up for grabs and while your at it, you can now follow each campus on Twitter.

Upcoming June events include Mid Year information evenings and open days at all AIE campuses. We hope to see you there!

Cheers Jill

jillg@aie.edu.au

Apply Now for Mid Year Courses starting July

Applications are now open and interviews have started at all three campuses for the mid-year intakes for:

[Advanced Diploma of Professional Game Development \(Art\) - first year](#)

[Advanced Diploma of Professional Game Development \(Software Development\) - first year](#)

[Advanced Diploma of Screen and Media - first year](#)

These [VET FEE-HELP](#) approved courses run an accelerated first year enabling students to commence their second, and final year in February 2010, so if you're thinking about applying now's the time as courses are filling.

A new round of evening courses also start in July. These short courses are a great way to explore the possibilities that a career in 3D and interactive entertainment can offer.

To talk to us about the best training option to suit your needs and schedule [contact your nearest campus](#).



'GameFace' Video Game Design Competition

Get your thinking caps on and video cameras out to show us what you think the next big thing in games should be!

AIE is running GameFace throughout June with thousands of dollars worth of prizes to be won, including on campus and online courses, Atari Prize packs and more...All you have to do is video your pitch for your game design idea in less that three minutes.



Categories include: Open Slather, Under 18 (where you can work in groups and win more prizes) and AIE Students and Alumni

You will also be able to vote for your favourite entry and have your opinion on the forums.

Entries open this Friday, 6 June and close at 5pm AEST on Monday 13 July. Further info is available from the [GameFace page](#) of our website.

AIE Information Evening & Open Day

AIE will be holding information evenings and open days throughout June for people interested in finding out more about the mid year intake into our Advanced Diploma courses.

This is your opportunity to come and discover why we are the experts in games programming, 3D, and Special FX education.



With VET FEE-HELP approved and courses commencing in July, now is the time to visit AIE and discover how you can fast track your career with our 18 month pathway Advanced Diploma courses.

- **Melbourne Information Evening: Monday 15th June 5pm - 6:30pm**
- **Sydney Open Day: Saturday 20th June 10am - 4pm**
- **Canberra Information Evening Wednesday 17th June 4:30pm - 7pm**

July School Holiday Courses @ AIE



The Winter school break will see holiday programs at **all AIE campuses**.

These are a great chance to find out more about games creation and animation in a fun, friendly atmosphere.

Whilst schedules are still being finalised for all three campuses, further information is available from the links on our [short courses page](#) or contact your nearest [campus](#).

Popular AIE holiday courses include:

- 2D Game Arcade using Gamemaker
 - Visual FX for Film
 - Digital Cartoon Character
 - Deep Space 3D
- Trackmania: Game Vehicle and Level Design

Industry Talks at AIE Campuses

At the time of writing, we are looking forward to hearing from Craig Duturbure - Big Ant's Game Designer when he speaks to the Melbourne students later today. Earlier in the month Colin South, a producer at Animation Works, also spoke to the students. Amongst other things, Colin impressed upon the students the importance of keeping up with traditional art skills throughout 3D artist careers.

Canberra hosted talks by Andrew Smith, director of Prophecy Games, Andrew Heath from Simmersion and Brendan Kirk, Lead Designer at Microforte. Monika Pender the new manager of Screen ACT also dropped in to look around the facility and research what the interactive and digital industries had to offer.

Sydney campus hosted talks by Anella Petrie, Environment Artist at Team Bondi who gave a lecture on UVW Mapping and character texturing. Colin Ware, whose recent projects include Wolverine, is coming in next week to dazzle the students with his amazing Zbrush skills. We would also like to welcome back students Ben Drury and Simon Dobie who have just spent a fantastic 7 weeks working with Team Bondi on their eagerly anticipated L.A Noire.



Above: Anella Petrie from Team Bondi presenting to First Year Sydney Animation students.

We've gone all twittery

twitter

Want to know what your local campus is up to? You can follow [Melbourne](#) (AIEMelb), [Sydney](#) (aiesydney) or [Canberra](#) (aiecan). Get the skinny on what's going on day to day about the campuses and share your tweets with us!

Ballarat GiG expo



When the weather cools it's time to head to Ballarat for the annual Get Into Games (GiG) expo. AIE was represented by Melbourne campus' fearless leader, Bruce Jenkins who braved the cold to spread to good word about games careers to regional Victorian students. Pictured here (left to right) are Peter Forbes from the Ballarat City Council, Allan Gibb from Multimedia Victoria, Bruce and Bryn Williams from Skills Victoria

AUSTRALIAN TRAINING
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