



## Academy of Interactive Entertainment

Newsletter Issue 23: November 2009

# APPLY NOW FOR 2010

Advanced Diploma of Screen and Media (3D animation & Visual FX)  
Advanced Diploma of Professional Game Development (Art Major)  
Advanced Diploma of Professional Game Development (Software Development Major)



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### AIE Web Links

[On-Campus Courses](#)

[Online Courses](#)

[How to Apply](#)

[melbourne@aie.edu.au](mailto:melbourne@aie.edu.au)

[canberra@aie.edu.au](mailto:canberra@aie.edu.au)

[sydney@aie.edu.au](mailto:sydney@aie.edu.au)

[Twitter - Melbourne](#)

[Twitter - Canberra](#)

[Twitter - Sydney](#)

[AIE Youtube Channel](#)

Hi Neil,

2009 is winding up but we've managed to fit in some exciting events through to December. Heaps of great information nights and social events are coming up so be sure to check them out!

The final year games and film projects are coming together nicely and we hope you all manage to see some of the stunning work our students have done in 2009 at one of our student showcases or Games Connect Asia Pacific (GCAP) independent game competition.

Interviews have started across all three campuses and we are currently accepting applications for all Advanced Diploma courses. There are information sessions in November available in Melbourne, Canberra and Sydney about 2010 applications so if you still have questions be sure to come along and ask.

To start your pathway to a career in games programming, 3D animation or Visual FX all you need to do is fill out an [application form](#) and send it in to us.

For further details contact your closest [AIE campus](#).

Dont forget you can keep in touch with AIE through our twitter and youtube pages. Check out the links section to the left.

### AIE Sydney Now Accepting International Students



AIE Sydney has been formally approved to deliver full time courses in Games Programming, 3D animation and Visual FX at the new Sydney Campus.

[Click here](#) to read more of this article. Applications are now open for international

students wanting to studying in 2010. For more information contact the [Sydney campus](#) or phone (02) 8514 8800.

## Upcoming Events at a Glance!

### @Canberra

1 November - AIE/CIT Information Night 5.30pm-6.30pm  
 11 November - Open Night 4pm - 7pm  
 26 November - AIE/CIT Information Night 5.30pm - 6.30pm  
 1 December - Graduation and student showcase

### @Melbourne

17 November - Information evening 5.30pm - 7pm  
 26 November - Information evening 5.30pm - 7pm  
 9 December - [Public screening of student showcase @Loop](#), 23 Meyers Place, 7.30pm onwards

### @Sydney

12 November - [Video Games Trivia](#) 7pm @The AB Hotel, 225 Glebe Point Rd, Glebe  
 14 November - Open Day 10am - 4pm  
 19 November - [Girls Getting into Games](#), 6pm (Bookings essential)  
 10 December - Student Showcase 7pm - 9pm  
 15 December - [Industry Experience Day](#) 10am - 4pm (Bookings essential)



For further information check out the articles below or contact your nearest campus!

## eGames and iDEF this weekend in Melbourne

What better way to spend the Halloween weekend than at iDEF? The [International Digital Entertainment Festival](#) (iDEF) is heading back to Melbourne in 2009 playing host to a series of events and activities supporting and promoting the exciting and innovative digital world. The festival will include the eGames Expo, Digital Lifestyle Show and Develop ICT Skills and Careers Expo providing access to three expos for a single ticket purchase.



AIE is pleased to be involved once again and we hope to see you there! Drop by, say G'day and check out this year's games projects

**When: Friday 30 October - Sunday 1 November**

**Where: Royal Exhibition Building, Carlton**

## Open Days & Information Evenings in November

Come along to an AIE campus in November to find out about creative careers in Games Programming, 3D Animation and Visual FX! As applications are now open for Advanced Diploma courses starting in February 2010, now is the time to find out how you can get started.

### Upcoming Event Dates:

AIE Canberra - Wednesday 11th November: 4pm - 7pm  
 AIE Sydney - Saturday 14th November: 10am - 4pm  
 AIE Melbourne - Tuesday 17th November: 5:30pm - 7:00pm  
 Thursday 26th November: 5:30pm - 7:00pm



AIE/CIT Joint Information Nights  
 Reid CIT -Thursday 26th Nov: 5:30 - 6:30  
 AIE Canberra -Tuesday 1st Dec: 5:30 - 6:30

Click here to read more of this article and for more information please [contact your closest AIE campus](#).

### Video Games Trivia Night - AIE Sydney



Test out your games knowledge at the first ever AIE Sydney Video Games Trivia Night. Join us for a night of trivia, beer and prizes!

Date: Thursday 12th November 2009  
 Time: 7pm start  
 Place: The AB Hotel, 225 Glebe Point Rd, Glebe  
 Cost: Free!

This is an 18+ event. [Click here](#) to read more of this article or contact the [Sydney campus](#) on (02) 8514 8800 for more details.

### End of Year Celebrations 2009

Plans for celebrating graduation and taking time out to admire the students' creations this year the following events are taking place:

#### Melbourne

Loop - Wednesday 9 December 7.30pm  
 23 Meyers Pl, Melbourne  
 It's a [facebook event](#) too!

Industry Day - Friday 11 December

#### Sydney

Sydney First Year Student Showcase  
 Thursday 10th December - 7pm till 9pm

#### Canberra

Canberra Graduation and showcase:  
 Tuesday 1st December (contact campus for times on 02 61625131)



### AIE Grad wins IGF China



AIE wishes to congratulate graduate Jarrad Woods on his game "[Captain Forever](#)" winning the recent [GDC China Independent Games Festival](#). Jarrad recently left 2K studios to pursue work on his own independent titles and is doing a smashing job of it. Check out his website [www.farbs.org](http://www.farbs.org) for some great games.

### Women in Games Event - AIE Sydney

**Attention girls in years 10, 11 and 12!**

AIE Sydney will be hosting its second Women In Games event in November. This event is aimed at informing high school girls about the many career prospects available to them in the games industry.

Date: Thursday 19th November 2009



Time: 6pm till 8pm

Place: AIE Sydney Campus

Cost: Free event, however booking essential. For more information contact the [Sydney campus](#) on (02) 8514 8800

[Click here](#) to read more of this article.

### Melbourne students get inside the Big Ant



**BIGANT**  
STUDIOS

Final year students from Melbourne campus were given a great opportunity by [Big Ant Studios](#), one of the largest game developers in Australia, to learn more about how a top Australian games development studio is run.

Big Ant's CEO Ross Symons and Art Director, Adam Briggs were both on hand to answer questions and talk to the students about the current projects and development process at the company.

[Click here](#) to read more of this article

### Student games appraised by industry

On Wednesday 21st of October AIE Canberra second year games students had their game projects appraised and played by 15 industry experts from 2K Australia, Micro Forte, Prophecy Games and Simmersion.

The day was a great success with all students gaining valuable connections and feedback.

All games will be entered into the Independent Game Competition at GCAP and into IGF.

### AIE continues ties with Games Connect: Asia Pacific (GCAP)



AIE is proud to announce it is co-sponsoring the skills forum at GCAP, which is being held at the Crown Promenade in Melbourne December 5-8.

We are pleased to continue our long association with the [Games Developers' Association of Australia](#) (GDAA) and further the levels of understanding about game development and the career paths it offers.

Further information about GCAP is available from [the GCAP website](#) and will be published in next month's newsletter.



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