



Academy of Interactive Entertainment

Newsletter Issue 24: December 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](#)

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melbourne@aie.edu.au

canberra@aie.edu.au

[Twitter - Sydney](#)

[Twitter - Melbourne](#)

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[AIE Youtube Channel](#)

Hi Neil,

Seasons greetings! We are all looking forward to the festive break, however before we head off to our Christmas parties we have some major celebrations to attend to at AIE... our 2009 Graduation Ceremonies and Student Showcase events!

We are also pleased to announce that we have a brand new course coming to AIE in 2010. You can read on to find out further details about the new [Bachelor of Games and Virtual Worlds](#).

Applications for 2010 courses are closing soon so if you are thinking of applying it's best to send your application form in soon or contact your closest campus.

This issue we have a surprise for all of you movie fans out there, make sure you get you entry in to win a pass to the new 3D animation movie 9.

We'll also be attending the Games Developers' Association of Australia Conference down in Melbourne in December. If you're coming to GCAP feel free to drop by our exhibitor booth and say G'day!

Cheers,

Jill Gray
jillg@aie.edu.au

Upcoming Events at a Glance!

Canberra

26 November -

AIE/CIT Degree Info Night 6pm CIT Reid - Room J29, Block J

1 December -

AIE/CIT Degree Info Night 6pm AIE Canberra

3 December - Canberra Graduation and Showcase

Melbourne

26 November - Information evening 5.30pm - 7pm



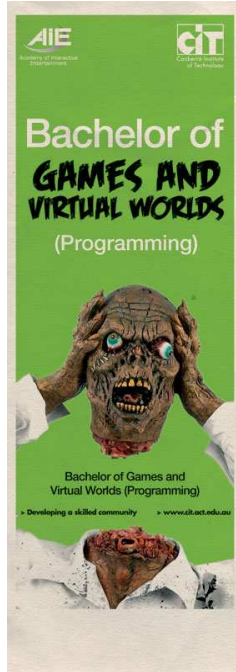
9 December - [Public screening of student showcase @Loop](#), 23 Meyers Place, 7.30pm onwards

Sydney

10 December - Student Showcase 7pm - 9pm

For further information contact your [nearest campus!](#)

AIE offers Programming Degree in Partnership with CIT



AIE and CIT are pleased to announce the Bachelor of Games and Virtual Worlds (Programming) being offered in partnership.

The BaG&VW(Programming) is a 3 year degree focused on producing graduates for the simulation, virtual worlds and games industries. IT students enrolling at our Canberra campus now have the option of enrolling in AIE's 2 year Advanced Diploma in Professional Games Development or the Bachelor programme in partnership with CIT.

For more information go to our news article on the website or one of the upcoming info sessions

[Information Session at CIT](#)

Date: Thursday 26th November

Time: 6pm

Venue: CIT Reid - Room J29, Block J

[Information Session at AIE](#)

Date: Tuesday 1st December

Time: 6pm

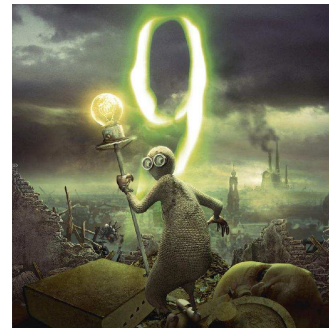
Venue: AIE - Canberra Technology Park Block E, 49 Phillip Ave Watson

Win Free Movie Tickets!

Thanks to our friends at Nixco we have 20 free double inseason passes to give away to the new 3D animation film, 9, which releases in cinemas on December 9 and is rated M.

To enter the competition all you have to do is [click here](#) and answer one simple question. The first 20 people to submit a correct answer will win, so what are you waiting for, hurry up and get your entry in!

[Click here](#) to watch the trailer for 9.



Pillager team reaches GCAP finals!



Congratulations to the Pillager game team from the Melbourne campus who are finalists at GCAP's Independent Game Awards! The winners of the competition, which has three categories - Best Gameplay, Best Graphics and Best Unsigned Game, will be announced at the GCAP annual awards dinner on Monday 7 December.

The team of students, will now have the opportunity to display their game, which is an 'oil painting come to life' and can be [viewed on youtube](#), to games experts from across the country.

[Twitter](#) will be the first with the news from the awards night, with full details in our next newsletter.

Read more about this article [here](#)

IGDA Reboots in Melbourne



The Melbourne IGDA (International Game Developers' Association) chapter rebooted on Tuesday 10 November and with around 150 people in attendance, the overall mood seemed positive and hopeful. This reformation has been spearheaded by AIE Melbourne's Senior Game Art Teacher, Mark Flanagan.

[The next event is a summer Picnic/BBQ in the park:](#)

Saturday 19 December

11am - 3pm

Edinburgh Gardens, North Fitzroy

This event is open to games students, indies and games professionals.

[IGDA Melbourne Website](#)

[IGDA Melbourne on Facebook](#)

[IGDA Melbourne on LinkedIn](#)

[IGDA on Twitter](#)

Read more about the IGDA reboot [here](#)

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

Graduation at acmi - Wednesday 9 December 2pm
 Loop Screening night - 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:
 Thursday 3rd December 3pm-5pm



Industry Update and Graduate Opportunities

There have been many guest speakers towards the end of the course. Some highlights over the past couple of weeks include:

- Firemint's Development Director, Kynan Woodman, and Technical Director, Patrick Broddesson, spoke to Melbourne students about some of the recent projects and upcoming employment opportunities.
- James Barnes, Senior 3D Artist at Catalyst Interactive (and AIE grad) showcased current 3D work in development to Canberra students as well as the career opportunities at the company in 3D animation and programming.
- Kevin Blom, Visual Effects Technical Director at Animal Logic (also an AIE grad) spoke to Sydney students about the massive project that Animal Logic is working on at the moment as well as the visual effects he worked on in films such as Knowing and Narnia.



In a sign of things to come, Micro Forte has visited the Canberra Campus and is now in the process of interviewing graduating AIE students for 6 positions!

A big contingent from all the campuses will be heading to the [Game Connect: Asia Pacific Conference](#) which commences in Melbourne on Sunday 6th December. Many of our teachers will be speaking including Mark Flanagan and Justin Sneddon. We'll also have an expo booth~hope to catch up with you there!

AIE Christmas Break

All three campuses in Sydney, Melbourne and Canberra will be closed over the Christmas break. The campuses will be closed from 19th December till the 3rd January 2010.

We'll be back on Monday 4th January so feel free to give us a call or drop by in January!



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