



Academy of Interactive Entertainment Newsletter Issue 25: Christmas 2009 & January 2010

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AIE Web Links

[On-Campus Courses](#)

[Online Courses](#)

[How to Apply](#)

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[Twitter - Sydney](#)

[Twitter - Melbourne](#)

[Twitter - Canberra](#)

[AIE Youtube Channel](#)

Hi Neil,

This is our last newsletter for 2009 and looking back, it certainly has been a busy and rewarding year.

We have just held our 2009 Graduation Ceremonies and Student Showcase events. It was a great opportunity to celebrate the student's achievements- as can be seen in the photos posted on our website.

Coming up in January are School holiday courses, Information Evenings and we're starting to take applications for part-time and evening classes in Game Programming and 3D Animation.

If you're considering full-time study with AIE in 2010 - don't leave it too late! We are still taking applications for the Advanced Diploma programs in 3D Animation as well as Game Programming, but places are limited. Get in touch with your closest AIE campus for further details.

Merry Christmas from everyone at AIE!

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 will be coming back fresh and recharged from Monday 4th January onwards. Feel free to give us a call to see what's happening and make a time to drop in.



AIE Student Game 'Pillager' wins at GCAP!



Congratulations to the Pillager game team from the Melbourne campus who won the Category of Best Graphics at the Game Connect: Asia Pacific Conference's Independent Game Awards!

The team of students displayed their game in the Expo area games experts from across the country during the conference

and has been described as an 'oil painting come to life'. A gameplay video can be [viewed on youtube](#).

Information Evening - Thursday 28th January

All AIE Campuses will be holding an Information Evening from 6pm to 8pm on Thursday 28th January 2010. This is a great opportunity to tour the Sydney, Canberra or Melbourne Campuses and talk to teachers about the courses on offer, such as the [new Bachelor of Games and Virtual Worlds \(Programming\)](#) being offered in partnership with CIT. This new degree will be available in the Canberra Campus from the start of 2010 and in the Sydney and Melbourne Campuses in the near future.



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

January Holiday Courses

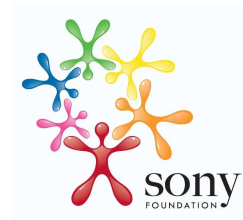
A range of holiday courses will be running at the Sydney and Canberra campuses during the January 2010 school holidays.

[Click here for details](#) about what's on when and where or to use the online booking form to reserve a spot for your child. If you have any questions about the holiday courses please contact your closest [AIE campus](#).



Sony Scholarship Finalists and Winners

This year each AIE campus had an impressive amount of applications for the Sony Foundation Australia Interactive Technology Scholarship. The finalists had their work judged by a panel of industry professionals who were all very pleased with the level of professionalism exhibited in this year's submissions.



Congratulations to the following winners: Charles Hoang from the Sydney campus, Erin Slater from the Canberra campus and Daniel Phippen from the Melbourne campus and congratulations to all the finalists!



Left: Neil Boyd, Sydney Head of School with the winner Charles Hoang and finalist Benjamin Retter.



Right: AIE's CEO Vicki De Margheriti with the Canberra winner Erin Slater.

End of Year Celebrations 2009 - Report

While each campus has been busy winding up for 2009, we've also had a lot of fun hosting our Graduation Ceremonies and Student Showcase events and saying goodbye to our 2009 graduates.

[Click here](#) to take a look at some photos taken from each campuses end of year celebrations.



Part-time & Evening Courses - Applications Now Open



All three campuses will be running the Introductory Certificate II courses towards the beginning of 2010. Applications are currently open so if you want to do the course [click here](#) to download and application form and send it in to us.

There are two courses to choose from, we have the [Certificate II in Creative Industries course](#) which is a beginners course in 3D Animation for Games and Film. We also have the [Certificate II in Information Technology](#) course which is a beginners course in Games Programming.

For further information on these courses or to find out course dates and time please contact your [closest campus](#).

IGDA Melbourne BBQ

The Melbourne IGDA Chapter, spearheaded by AIE Melbourne's Senior Game Art Teacher, Mark Flanagan, is holding a Summer Picnic/BBQ in the park on Saturday 19 December from 11am - 3pm in Edinburgh Gardens, North Fitzroy, Melbourne.



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

[IGDA Melbourne Website](#)

[IGDA Melbourne on Facebook](#)

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Banner for Australian Training Awards 2010. The background is dark blue with a pattern of small white dots. On the right, there is a 3D character from a game. The text 'APPLY NOW FOR 2010' is written in large, bold, yellow letters. Below it, the following text is listed: 'Advanced Diploma of Screen and Media (3D animation & Visual FX)', 'Advanced Diploma of Professional Game Development (Art Major)', and 'Advanced Diploma of Professional Game Development (Software Development Major)'.

AUSTRALIAN TRAINING AWARDS

AWARD WINNER 2007

SMALL TRAINING PROVIDER OF THE YEAR

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