

# Bachelor of Games and Interactive Design (307JA.1)

Please note these are the 2020 details for this course

## Domestic students

Selection rank	
Delivery mode	On campus
Location	South Bank, QLD
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Arts and Communications
UAC code	
English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).
<a href="#">View IELTS equivalences</a>	

## International students

Academic entry requirements	To study at UC, you'll need to meet our academic entry requirements and any admission requirements specific to your course. Please read your course admission requirements below. To find out whether you meet UC's academic entry requirements, visit our academic entry requirements page.
<a href="#">View UC's academic entry requirements</a>	

<b>Delivery mode</b>	On campus
<b>Location</b>	South Bank, QLD
<b>Duration</b>	3.0 years
<b>Faculty</b>	Faculty of Arts and Design
<b>Discipline</b>	School of Arts and Communications
<b>CRICOS code</b>	085980M
<b>English language requirements</b>	<p>An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).</p> <p><a href="#">View IELTS equivalences</a></p>

# About this course

**Bachelor of Games and Interactive Design** In this degree students will gain experience in the design and creation of games and interactive digital media. This will include the theoretical and practical skills and knowledge required to work in either a technical or creative role. Students will develop an understanding of the game design and production process from concept development and idea generation through to the production methodologies that are applied in today's leading game studios. Students will gain a thorough understanding of games and interactive design developing skills in areas such as game design, game art, and computer programming. This will include key concepts such as game mechanics, artificial intelligence, 3D graphics, animation and real-time technology. These areas of expertise will be enhanced by exposure to essential knowledge required to participate and engage with the games and interactive design industry. This will include areas such as teamwork, problem-solving strategies and contemporary production methodologies. Learning will be achieved through activities such as creating interactive works, engaging with the games industry and its members, reviewing both historical and contemporary creative work and literature. All students that complete the qualification will be given the opportunity to apply their skills and knowledge to the development of creative works. (You will make games!) The games and interactive design industry is growing rapidly in both local and international markets with revenue in the billions of dollars. Graduates may find employment in a variety of roles such as: -Games/interactive media designer -Games/interactive media programmer -Simulation developer/designer -Software Engineer -Animator/Character Animator -3D modeller/Environment Artist -Screen & Media Artist/Visual Effects Artist -Concept Artist -Game Artist -Game Reviewer -Multimedia designer -Game Tester -Studio Production Manager -App developer -Visual Communications designer

## Professional accreditation

None.

# Admission requirements

Admission to this course is based on an entrance rank. A rank can be achieved by the following means:

- Year 12 ATAR
- other Australian Qualification
- work experience
- overseas qualification

We also offer a number of entry initiatives that give you the opportunity to gain entry to the University via alternate pathway programs and admissions schemes.

More information is available on our Alternative Entry page: <http://www.canberra.edu.au/future-students/applications/apply-now/alternative-entry>

Notes:

Coomera campus - Admission only open to applicants articulating with a 1 year Diploma.

## Additional admission requirements

None.

## Assumed knowledge

None.

## Periods course is open for new admissions

This course is not open for new admissions.

## Credit arrangements

There are currently no formal credit transfer arrangements for entry to this course. Any previous study or work experience will only be considered as part of the application process in accordance with current [course rules and university policy](#).

# Course requirements

**Bachelor of Games and Interactive Design (307JA) | 72 credit points**

**Location - TAFE Queensland Brisbane - South Bank Campus**

[Expand All](#) | [Collapse All](#)

**Required - 60 credit points as follows**

**Major in Games and Interactive Design (MJ0258) | 18 credit points**

## **Required - Must pass 18 credit points as follows**

3D Character Animation (9744) | 3 credit points – Level 2

Advanced Games Programming (9746) | 3 credit points – Level 3

Advanced Real-Time Production (9747) | 3 credit points – Level 2

Experimental Game Design (9750) | 3 credit points – Level 3

History, Culture and Foundation of Games (9751) | 3 credit points – Level 1

Introduction to Computer Programming (9752) | 3 credit points – Level 1

## **Minor in Games and Interactive Design (MN0193) | 12 credit points**

### **Required - Must pass 12 credit points as follows**

3d Graphics (9745) | 3 credit points – Level 1

Animation Production and Practice (9748) | 3 credit points – Level 1

Introduction to Games Design (9753) | 3 credit points – Level 1

Introduction to Games Production (9754) | 3 credit points – Level 1

## **Required Units - Must pass 30 credit points as follows**

Creative Career (9700) | 3 credit points – Level 3

Creative Life (9701) | 3 credit points – Level 1

Creative Project 1 (9702) | 3 credit points – Level 2

Creative Project 2 (9703) | 3 credit points – Level 2

Creative Project 3 (9704) | 3 credit points – Level 3

Creative Project 4 (9705) | 3 credit points – Level 3

Introduction to Project Management (9706) | 3 credit points – Level 1

Marketing and Innovation (9707) | 3 credit points – Level 3

Drawing for Games (9749) | 3 credit points – Level 2

Virtual Environments (9755) | 3 credit points – Level 2

## **Open Electives - 12 credit points as follows**

- Unit Levels: In choosing electives students should note that not more than 30 credit points at Level 1 is permitted for the entire course, and that some units may have pre-requisites.

Note:

- Must pass 12 credit points from the other Creative Industry Courses (B Acting & Performance, B Applied Fashion, B Contemporary Music Practice, and B Visual Arts) as a minor or as individual units.

## **Location - TAFE Queensland Gold Coast - Coomera Campus Campus**

### **Required - 60 credit points as follows**

#### **Major in Games and Interactive Design (MJ0258) | 18 credit points**

##### **Required - Must pass 18 credit points as follows**

- 3D Character Animation (9744) | 3 credit points – Level 2
- Advanced Games Programming (9746) | 3 credit points – Level 3
- Advanced Real-Time Production (9747) | 3 credit points – Level 2
- Experimental Game Design (9750) | 3 credit points – Level 3
- History, Culture and Foundation of Games (9751) | 3 credit points – Level 1
- Introduction to Computer Programming (9752) | 3 credit points – Level 1

#### **Minor in Games and Interactive Design (MN0193) | 12 credit points**

##### **Required - Must pass 12 credit points as follows**

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- Animation Production and Practice (9748) | 3 credit points – Level 1
- Introduction to Games Design (9753) | 3 credit points – Level 1
- Introduction to Games Production (9754) | 3 credit points – Level 1

##### **Required Units - Must pass 30 credit points as follows**

- Creative Career (9700) | 3 credit points – Level 3
- Creative Life (9701) | 3 credit points – Level 1
- Creative Project 1 (9702) | 3 credit points – Level 2
- Creative Project 2 (9703) | 3 credit points – Level 2
- Creative Project 3 (9704) | 3 credit points – Level 3
- Creative Project 4 (9705) | 3 credit points – Level 3
- Introduction to Project Management (9706) | 3 credit points – Level 1
- Marketing and Innovation (9707) | 3 credit points – Level 3
- Drawing for Games (9749) | 3 credit points – Level 2
- Virtual Environments (9755) | 3 credit points – Level 2

### **Open Electives - 12 credit points as follows**

- Unit Levels: In choosing electives students should note that not more than 30 credit points at Level 1 is

permitted for the entire course, and that some units may have pre-requisites.

Note:

- Must pass 12 credit points from the other Creative Industry Courses (B Acting & Performance, B Applied Fashion, B Contemporary Music Practice, and B Visual Arts) as a minor or as individual units.

In addition to course requirements, in order to successfully complete your course you must meet the inherent requirements. Please refer to the [inherent requirements statement](#) applicable to your course

# Typical study pattern

## UC - TAFE Queensland, Coomera

### Standard Full Time, Semester 1 Commencing

#### Year 1

##### Semester 1

[Creative Life \(9701\)](#)

[Creative Project 1 \(9702\)](#)

[Drawing for Games \(9749\)](#)

[History, Culture and Foundation of Games \(9751\)](#)

##### Semester 2

[Advanced Real-Time Production \(9747\)](#)

[Creative Project 2 \(9703\)](#)

[Introduction to Games Production \(9754\)](#)

[Introduction to Project Management \(9706\)](#)

#### Year 2

##### Semester 1

[3D Character Animation \(9744\)](#)

[Advanced Games Programming \(9746\)](#)

[Creative Career \(9700\)](#)

[Creative Project 3 \(9704\)](#)

##### Semester 2

[Creative Project 4 \(9705\)](#)

[Experimental Game Design \(9750\)](#)

[Marketing and Innovation \(9707\)](#)

[Virtual Environments \(9755\)](#)

## UC - TAFE Queensland, South Bank

Standard Full Time, Semester 1 Commencing

### Year 1

#### Semester 1

[3d Graphics \(9745\)](#)

[Creative Life \(9701\)](#)

[History, Culture and Foundation of Games \(9751\)](#)

[Introduction to Games Design \(9753\)](#)

#### Semester 2

[Animation Production and Practice \(9748\)](#)

[Introduction to Computer Programming \(9752\)](#)

[Introduction to Games Production \(9754\)](#)

[Introduction to Project Management \(9706\)](#)

### Year 2

#### Semester 1

[3D Character Animation \(9744\)](#)

[Creative Project 1 \(9702\)](#)

[Drawing for Games \(9749\)](#)

Open Elective/Minor Unit

#### Semester 2

[Advanced Real-Time Production \(9747\)](#)

[Creative Project 2 \(9703\)](#)

[Virtual Environments \(9755\)](#)

Open Elective/Minor Unit

### Year 3

#### Semester 1

[Advanced Games Programming \(9746\)](#)

[Creative Career \(9700\)](#)

[Creative Project 3 \(9704\)](#)

Open Elective/Minor Unit

#### Semester 2

[Creative Project 4 \(9705\)](#)

[Experimental Game Design \(9750\)](#)

[Marketing and Innovation \(9707\)](#)

Open Elective/Minor Unit

# Course information

## Course duration

Standard six semesters full-time or equivalent. Maximum twenty semesters.

## Learning outcomes

Learning outcomes	Related graduate attributes
Integrate theoretical and technical knowledge in games and interactive design.	<p>Analysis and Inquiry - The ability to gather information, and to analyse and evaluate information and situations in a systematic, creative and insightful way.</p> <p>Professionalism &amp; Social Responsibility - The capacity and intention to use professional knowledge and skills ethically and responsibly, for the benefit of others and the environment</p>
Exercise judgment to resolve a range of routine problems in games and interactive design.	Problem Solving - The ability to apply problem-solving process in novel situations; to identify and analyse problems then formulate and implement solutions.
Critique issues and communicate outcomes to a range of audiences, both creative professionals and non-professionals	Communication - The ability to present knowledge, ideas and opinions effectively and communicate within and across professional and cultural boundaries.



	Analysis and Inquiry - The ability to gather information, and to analyse and evaluate information and situations in a systematic, creative and insightful way.
Critically apply theoretical and technical Knowledge in games and interactive design.	Analysis and Inquiry - The ability to gather information, and to analyse and evaluate information and situations in a systematic, creative and insightful way.
Evaluate and reflect on performance to identify and act upon opportunities for self-improvement	<p>Working Independently and with others - The ability to plan their own work, be self-directed and use interpersonal skills and attitudes to work collaboratively.</p> <p>Professionalism &amp; Social Responsibility - The capacity and intention to use professional knowledge and skills ethically and responsibly, for the benefit of others and the environment</p>

## Majors

- [Minor in Games and Interactive Design \(MN0193\)](#)
- [Major in Games and Interactive Design \(MJ0258\)](#)

## Awards

Award	Official abbreviation
Bachelor of Games and Interactive Design	B Games&InteractiveDes

## Honours

None.

## Alternative exits

None.

## Enquiries

Student category	Contact details
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Current and Commencing Students	TAFE Queensland Brisbane: Email: UCQueensland@canberra.edu.au Phone: 13 72 48
Prospective Domestic Students	Email study@canberra.edu.au or Phone 1800 UNI CAN (1800 864 226)
Prospective International Students	Email international@canberra.edu.au or Phone +61 2 6201 5342

## Download your course guide



# Scholarships

Find the scholarship that's the right fit for you

[Explore Scholarships](#)

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ABN 81 633 873 422

CRICOS 00212K

TEQSA Provider ID: PRV12003 (Australian University)

UC acknowledges the Ngunnawal people, traditional custodians of the lands where Bruce campus is situated. We wish to acknowledge and respect their continuing culture and the contribution they make to the life of Canberra and the region. We also acknowledge all other First Nations Peoples on whose lands we gather.