

Bachelor of Design (Game Development) (ARB008.2)

Please note these are the 2027 details for this course

Domestic students

Selection rank	60 Note: The selection rank is the minimum ATAR plus adjustment factors required for admission to the program in the previous year. This is an indicative guide only as ranks change each year depending on demand.
Delivery mode	Blended On campus
Location	Bruce, Canberra South Bank, QLD Coomera, QLD
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Design & Built Environment
UAC code	368106
English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent). View IELTS equivalences

International students

Selection rank	60 Note: The selection rank is the minimum ATAR plus adjustment factors required for admission to the program in the previous year. This is an indicative guide only as ranks change each year depending on demand.
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.

[View UC's academic entry requirements](#)

Delivery mode	On campus
Location	Bruce, Canberra South Bank, QLD
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Design & Built Environment
CRICOS code	116128J

English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).
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[View IELTS equivalences](#)

About this course

Learn to make games, by making games

Embark on an exciting journey into game development with UC's Bachelor of Design (Game Development). This hands-on course equips you with specialised skills and the expertise to create game environments, characters, interactions, stories, worlds, and everything in between.

Dive into the fundamentals of game development, from tabletop games and indie projects to VR and advanced game development. As a game developer, you're the ultimate creator with the power to design every element from the ground up.

Master visual aesthetics in game art, create interactive experiences through game programming, and craft compelling gameplay with game design. Each semester, you'll bring your ideas to life and create a game, building a robust portfolio that showcases your creativity and technical ability. With every game you create, you'll build your own in-game universe, a virtual big bang that players can explore and experience.

Immerse yourself in Canberra's only government-supported game development program and gain unique industry experience through simulated studio environments. This course not only prepares you for the

dynamic landscape of the games industry, but opens doors to careers in storytelling, graphic design, player psychology, sound design, and beyond.

Study a Bachelor of Design (Game Development) and you will:

- Produce creative game development solutions both individually and collaboratively, through the application of core knowledge, technical skills, and problem-solving techniques.
- Critically analyse and evaluate games, gaming culture, and games literature focusing on its impact on society in local and global contexts.
- Engage with innovative production pipelines through the ongoing exploration of emerging technologies, software, and production techniques.
- Establish a technical and conceptual portfolio suitable for securing relevant employment in the game development industry and related fields.
- Cultivate professional skills in communication, collaboration, and adaptability for effective performance in diverse workplace settings.

Work Integrated Learning

Work Integrated Learning is at the heart of our Bachelor of Design (Game Development). With units that allow you to put theory into practice, you'll be taught by some of the best and brightest in the industry.

You'll have opportunities to pitch your own games, participate in design challenges, undertake internships, and learn how to work within the games industry through simulated studio environments. When you graduate, you'll be prepared for a career in the dynamic world of game development and beyond, opening the door to an exciting range of career opportunities.

Career Opportunities

- Game Developer
- Game Programmer
- Game Artist
- Game Designer
- Game Animator
- Game Tester
- Game Journalist
- Mobile Game Developer
- Application Programmer
- Interactive Media Developer
- Multimedia Developer
- Software Programmer
- Web Developer
- Web Designer

- Animator
- Digital Artist

Level up as a triple threat with a Bachelor of Design (Game Development)

Download your free course brochure to learn more about studying Game Development flexibly with UC.

[Download your free course brochure](#)

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>

Assumed knowledge

None.

Periods course is open for new admissions

Year	Location	Teaching period	Teaching start date	Domestic	International
2027	Bruce, Canberra	Semester 1	15 February 2027	✓	✓
2027	South Bank, QLD	Semester 1	15 February 2027	✓	✓
2027	Coomera, QLD	Semester 1	15 February 2027	✓	
2027	Bruce, Canberra	Semester 2	09 August 2027	✓	✓
2027	Coomera, QLD	Semester 2	09 August 2027	✓	
2027	South Bank, QLD	Semester 2	09 August 2027	✓	✓

Credit arrangements

A credit transfer arrangement is available for this course for the following institutions:

Credit Based On Work Experience

[Equivalent Graduate Status / Work Experience / Veteran Tertiary Support Program \(24CP\) \(35169\)](#)

Other Australian Tafe

[Any Australian Certificate IV \(AQF4\) \(12CP\) \(35190\)](#)

[Any Australian Diploma \(AQF5\) or Advanced Diploma \(AQF6\) \(24CP\) \(35168\)](#)

Course requirements

Bachelor of Design (Game Development) (ARB008) | 72 credit points

Required - Must pass 48 credit points as follows

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

Specialist Major in Game Development (SM0092) | 24 credit points

Required - Must pass 12 credit points as follows

[Emerging Production Technologies \(11839\) | 3 credit points — Level 3](#)

[Digital Production Project \(11840\) | 3 credit points — Level 3](#)

[Game Studies \(12126\) | 3 credit points — Level 1](#)

[Concept Art Fundamentals \(12127\) | 3 credit points — Level 2](#)

Restricted Choice - Must pass 12 credit points as follows

Part A - Must pass 3 credit points from the following

[Advanced Real-Time Production \(11650\) | 3 credit points — Level 3](#)

[Advanced Game Development \(12169\) | 3 credit points — Level 3](#)

Note:

- From Semester 1 2025, unit 12169 Advanced Game Development has replaced 11650 Advanced Real-Time Production.

Part B - Must pass 3 credit points from the following

[Introduction to Games Production \(11683\) | 3 credit points — Level 1](#)

[Indie Game Development \(12170\) | 3 credit points — Level 1](#)

Note:

- From Semester 1 2025, unit 12170 Indie Game Development has replaced 11683 Introduction to Games Production.

Part C - Must pass 3 credit points from the following

[Virtual Environments \(11687\) | 3 credit points — Level 2](#)

Extended Realities (12171) | 3 credit points — Level 2

Note:

- From Semester 1 2025, unit 12171 Extended Realities has replaced 11687 Virtual Environments.

Part D - Must pass 3 credit points from the following

Introduction to Game Design (11689) | 3 credit points — Level 1

Tabletop Game Design (12172) | 3 credit points — Level 1

Note:

- From Semester 1 2025, unit 12172 Tabletop Game Design has replaced 11689 Introduction to Game Design.

Core Major in Design (CM0003) | 24 credit points

Required - Must pass 18 credit points as follows

Professional Orientation (Design) (10336) | 3 credit points — Level 1

Visual Representation Techniques (11041) | 3 credit points — Level 1

Professional Evidence (Design) (11045) | 3 credit points — Level 3

Introduction to Interaction Design (11655) | 3 credit points — Level 1

Design Thinking and User Centered Design (11656) | 3 credit points — Level 1

Design Industry Studio (12286) | 3 credit points — Level 2

Restricted Choice - Must pass 6 credit points from the following

Part A - Must pass 3 credit points from the following

Game Development - Must pass 3 credit points as follows

Programming for Design (11055) | 3 credit points — Level 1

Visual Comm, Industrial Design & Interaction Design - Must pass 3 credit points as follows

Design Culture and Society (11044) | 3 credit points — Level 1

Part B - Must pass 3 credit points from the following

Professional Practice (Internships B) (11832) | 3 credit points — Level 3

Professional Practice (Internships A) (12144) | 3 credit points — Level 3

Advanced Design Industry Studio (12287) | 3 credit points — Level 3

Note:

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1. 3 credit points of open electives must be completed at level 3 or above to ensure compliance with the Course Procedure - Courses and Course Components.

2. For further details, see the Course Procedure - Courses and Course Components at <https://policies.canberra.edu.au/document/view-current.php?id=180>

Restricted Choice - Must pass 24 credit points as follows

Part A - May do up to 6 credit points from the following

[Character Design and Animation \(11133\)](#) | 3 credit points — Level 2

[3D Media Art Production \(11838\)](#) | 3 credit points — Level 2

[Character Design and Animation \(12284\)](#) | 3 credit points — Level 3

- From Sem-2, 2026 unit 12284 Character Design and Animation replaces unit 11133 Character Design and Animation.

- Students who do not wish to complete either of these units can complete Open Electives in lieu

Part B - Open Electives - Must pass between 18 and 24 credit points as follows

- Must pass from 18 to 24 credit points from anywhere in the University, as a breadth major, a breadth minor and/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 - Canberra, Bruce

Standard Full Time, Semester 1 Commencing

Year 1

Semester 1

[Game Studies \(12126\)](#)

[Introduction to Interaction Design \(11655\)](#)

[Professional Orientation \(Design\) \(10336\)](#)

[Visual Representation Techniques \(11041\)](#)

Semester 2

Design Thinking and User Centered Design (11656)

Programming for Design (11055)

Tabletop Game Design (12172)

One Open Elective

Year 2

Semester 1

Concept Art Fundamentals (12127)

Indie Game Development (12170)

3D Media Art Production (11838) or Open Elective

One Open Elective

Semester 2

Advanced Game Development (12169)

Design Industry Studio (12286)

Extended Realities (12171)

Character Design and Animation (12284) or Open Elective

Year 3

Semester 1

Advanced Design Industry Studio (12287)

Emerging Production Technologies (11839)

Two Open Electives

Semester 2

Digital Production Project (11840)

Professional Evidence (Design) (11045)

Two Open Electives

Standard Full Time, Semester 2 Commencing
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Year 1

Semester 2

Design Thinking and User Centered Design (11656)

Programming for Design (11055)

Tabletop Game Design (12172)

One Open Elective

Year 2

Semester 1

Game Studies (12126)

Introduction to Interaction Design (11655)

Professional Orientation (Design) (10336)

Visual Representation Techniques (11041)

Semester 2

Design Industry Studio (12286)

Extended Realities (12171)

Two Open Electives

Year 3

Semester 1

Concept Art Fundamentals (12127)

Indie Game Development (12170)

3D Media Art Production (11838) or Open Elective

One Open Elective

Semester 2

Advanced Game Development (12169)

Digital Production Project (11840)

Professional Evidence (Design) (11045)

Character Design and Animation (12284) or Open Elective

Year 4

Semester 1

Advanced Design Industry Studio (12287)

Emerging Production Technologies (11839)

Two Open Electives

Course information

Course duration

Standard 3 years full time or part-time equivalent. Maximum 10 years from date of enrolment to date of course completion.

Learning outcomes

Learning outcomes	Related graduate attributes
Produce creative game development solutions both individually and collaboratively, through the application of core knowledge, technical skills, and problem-solving techniques.	UC graduates are professional: Employ up-to-date and relevant knowledge and skills; use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems; UC graduates are lifelong learners: Reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development; adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas; evaluate and adopt new technology.
Critically analyse and evaluate games, gaming culture, and games literature focusing on its impact on society in local and global contexts.	UC graduates are professional: Employ up-to-date and relevant knowledge and skills; communicate effectively; use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems. UC graduates are global citizens: Think globally about issues in their profession; make creative use of technology in their learning and professional lives; behave ethically and sustainably in their professional and personal lives. UC graduates are lifelong learners: Reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development; be self-aware; adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas; evaluate and adopt new technology. UC graduates are able to demonstrate Aboriginal and Torres Strait Islander ways of knowing, being and doing: Use local Indigenous histories and traditional ecological knowledge to develop and augment understanding of their discipline; communicate and engage with Indigenous Australians in ethical and culturally respectful ways; apply their knowledge to working with Indigenous Australians in socially just ways.
Engage with innovative production pipelines through the ongoing	UC graduates are professional: Employ up-to-date and relevant knowledge and skills; communicate effectively; use creativity,

exploration of emerging technologies, software, and production techniques.	critical thinking, analysis and research skills to solve theoretical and real-world problems. UC graduates are global citizens: make creative use of technology in their learning and professional lives. UC graduates are lifelong learners: Reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development; adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas; evaluate and adopt new technology.
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Establish a technical and conceptual portfolio suitable for securing relevant employment in the game development industry and related fields.

Cultivate professional skills in communication, collaboration, and adaptability for effective performance in diverse workplace settings.	UC graduates are professional: Communicate effectively. UC graduates are global citizens: Think globally about issues in their profession; behave ethically and sustainably in their professional and personal lives. UC graduates are lifelong learners: Be self-aware; evaluate and adopt new technology. UC graduates are able to demonstrate Aboriginal and Torres Strait Islander ways of knowing, being and doing: Communicate and engage with Indigenous Australians in ethical and culturally respectful ways.
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Majors

- [Core Major in Design \(CM0003\)](#)
- [Specialist Major in Game Development \(SM0092\)](#)

Awards

Award	Official abbreviation
Bachelor of Design (Game Development)	BDes (GameDev)

Honours

None.

Enquiries

Student category	Contact details
Prospective International Students:	Email international@canberra.edu.au or Phone +61 2 6201 5342
Prospective Domestic Students:	Email study@canberra.edu.au or Phone 1800 UNI CAN (1800 864 226)
Current and Commencing Students:	Email FAD.Student@canberra.edu.au or Phone 1300 301 727

Download your course guide



Scholarships

Find the scholarship that's the right fit for you

[Explore Scholarships](#)

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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.