

Bachelor of Digital Design (Game Design)

(ARB302.1)

Please note these are the 2024 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.

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

Duration	3.0 years
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UAC code

Faculty	Faculty of Arts and Design
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Discipline	School of Arts and Communications
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Location	UC - TAFE Queensland, South Bank
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Fees 

Per Unit	Per Annum	Full Course
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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](#).

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

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

[View IELTS equivalences](#)

CRICOS code 102461M

Faculty Faculty of Arts and Design

Discipline School of Arts and Communications

Location UC - TAFE Queensland, South Bank

Duration 3.0 years

Fees 

Per Unit

Per Annum

Full Course

About this course

In the Bachelor of Digital Design (Game Design) students will gain experience in the design and creation of games. 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. The course also encompasses aspects of human-centred and player-centred design methodologies. Students will gain a thorough understanding of game design developing skills in areas such as game design and game art. 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 game 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!)

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
- diploma pathway
- 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
2024	UC - TAFE Queensland, South Bank	Semester 1	05 February 2024	✓	✓
2024	UC - TAFE Queensland, South Bank	Semester 2	29 July 2024	✓	✓

Credit arrangements

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

Tafe Queensland

[Diploma of Digital and Interactive Games \(28233\)](#)

[Diploma of Screen and Media \(28253\)](#)

[Diploma of Software Development \(28254\)](#)

Course requirements

Bachelor of Digital Design (Game Design) (ARB302) | 72 credit points

Required - 48 credit points from the following

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

Core Major in Professional and Digital Design (CM0027) | 24 credit points

Required - Must pass 24 credit points as follows

Professional Practice 1: Work Integrated Learning (11017) | 3 credit points – Level 2

Professional Practice 2: Work Integrated Learning (11018) | 3 credit points – Level 3

Professional Orientation (Creative Industries and Digital Design) (11591) | 3 credit points – Level 1

Professional Evidence (Creative Industries and Digital Design) (11592) | 3 credit points – Level 3

Evolution of Design (11610) | 3 credit points – Level 1

Interactive Media, Design and Prototypes (11611) | 3 credit points – Level 1

Introduction to Innovative Design Solutions (11612) | 3 credit points – Level 1

Visual Ideation and Communication (11613) | 3 credit points – Level 1

Specialist Major in Game Design (SM0077) | 24 credit points

Required - Must pass 24 credit points as follows

Advanced Real-Time Production (11650) | 3 credit points – Level 3

Introduction to Games Production (11683) | 3 credit points – Level 1

3D Graphics (11684) | 3 credit points – Level 1

Drawing for Games (11685) | 3 credit points – Level 2

3D Character Animation (11686) | 3 credit points – Level 2

Virtual Environments (11687) | 3 credit points – Level 2

Experimental Game Design (11688) | 3 credit points – Level 3

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

Open Electives - 24 credit points from the following

- - Must pass 24 credit points from any other TAFE QLD 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, South Bank

Standard Full Time, Semester 1 Commencing

Year 1

Semester 1

One Open Elective Unit

[Introduction to Games Production \(11683\)](#)

[Professional Orientation \(Creative Industries and Digital Design\) \(11591\)](#)

[Visual Ideation and Communication \(11613\)](#)

Semester 2

One Open Elective Unit

[3D Graphics \(11684\)](#)

[Introduction to Game Design \(11689\)](#)

[Introduction to Innovative Design Solutions \(11612\)](#)

Year 2

Semester 1

One Open Elective Unit

[3D Character Animation \(11686\)](#)

[Drawing for Games \(11685\)](#)

[Interactive Media, Design and Prototypes \(11611\)](#)

Semester 2

[Evolution of Design \(11610\)](#)

One Open Elective Unit

[Professional Practice 1: Work Integrated Learning \(11017\)](#)

[Virtual Environments \(11687\)](#)

Year 3

Semester 1

Two Open Elective Units

[Advanced Real-Time Production \(11650\)](#)

[Professional Practice 2: Work Integrated Learning \(11018\)](#)

Semester 2

[Experimental Game Design \(11688\)](#)

Two Open Elective Units

[Professional Evidence \(Creative Industries and Digital Design\) \(11592\)](#)

Course information

Course duration

Standard 3 years full-time or part-time equivalent. Maximum duration is 10 years.

Learning outcomes

Learning outcomes	Related graduate attributes
Work collaboratively in studio production environments gaining experience working with contemporary production methodologies as used in the games industry.	<p>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; work collaboratively as part of a team, negotiate, and resolve conflict; display initiative and drive, and use their organisational skills to plan and manage their workload; and take pride in their professional and personal integrity.</p> <p>UC graduates are global citizens: Think globally about issues in their profession; understand issues in their profession from the perspective of other cultures; and communicate effectively in diverse cultural and social settings.</p> <p>UC graduates are lifelong learners: Reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development; and be self-aware.</p>

Identify, interpret and communicate key concepts of game design through the review and analysis of games and game literature.

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; and display initiative and drive, and use their organisational skills to plan and manage their workload.

UC graduates are global citizens: Think globally about issues in their profession; understand issues in their profession from the perspective of other cultures; communicate effectively in diverse cultural and social settings; and 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; and evaluate and adopt new technology.

<p>Develop expertise and gain experience in the design and creation of games and interactive digital media.</p>	<p>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; and display initiative and drive, and use their organisational skills to plan and manage their workload.</p> <p>UC graduates are global citizens: Adopt an informed and balanced approach across professional and international boundaries; understand issues in their profession from the perspective of other cultures; communicate effectively in diverse cultural and social settings; and make creative use of technology in their learning and professional lives.</p> <p>UC graduates are lifelong learners: Adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas; and evaluate and adopt new technology.</p>
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Engage with the games industry and its members, building professional relationships in the digital creative and cultural sectors.

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; work collaboratively as part of a team, negotiate, and resolve conflict; and take pride in their professional and personal integrity.

UC graduates are global citizens: Understand issues in their profession from the perspective of other cultures; and 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; and evaluate and adopt new technology.

Majors

- [Core Major in Professional and Digital Design \(CM0027\)](#)
- [Specialist Major in Game Design \(SM0077\)](#)

Awards

Award	Official abbreviation
Bachelor of Digital Design (Game Design)	BDigitalDes (GameDes)

Honours

High performing students may be eligible to enrol in the Bachelor of Arts and Design (Honours) course.

Enquiries

Student category	Contact details
Prospective Domestic Students	Email study@canberra.edu.au or Phone 1800 UNI CAN (1800 864 226)
Current and Commencing Students	Email: UCBrisbane@canberra.edu.au Phone: 07 3244 5129
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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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.