UNIVERSITY OF CANBERRA

Bachelor of Digital Design (Game Design)

(ARB302.1)

Please note these are the 2026 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	On campus
Location	South Bank, QLD
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Design and the Built Environment
UAC code	
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

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	South Bank, QLD
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Design and the Built Environment
CRICOS code	102461M
English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent). View IELTS equivalences

About this course

It's game on for your career in Game Design

Discover human and player-centred design methodologies with a Bachelor of Digital Design. Delivered in partnership with TAFE Queensland, you'll develop specialist skills and knowledge in the theory and production of game art, game design, and interactive digital media. Explore your passions and delve into concept art, 3D modelling and sculpting, 3D texturing, animation, and real-time rendering. What's more, you'll get to put all of this into practice thanks to our hands-on approach to learning.

Upon completion of the course, you'll be given the opportunity to apply your skills and knowledge to the development of games.

Complete your degree at our TAFE Queensland Brisbane campus where you'll build the foundations of your career and upon graduation, you'll be ready to jump into a role in the industry anywhere you choose.

Study a Bachelor of Game Design at UC and you will:

- Develop an understanding of the game design and production process from concept development through to the production methodologies that are applied in today's leading game studios.

- Gain skills and knowledge in concept art, 3D modelling and sculpting, 3D texturing, animation, and real time rendering.
- Have the opportunity to collaborate with film makers, musicians, visual artists, actors, and other teams across the broad creative industries spectrum, working on real commercial projects from within the TAFE Queensland games production studio.

Successful completion of this degree may lead to a career in either a technical or creative role.

Work Integrated Learning

You'll be encouraged and supported to find relevant work placements, enabling you to experience the reality of working within the industry or a particular company, and the opportunity to build useful networks for your future career.

Career opportunities

- Game Designer
- 3D Animator
- Interface Designer
- Concept Artist
- Game Producer
- Interactive Designer

Course Specific information

Standard entry to this course is by selection rank, but a portfolio entry is also possible.

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
2026	South Bank, QLD	Semester 1	16 February 2026	✓	✓
2026	South Bank, QLD	Semester 2	10 August 2026	✓	✓
2027	South Bank, QLD	Semester 1	15 February 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:

Academy Of Interactive Entertainment Ltd (Aie)

Diploma of Screen and Media (CUA51020) - 24 credit points (33027)

Other Australian Tafe

Diploma of Information Technology (33146)

Tafe Queensland

Diploma of Screen and Media (33766)

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 9 credit points as follows

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

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

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

Restricted Choice - Must pass 15 credit points as follows

Part A - Must pass 3 credit points from the following

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

Concept Art Fundamentals (12127) | 3 credit points — Level 2

Note:

- From Semester 1, 2025 unit 12127 Concept Art Fundamentals replaces unit 11685 Drawing for Games.

Part B - 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 C - 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 D - 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 E - 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.

Open Electives - 24 credit points from the following

- Must pass 24 credit points from any other TAFE QLD units.

1. 6 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

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

Indie Game Development (12170)

Professional Orientation (Creative Industries and Digital Design) (11591)

One Open Elective Unit

Visual Ideation and Communication (11613)

Semester 2

Tabletop Game Design (12172)

One Open Elective Unit

3D Graphics (11684)

Introduction to Innovative Design Solutions (11612)

Year 2

Semester 1

3D Character Animation (11686)

Concept Art Fundamentals (12127)

Interactive Media, Design and Prototypes (11611)

One Open Elective Unit

Semester 2

Evolution of Design (11610)

Extended Realities (12171)

Professional Practice 1: Work Integrated Learning (11017)

One Open Elective Unit

Year 3

Semester 1

Advanced Game Development (12169)

Two Open Elective Units

Professional Practice 2: Work Integrated Learning (11018)

Semester 2

Two Open Elective Units

Experimental Game Design (11688)

Professional Evidence (Creative Industries and Digital Design) (11592)

Standard Full Time, Semester 2 Commencing

Year 1

Semester 2

3D Graphics (11684)

Introduction to Innovative Design Solutions (11612)

Professional Orientation (Creative Industries and Digital Design) (11591)

Tabletop Game Design (12172)

Year 2

Semester 1

One Open Elective Unit

Indie Game Development (12170)

Interactive Media, Design and Prototypes (11611)

Visual Ideation and Communication (11613)

Semester 2

Evolution of Design (11610)

Extended Realities (12171)

One Open Elective Unit

Professional Practice 1: Work Integrated Learning (11017)

Year 3

Semester 1

3D Character Animation (11686)

Two Open Elective Units

Concept Art Fundamentals (12127)

Semester 2

Professional Evidence (Creative Industries and Digital Design) (11592)

Two Open Elective Units

Experimental Game Design (11688)

Year 4

Semester 1

Advanced Game Development (12169)

Professional Practice 2: Work Integrated Learning (11018)

Two Open Elective Units

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
Work collaboratively in studio production environments gaining experience working with contemporary production methodologies as used in the games industry.	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. 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. 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.
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.
Develop expertise and gain experience in the design and creation of games and interactive digital media.	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: 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. 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.
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.

Enrolment data

2023 enrolments for this course by location. Please note that enrolment numbers are indicative only and in no way reflect individual class sizes.

Location	Enrolments
UC - TAFE Queensland, South Bank	60

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

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