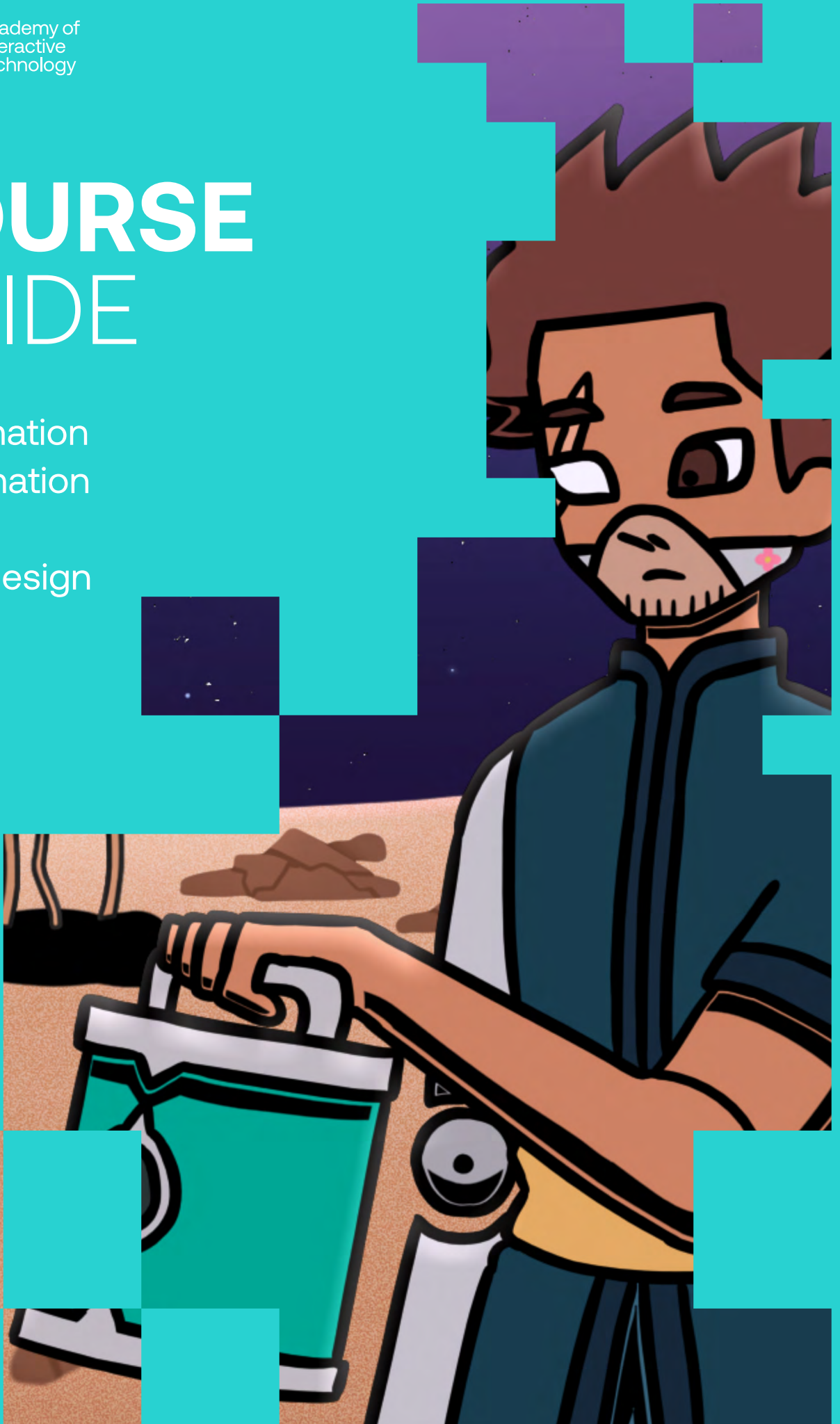
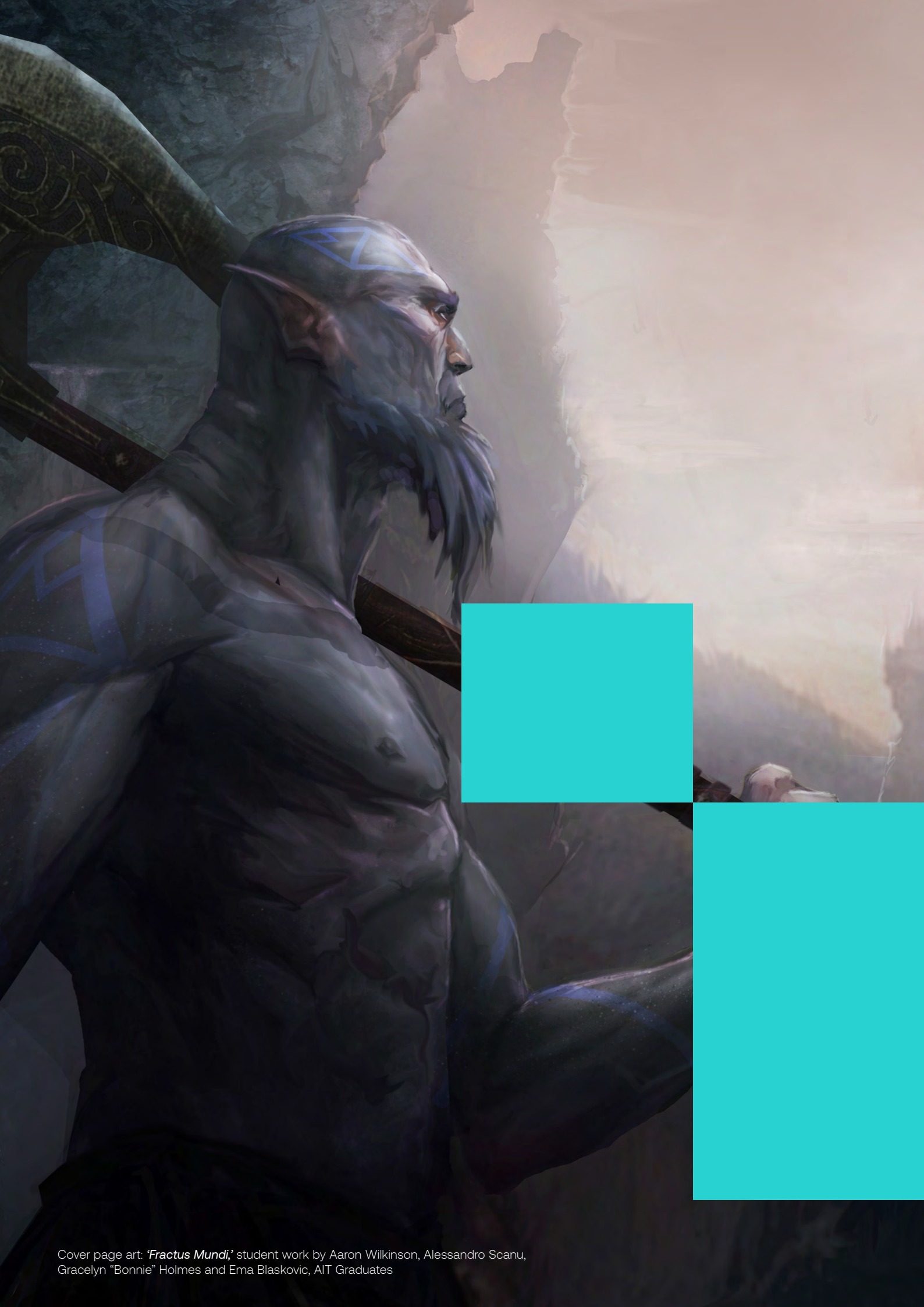


COURSE GUIDE

2D Animation
3D Animation
Film
Game Design
IT





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Imagine a learning community where you are accepted for who you are.

Imagine a team of mentors who are highly skilled and knowledgeable interactive technology practitioners.

Imagine accessing industry-grade tech and having your skills nurtured, recognised and rewarded.

You've just **IMAGINED** AIT.

For 25 years, the Academy of Interactive Technology (AIT) has delivered progressive education in interactive media, animation, film, gaming, design, and information technology. Some of the most respected professional studios have had a hand in designing our programs so they're as authentic as possible. We replicate the studio and cloud work environments of your favourite creative tech makers so the transition from studying to employment is as smooth as possible.

While you're studying, it's important to be exposed to as many professionals as possible. Many of our teachers are currently working in the industry and working on their own creative projects. They're not only passionate about educating you, they'll also assess your portfolio items and provide robust industry-grade feedback, work with you on securing the most appropriate internship and share their experience with you so you can confidently step out into the professional world.

We have a close affiliation with partners such as Unreal Engine, Toon Boom, Wacom, Adobe, the Australian Production Design Guild, the Australian Screen & Sound Guild, the Australian Cinematographers Society, the Australian Writers' Guild and many more.

So if you're dreaming of a creative career and looking to gain a bachelor degree or diploma in film, 2D animation, 3D animation, mobile app development or game design, and ultimately taking your place in Australia's expanding interactive media sector, come and talk to us - we'd love to start the journey with you.



How we Do it

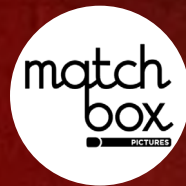
- Hands-on, progressive approach to learning with a strong emphasis on practical application to complement the theory.
- Dedicated time for you to work on your portfolio, ensuring it is of the highest standard to present to prospective employers.
- A team dedicated to connecting you to internships and mentors, and exposing your portfolio and profile to the creative technology industry.
- Regular opportunities for you to network with industry, get your work recognised and gain feedback from industry practitioners.
- First-class events including Master Talks with high-profile artists and annual awards evenings that give you and your work industry recognition.



85%
of our Students
are
**HIRED
DIRECTLY**
from an internship*

*AIT 2022 Graduate Survey

Our Grads are working at



&
MORE...

Our Campuses



Sydney Campus


Centrally located in the heart of Sydney's education and design studio precinct, AIT's warehouse-style campus emulates the kinds of spaces tech creatives love to work in. While you're on campus you'll feel immersed in the creative lifestyle and what it's like to work in this kind of environment.

Our campus frequently hosts external industry events where you will get to mix and learn with industry experts.

Melbourne Campus

Our award-winning campus facilities in Melbourne are located on Spencer Street, directly across from Southern Cross Station. This campus combines a personalised intimate learning environment with soaring views of Melbourne city, to help keep your eye on the horizon.

Industry events on campus are regular, and are great places to get inspired and network.



Our Facilities

Our campuses offer state-of-the-art student facilities, including green screen rooms, post-production studios, games rooms, purpose-built animation labs, study areas and student kitchens.

The green screen rooms at AIT's Sydney and Melbourne campuses offer industry-standard filming environments. These spaces will allow you to expand your editing skills in Adobe Premiere and Adobe After Effects for green screen compositing. Both rooms also feature sound booths for quality sound production.

The student games rooms provide a space for many of AIT's student clubs and are a great place to meet your fellow students!

The AIT library catalogue in Melbourne contains the records of over 300 print books, as well as access to over 45,000 e-books and 3,000 online journals, and our friendly librarian is on hand to help you with research and study tips!





Higher Education Qualifications

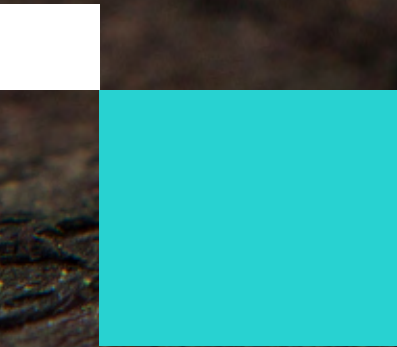
Diploma

A Higher Education Diploma is an entry-level qualification that introduces you to the foundations of a field or discipline, and builds industry skills for entry level employment outcomes. The duration is typically one year if you study full-time. AIT offers Higher Education Diplomas in Film, 2D Animation, 3D Animation and Game Design.

Bachelor Degree

A Bachelor Degree involves deeply studying a subject and building valuable skills over time through practice and the application of recognised theories supporting the field.

This deeper level of study prepares you for a varied array of employment options. The duration is typically three years if you study full-time. AIT offers Bachelor Degrees in Film, 2D Animation, 3D Animation, Game Design and Information Technology (Mobile App Development).





Bachelor of 2D Animation

AIT is well-known for our unique specialist 2D Animation courses, with our grads going on to work for some of the biggest Australian and global production houses; just having AIT on your CV puts you ahead of the competition.

Good 2D animation combines the craft of creative drawing, character-building, landscape construction, story-telling, and human gesture and emotion articulation. We guide you to really hone your skills in areas such as drawing, character development, character animation, story and directing. Become adept at traditional animation skills like storyboarding, colour styling, bio-mechanics, movement, rigging, light and colour theory, as well as the principles of animation.

Delivered in our purpose-built 2D Animation Studio, you'll be working side by side like-minded creatives on the latest animation software and hardware, just like in a professional studio.

You'll also attend multiple creative studio lab subjects, so you are continually building your professional-grade portfolio, while receiving mentorship on how it's done, by the best in the 2D Animation business.

Master industry-standard software

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- Harmony 22
- Storyboard Pro 22
- Celtx

Career Pathways

- Graphic Designer
- 2D Animator
- 2D Designer
- 2D Rigger
- Animation Artist
- Animation Effects Artist
- Motion Designer

Bachelor of 2D Animation

Course Units of Study

Standard Three Year Degree

YEAR 1			
TRIMESTER 1	Creative Drawing Lab	Screen Evolution	Visual Storytelling
TRIMESTER 2	Concept Design	2D Animation Mechanics	Screenwriting
TRIMESTER 3	Performance Animation Lab*		
EXIT: DIPLOMA OF 2D ANIMATION			CRICOS 109417C
YEAR 2			
TRIMESTER 4	Sound Design	Motion Design	2D Rigging
TRIMESTER 5	Animation FX	Animation Layouts	Culture and Creativity
TRIMESTER 6	Creature Animation Lab*		
EXIT: ASSOCIATE DEGREE IN 2D ANIMATION			CRICOS 109416D
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Animation Production Lab
TRIMESTER 8	Forge 1	The Professional Internship Program OR Professional Project	Industry Launchpad
TRIMESTER 9	Forge 2*		
EXIT: BACHELOR OF 2D ANIMATION			CRICOS 109414F

*this subject has the equivalent of credit points to 3 subjects



Scan for full
curriculum
outline



Bachelor of Film

Do you have the calling of a storyteller? With our specific focus on contemporary filmic uses of interactive media and post-production technology, you'll gain the technical knowledge to learn how to apply high-level cinematography and visual effects to your projects.

Expect to use the same equipment, contemporary software, and processes that your favourite filmmakers use. This collaborative intersection between film and creative media perfectly replicates the film industry today.

Learn the fundamentals of filmmaking, storytelling, narrative structure and interview techniques, as well as experimenting with different camera types, scenarios, editing and post production tools.

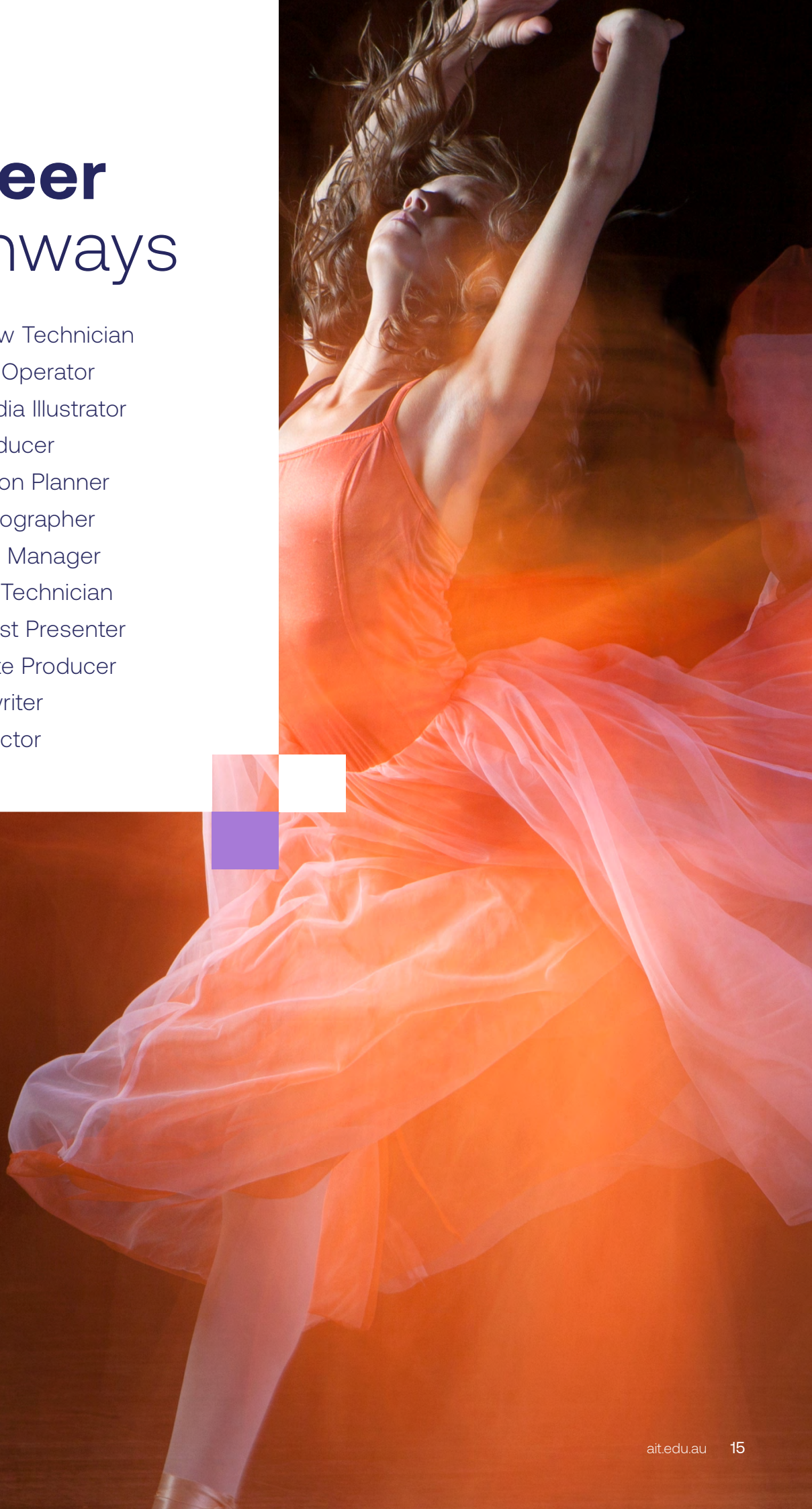
You'll participate in creative studio lab subjects to continually build your practical experience and professional portfolio as well as interact with creatives from multiple fields, including animators, designers and programmers, to experience the collaborative intersection between film and creative media that is so prevalent in the industry today.

Master industry-standard software

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- DaVinci Resolve 18
- Nuke

Career Pathways

- Film Crew Technician
- Camera Operator
- Multimedia Illustrator
- Film Producer
- Production Planner
- Cinematographer
- Location Manager
- Lighting Technician
- Broadcast Presenter
- Associate Producer
- Screenwriter
- Film Director



Bachelor of Film

Course Units of Study

Standard Three Year Degree

YEAR 1			
TRIMESTER 1	Film Mechanics Lab	Screen Evolution	Visual Storytelling
TRIMESTER 2	Image Design	Art of Cinematography	Screenwriting
TRIMESTER 3	Documentary Lab*		
EXIT: DIPLOMA OF FILM			CRICOS 109410K
YEAR 2			
TRIMESTER 4	Sound Design	Motion Design	3D Assets for Film
TRIMESTER 5	VFX for Film	Film Production	Culture and Creativity
TRIMESTER 6	Commercial Film Lab*		
EXIT: ASSOCIATE DEGREE IN FILM			CRICOS 109409C
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 8	Forge 1	The Professional Internship Program OR Professional Project	Industry Launchpad
TRIMESTER 9	Forge 2*		
EXIT: BACHELOR OF FILM			CRICOS 109408D

*this subject has the equivalent of credit points to 3 subjects



Scan for full
curriculum
outline



Bachelor of 3D Animation

3D Animators blur the line between reality and make-believe, and this craft has now worked its way into many more industries than just the creative arts. From engineering and architecture to crime and medicine, there are many different paths a 3D Animator can take.

You may want to work in one of the above mentioned industries, step into the gaming sector or produce filmic 3D animation; whichever path you choose, this course allows you to shape your learning toward your desired outcome.

Our Bachelor of 3D Animation has been developed with some of the best practising experts in the field, so you'll graduate with the professional, technical and personal skills that are so highly-valued in contemporary 3D animators.

Discover how to design, render and model 3D characters, environments and worlds, using professional equipment, contemporary software, and processes used in industry. You also learn design, bio-mechanics, movement, rigging, surfacing, light and colour theory, and the principles of animation.

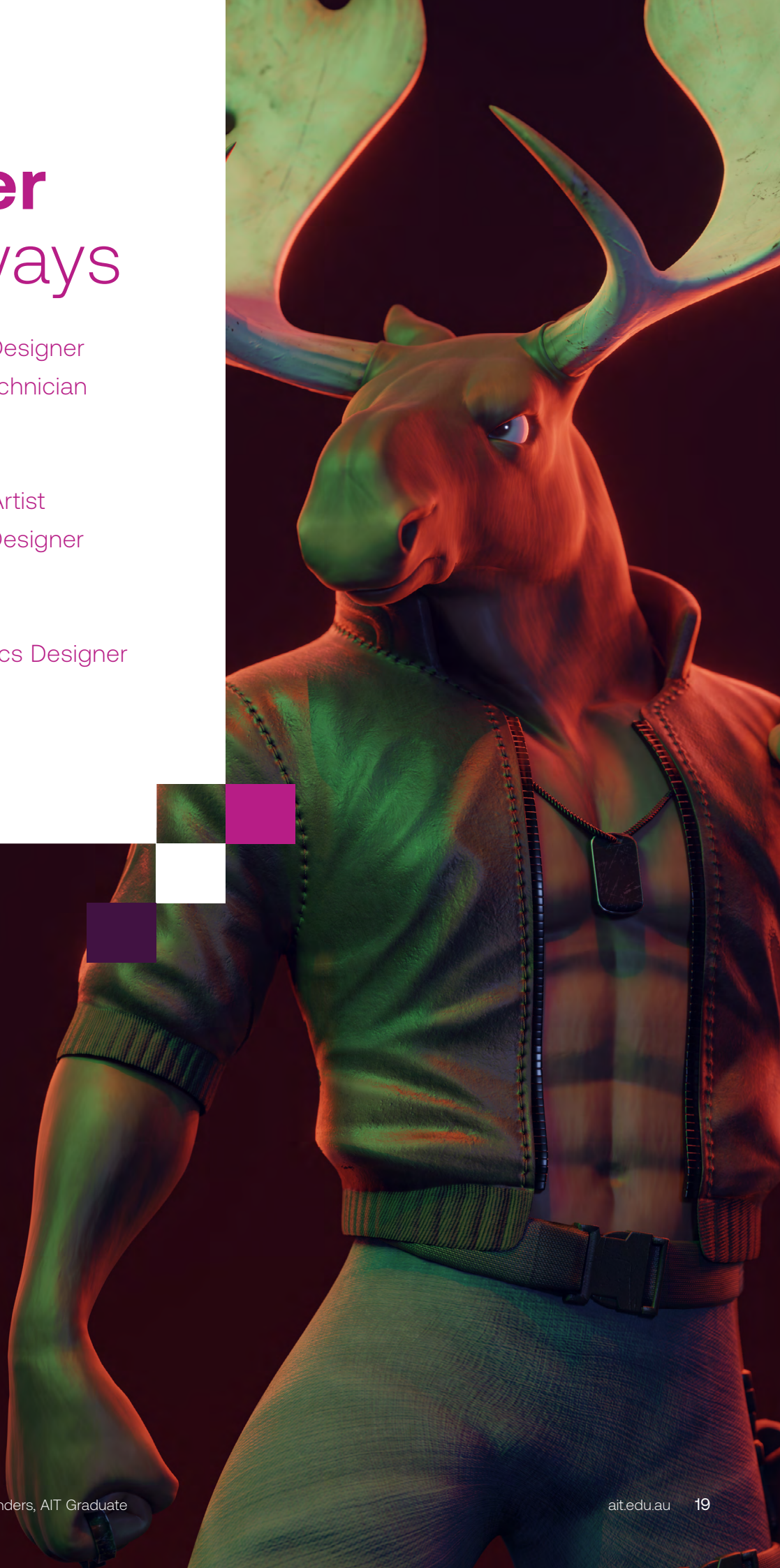
Because there are many different paths you can take as an animator, this course allows you to shape your learning to achieve your desired outcome.

Master industry-standard software

- Adobe Photoshop
- Abode Premiere Pro
- Adobe After Effects
- Celtx
- Maya
- Unreal Engine
- Nuke

Career Pathways

- Video Game Designer
- 3D Printing Technician
- 3D Animator
- 3D Designer
- 3D Texturing Artist
- Architectural Designer
- 3D Modeller
- 3D Rigger
- Motion Graphics Designer
- 3D Visualiser
- VFX Designer



Bachelor of 3D Animation

Course Units of Study

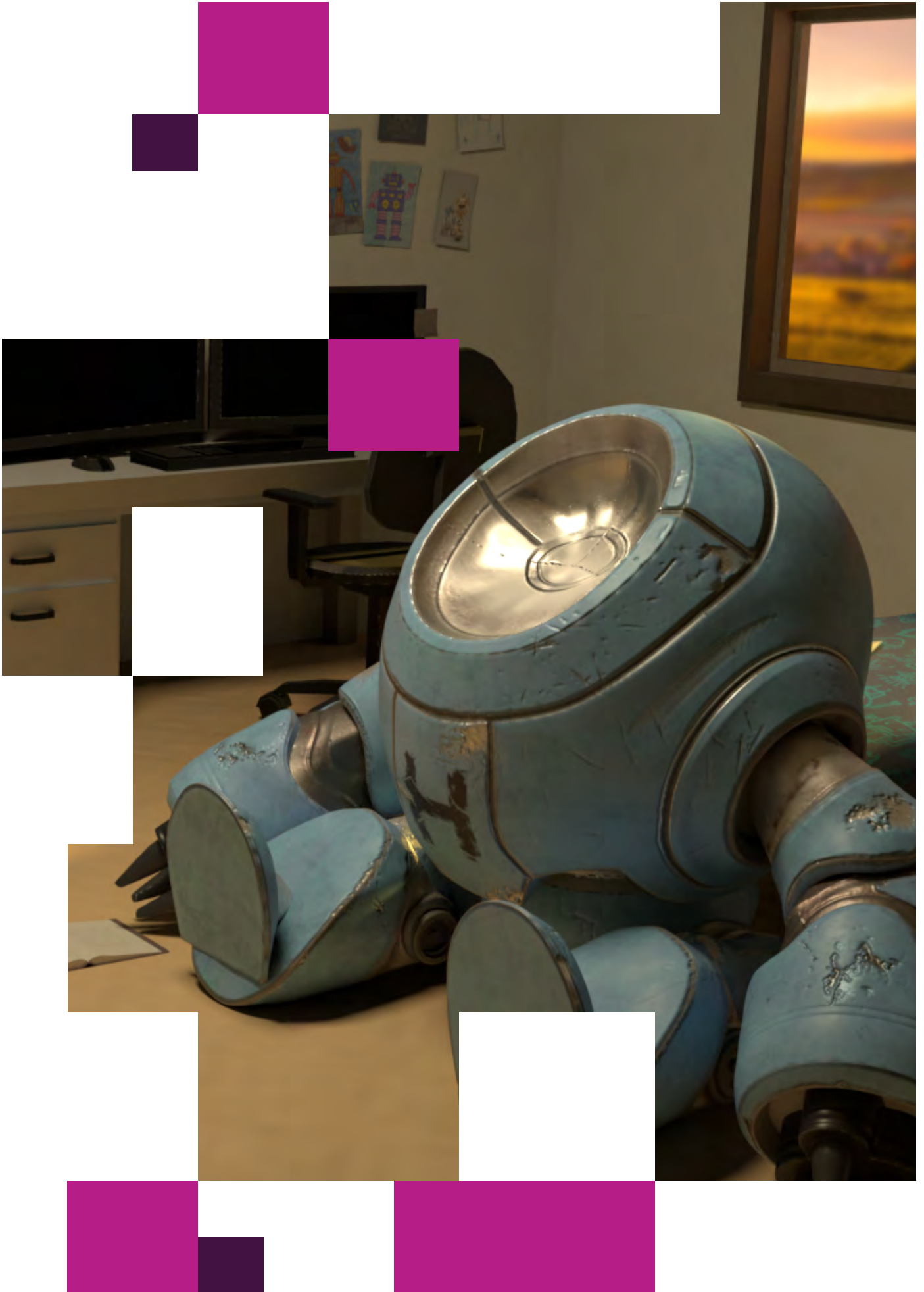
Standard Three Year Degree

YEAR 1			
TRIMESTER 1	3D Character Lab	Screen Evolution	Visual Storytelling
TRIMESTER 2	Game Scripting OR Concept Design	3D Animation Mechanics	3D Rigging
TRIMESTER 3	Game Development Lab OR Performance Animation Lab*		
EXIT: DIPLOMA OF 3D ANIMATION			CRICOS 109420H
YEAR 2			
TRIMESTER 4	Sound Design	3D Asset Development	Level Design OR Screenwriting OR Concept Design
TRIMESTER 5	VFX for Film	Technical Art	Culture and Creativity
TRIMESTER 6	Cinematic Animation Lab OR Creature Animation Lab*		
EXIT: ASSOCIATE DEGREE IN 3D ANIMATION			CRICOS 109419A
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 8	Forge 1	The Professional Internship Program OR Professional Project	Industry Launchpad
TRIMESTER 9	Forge 2*		
EXIT: BACHELOR OF 3D ANIMATION			CRICOS 109418B

*this subject has the equivalent of credit points to 3 subjects



Scan for full
curriculum
outline





Bachelor of Game Design

Learn the complex and intriguing art of Games Design. Discover how to build games, characters and stories using cutting edge Games Design principles and technology, and explore the fascinating psychology behind our drive to play.

You'll design and develop commercially viable digital games using a state of the art game engine. Learn the art of multiple player game engines, an important expanding area in the field of Games Design and a skill most Games Design Bachelor programs overlook.

You'll discover how to design characters, levels and environments, and model 3D assets for deployment in game engines. You'll also learn biomechanics, movement, rigging, surfacing and high-level technical digital art using all of the same software and processes your favourite game studios use.

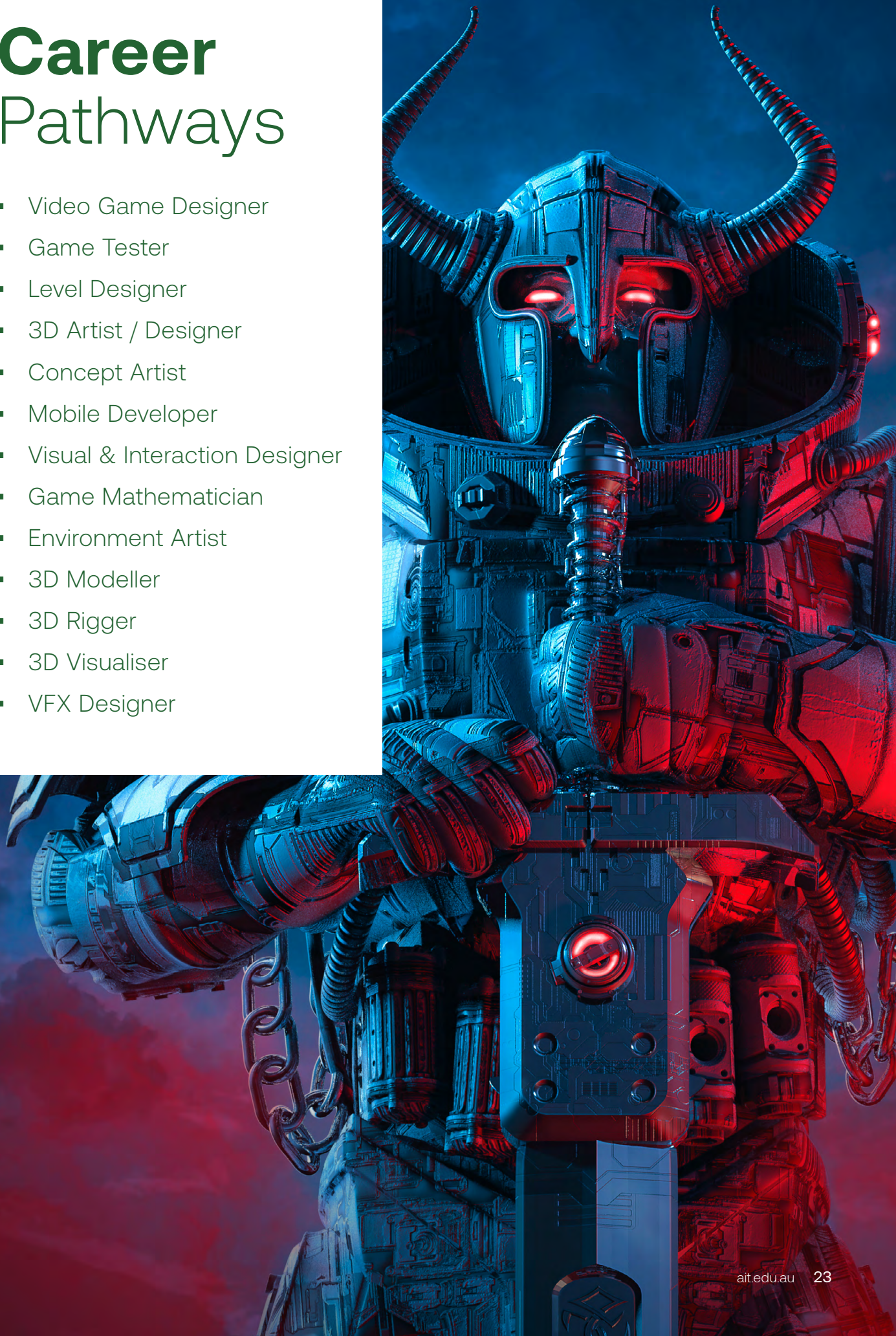
Get ready to join a like-minded community of passionate game enthusiasts, where every day you have the opportunity to design and develop commercially viable digital games, suitable for multiple platforms, using a state of the art game engine.

Master industry-standard software

- Adobe Photoshop
- Abode Premiere Pro
- Adobe After Effects
- Celtx
- Maya
- Unreal Engine
- Nuke

Career Pathways

- Video Game Designer
- Game Tester
- Level Designer
- 3D Artist / Designer
- Concept Artist
- Mobile Developer
- Visual & Interaction Designer
- Game Mathematician
- Environment Artist
- 3D Modeller
- 3D Rigger
- 3D Visualiser
- VFX Designer



Bachelor of Game Design

Course Units of Study

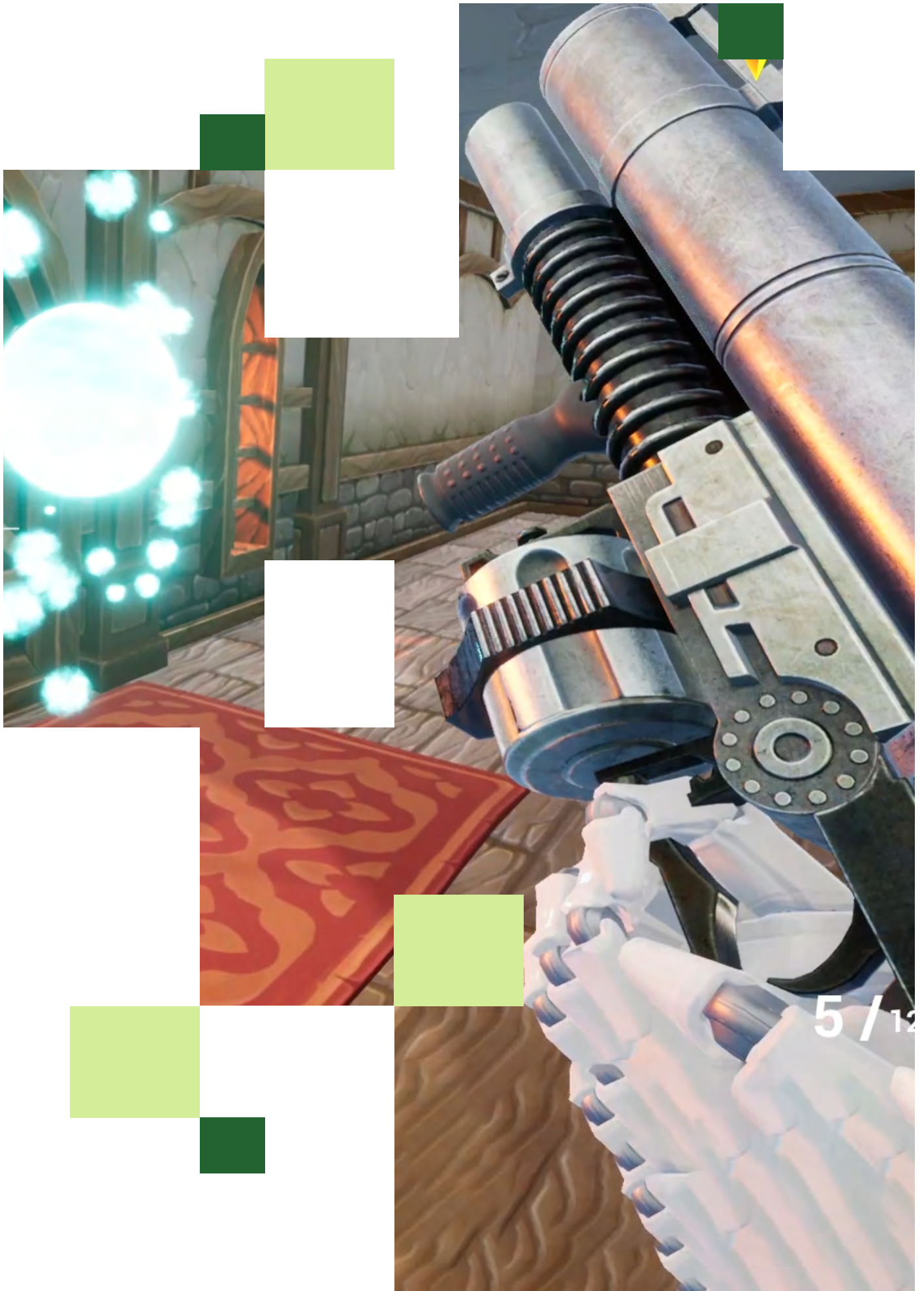
Standard Three Year Degree

YEAR 1			
TRIMESTER 1	3D Character Lab	Game Design Mechanics	Level Design
TRIMESTER 2	Game Scripting	3D Animation Mechanics	3D Rigging
TRIMESTER 3	Game Development Lab*		
EXIT: DIPLOMA OF GAME DESIGN			CRICOS 109413G
YEAR 2			
TRIMESTER 4	Sound Design	3D Asset Development	Console Game Development
TRIMESTER 5	Multiplayer Game Development	Technical Art	Culture and Creativity
TRIMESTER 6	Cinematic Animation Lab*		
EXIT: ASSOCIATE DEGREE IN GAME DESIGN			CRICOS 109412H
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 8	Forge 1	The Professional Internship Program OR Professional Project	Industry Launchpad
TRIMESTER 9	Forge 2*		
EXIT: BACHELOR OF GAME DESIGN			CRICOS 109411J

*this subject has the equivalent of credit points to 3 subjects



Scan for full
curriculum
outline



Bachelor of IT

(Mobile App Development)

The IT world has changed dramatically over the past few years. The rise of smartphones means an unprecedented number of people are accessing information through apps more than any other platform.

Our Bachelor of IT (Mobile App Development) course is the only one of its kind in Australia, with a range of cross-platform subjects that will prepare you to take advantage of the shifting market. You will develop complex software applications across a range of mobile and web platforms, and learn how to test, debug and refine them ready to take to market.

Master industry-standard software

- Visual Studio
- Android Studio
- Xcode 14
- Xamarin
- Windows
- Jira
- Trello
- Basecamp
- ModeJS
- Ruby
- Python
- IOS

Career Pathways

- Mobile Application Developer
- Application Support Analyst
- Applications Engineer
- E-Commerce Developer
- Front End Developer
- Information Architect
- IT Consultant
- Java Developer
- .NET Developer
- Programmer
- Programmer Analyst
- Software Developer
- Software Tester



Bachelor of IT (Mobile App Development)

Course Units of Study

Standard Three Year Degree

YEAR 1			
TRIMESTER 1	Introduction to Web	Information Systems	Foundation Programming
TRIMESTER 2	Programming I	Database Systems	Introduction to Software Engineering
TRIMESTER 3	Discrete Mathematics	Programming II	
YEAR 2			
CRICOS 094330D			
TRIMESTER 4	Java	Digital Project Management	Systems Analysis and Design
TRIMESTER 5	Foundation Networks	Interface & Experience Design	Enterprise Systems
TRIMESTER 6	Mobile Apps Android	Advanced Web	
EXIT: ASSOCIATE DEGREE OF INFORMATION TECHNOLOGY (MOBILE APP DEVELOPMENT)			
YEAR 3			
CRICOS 094329G			
TRIMESTER 7	Elective 1	Mobile Apps iOS	Cross-Platform Apps Development
TRIMESTER 8	Advanced Studio 1	Elective 2	Data-Driven Apps Development
TRIMESTER 9	External Project	Advanced Studio 2	
EXIT: BACHELOR OF INFORMATION TECHNOLOGY (MOBILE APP DEVELOPMENT)			

*Students studying this qualification do so with a specialist focus on MOBILE APPLICATION DEVELOPMENT
Students may elect to increase their study load in order to complete their course early. CRICOS: 080429G

CRICOS 080428J

Electives[^]

Design

Digital Images

Games

Game Development

Basic Game Engine Programming

Advanced Game Engine Programming

Programming

Augmented Reality

Artificial Intelligence

Industry Preparation

Professional Internship Program



Scan for full
curriculum
outline

[^] Electives are subject to availability and certain electives have prerequisites.



We Produce Industry Ready Graduates

We take your professional preparation very seriously - and here are some of the ways we do it

Skills That Matter

Industry-specific professional skills content included every trimester.

As the course progresses so does your skill level. For e.g - from starting with reading and understanding a brief, to then later presenting your ideas to a panel of industry experts.

Professional Portfolio-building

You'll complete real world project-based assessments that you can include in your professional portfolio on graduation.

Your diverse portfolio will set you apart! You'll have the opportunity to follow your own creative visions as well as follow set client briefs.

Career Support

We have dedicated staff with robust industry knowledge ready to help you plan your career, guide you in the future direction of tech, help with your CV, level up your social media presence or where to find work.

Our Bachelor Courses Get You Industry-ready

The third and final year of all AIT courses focus strongly on the fundamentals for preparing you for employment in the creative industry of your choice.

We'll teach you what the industry is looking for and guide you in every aspect of transitioning from study to the workforce. We'll ensure you're equipped with the right soft skills, practical skills and practical experience you'll need to succeed.

We'll also provide opportunities for you to showcase your work to AIT's industry connections and teach you how to pitch and present in a professional working environment.

Third Year Preparation Programs

FORGE 1

Forge 1 is part one of a subject that runs across two terms, where you learn to operate in a professional team, under workplace-like pressure, applying your knowledge, skills and aptitudes to complete a project to contemporary industry standards. In Forge 1, the focus is on researching client needs and preparing a range of pre-production material required for the development of an industry project. Planning and project management skills will be sharpened, and pre-visualisation of narrative content will be developed to deliver a comprehensive plan for a substantial production, to be completed in Forge 2 in the final trimester of study.

PROFESSIONAL DEVELOPMENT OPTION 1:

The Professional Internship program

You will be placed in a professional industry organisation where you will develop relevant skills oriented toward your chosen career. It will provide you with an opportunity to apply what you know, be mentored, receive feedback and seek opportunities for development in a real-world setting, as well as be exposed to emerging trends and technology impacting your industry. Prior to commencement of the internship, AIT will determine a suitable placement company based on your individual needs and interests. OR;

PROFESSIONAL DEVELOPMENT OPTION 2:

Professional Project

You will complete an industry project of your choosing, related to your area of study. While support and feedback will be provided, in this subject you will work independently on a creative project off campus with minimal academic interaction. It may be completed independently or in collaboration with peers. The project will be conceived and developed for a specific setting, and be presented as a proposal of a solution to a problem or opportunity faced by an organisation or industry. The subject is an opportunity for you to develop and demonstrate self-regulated, independent research and study skills, time and project management and professional communication.

INDUSTRY LAUNCHPAD

Here we help you search for and prepare yourself for employment. We provide guidelines for how to prepare effective resources that enhance your employment prospects. You will be introduced to interview techniques and personal branding while building a professional internet and social media presence. You will also learn how to produce effective presentations of your highest-grade work for future employers.

FORGE 2

The Forge 2 is part two of a subject that runs across two terms, where you will complete your major work. The production, to be completed in teams, will be presented to industry representatives at the completion of the project. A key aim of the subject is to develop your speed and efficiency in a collaborative work environment. The process of briefing, planning, executing, presenting and reflecting will help you become accustomed to professional project-based work. The subject will also challenge you to innovate, learn from both success and failure, "know yourself", and learn how to work with others. You will be mentored, critiqued and assessed during this process, with industry experts providing feedback on project outcomes.

Our unrivalled connection to the interactive entertainment industry means we provide you with the opportunity to brush shoulders with some of the biggest names in the business.

In the past we've hosted many award-winning creatives on campus, such as:

- Emmy Award Winner Deborah Riley - Production Design Supervisor of **Game Of Thrones**.
- **Gods Of Egypt** VFX Team including Owen Paterson - Production Designer, Gerhard Mozsi - Iloura VFX Artist and Greg O'Connor - Iloura VFX Artist.
- Damien Drew - Art Director and Ev Shipard - Concept Artist from **Alien Covenant**.
- Josh Simmonds - VFX Supervisor on **Aquaman**.
- Chris Spry from Fin Design + Effects for the film **I Am Mother**.
- Emmy Award Winner Glen Melenhorst - Lead VFX Artist on the **Battle of the Bastards** scene in **Game of Thrones**.
- AACT Award Winner Jocelyn Moorhouse - Director of **The Dressmaker**.
- Academy Award Winner Robert McKenzie - Sound Designer/Editor and Academy Award Winner Andy Wright - Sound Mixer from **Hacksaw Ridge**.
- Academy Award Winner Colin Gibson - Production Designer and Art Director Jacinta Leong from **Mad Max Fury Road**.



We Produce Award Winning Grads

Our students consistently win and rank as finalists in recognition of the quality, creativity and technical excellence of their work in many local and international awards festivals, including the Australian Effects and Animation Festival (AEAF), Short and Sweet Film Festival, Lift-Off Global Short Film Festival, Australian Production Design Guild (APDG) Awards, London Worldwide Comedy Short Film Festival, Lisbon Film Rendezvous Festival, Selected Rising Stars Film Festival and many more!

We'll also proudly recognise and celebrate your outstanding achievements via our annual student showcase awards night.



JEFF & HENRY

Nathan Mylthoi, Matthew Deligeorges



THE CALL OF CAELUM

Natasha Perrett, Dominique Eichenberger, James Dickson, Tony Phan, Isaac Biala and Joshua Romero



OPERATION: RECESS

James Dickson, Tiffany Kho, Crystal Thurley & Vy V Dinh Ngoc



THE TAME PAINTER

Dominic Dimech



NAVIS

Roan Sajko, Tomas Curda, Angharad Nettle-Smythe Mary Zumbo, Feri Wijaya, Wei Liu



BEAN WARS

Emilia Consonni

2D Animation

Film

3D Animation



HUIN

Martin Hornak



BUNNY BUG

Rosa Pallone, Shristy Shrestha



ALB-I

Rory Hulme, Khaled Erku, Siddharth Saxena, Maria Gomez, Chanravy Bun, Kevin Chala

Game Design



COLORGIZE VR

Nathalia Andrade Da Silva, Gabor Vermes



SIMOSITY

Jack O'Shea | Lead Developer | Red Cartel



SHELL V-POWER PIT STOP

Jack O'Shea | Developer | Red Cartel
Agency: Traffic



AITENDANCE

Luiz Cavallieri, Daniel Schofield, Chiaki Iwamoto, Amandeep Singh

Mobile App Dev

MYER

APPLE WATCH

\$949



YOU AT A GLANCE.
NEVER MISS WHAT MATTERS.

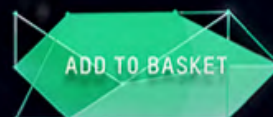
Instantly receive and respond to your favourite notifications.
Use the motivation you need to stay active and healthy.
Turn your personal style in a whole new way. From the way
it works to the way it looks, Apple Watch isn't just something
you wear. It's an essential part of who you are.

Because it's on your wrist, Apple Watch lets you receive
notifications immediately and conveniently. The moment the
people or apps you care about have something to say, you'll
see a gentle tap.



EBAY / MYER VR DEPARTMENT STORE

Jack O'Shea | Developer | Red Cartel
Agency: Traffik



Student Work

WATCH OUR
STUDENT
SHOWREEL



ait

Academy of
Interactive
Technology

STUDENT REEL

FILM | 2D ANIMATION | 3D ANIMATION
MOBILE APP DEVELOPMENT | IT

STUDENT
SHOWCASE



Weekly Sample Timetable

Sample timetable for a Full-Time Bachelor of 2D Animation
OR Diploma of 2D Animation student in their first trimester.

Weekly Study Commitments

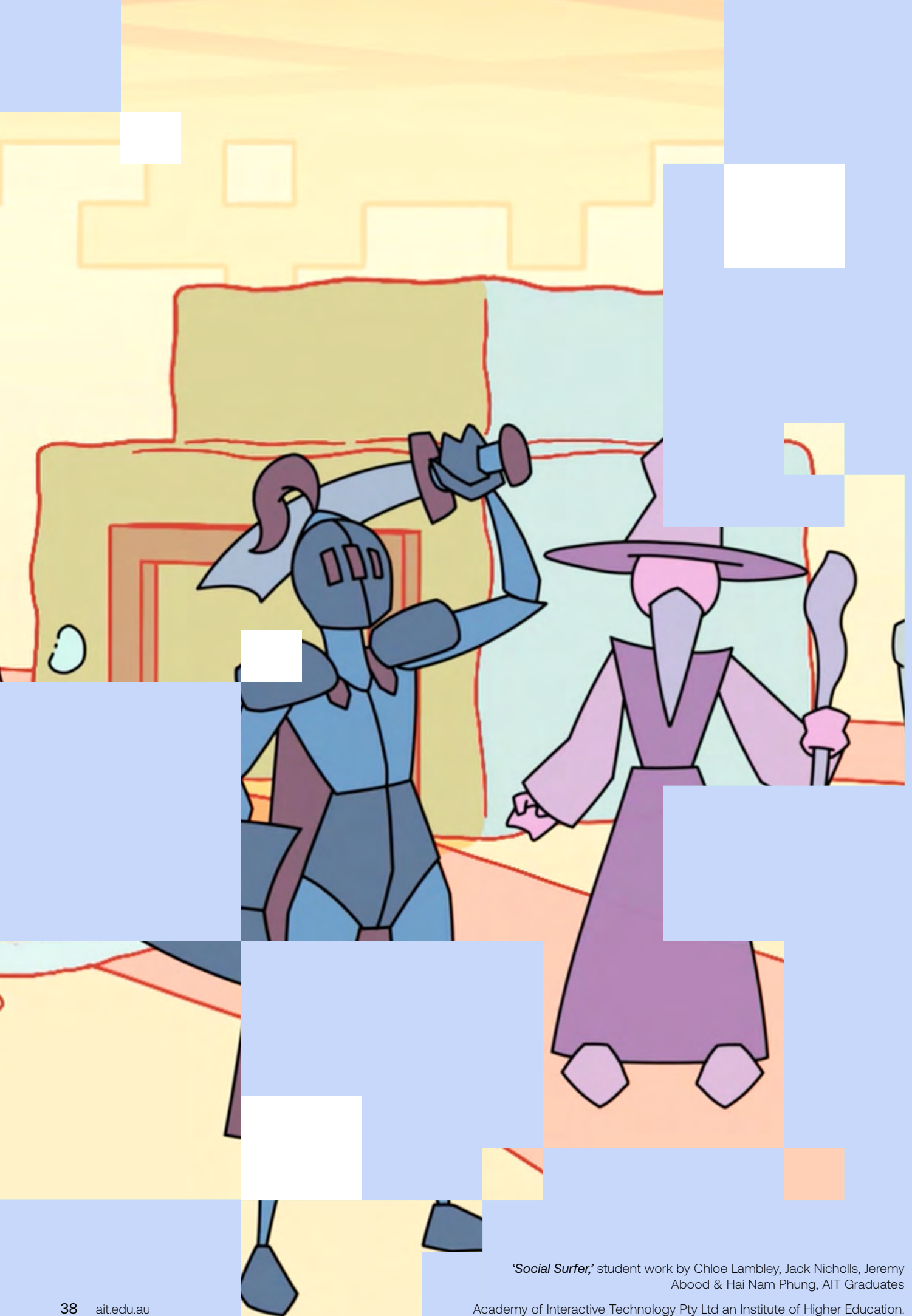
- 2 subjects on campus each trimester
- 1 subject online each trimester
- 12-15 hrs recommended independent study per week

Optional

- PAIS Mentoring
- Study Skills Webinar
- Teacher Consultations
- Social Club activities



	Monday	Tuesday	Wednesday	Thursday	Friday
9am - 12pm		PAIS Mentoring Session	Subject 1: MDA1011 Visual Storytelling Location: On Campus - Room 7		
1pm - 4pm		Study Skills Webinar	Subject 2: AMA1002 Creative Drawing Lab Location: On Campus - Room 7	Subject 3: MDA1014 Screen Evolution Location: Online	Social Club - Magic The Gathering
5pm - 8pm				Teacher Consultation	



'Social Surfer,' student work by Chloe Lambley, Jack Nicholls, Jeremy Abood & Hai Nam Phung, AIT Graduates

Academy of Interactive Technology Pty Ltd an Institute of Higher Education.
PRV12005 | CRICOS: 02155J | RTO: 90511

Entry Requirements

All domestic candidates enrolling in a Higher Education Diploma or Bachelor Degree must:

- Have a Unique Student Identifier (USI) or have appropriate exemption; AND
- Have a unique email address; AND
- Have access to a computer with an internet connection; AND
- Be 17 years or older at the time of commencement (students under 18 will require a support letter from their parent or guardian); AND
- Have completed high school certification equivalent to year 12; OR
- Have completed year 11 (or equivalent) and be able to provide year 11 results, a support letter from a parent or guardian & attend a screening interview;* OR
- Have successfully completed a certificate IV, VET Diploma or Higher Education Diploma; OR
- Have successfully completed one year of full time study in a degree course at a higher education provider; OR
- Display experience or interest in the field of interactive media through evidence of relevant work or practice. Students may be asked to demonstrate this through a CV, short written piece, interview and/or portfolio.

*Note:

For Domestic applicants leaving school prior to the completion of year 12 please check with your school or relevant education authority as to the specific legal requirements. Where a release letter from your school is required, please include this in your application. In all cases please provide a letter (certified) of support from your parent or legal guardian in your application.

All international candidates must:

- Have a Unique Student Identifier (USI) or have appropriate exemption; AND
- Have a unique email address; AND
- Have access to a computer with an internet connection; AND
- Be 17 years or older at the time of commencement (students under 18 will require a support letter from their parent or guardian); AND
- Have completed high school certification equivalent to year 12; OR
- Have completed year 11 (or equivalent) and be able to provide year 11 results, a support letter from a parent or guardian & attend a screening interview;* OR
- Have successfully completed a certificate IV, VET Diploma or Higher Education Diploma; OR
- Have successfully completed one year of full time study in a degree course at a higher education provider; OR
- Display experience or interest in the field of interactive media through evidence of relevant work or practice.
- Students may be asked to demonstrate this through a CV, short written piece, interview and/or portfolio.
- If enrolling into a Higher Education Diploma, have achieved an IELTS result of 5.5 (no band less than 5.5) or equivalent which has been completed within the last 12 months.
- If enrolling into a Bachelor Degree, have achieved an IELTS result of 6.0 (no band less than 5.5) or equivalent which has been completed within the last 12 months.

HOW DO I APPLY?







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Intakes

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