

2024 FEE-HELP Schedule of Fees

Bachelor of Game Design

DELIVERY METHOD: Face to Face (On-Campus)
DELIVERY LOCATION: Ultimo Campus / Melbourne Campus
DURATION: 36 Months (Standard)
FEE SCHEDULE PERIOD: 1 October, 2024 to 30 June, 2025

NOTES:

- Course duration calculated on 7 day week
- Each term is 13 weeks (91 days)
- Census date is the 19th day of each term, Friday of week 3 of each term
- 9 terms of study (819 days - does not include term breaks)
- RPL Unit Fee is calculated at 30% of the Unit of Study's Tuition Fee

| Study Period | Unit of Study Name | Unit of Study Code | Tuition Fee | EFTSL | End Date (Day into the course) | Census Date (Day into the course) | RPL Unit Code | RPL Unit Fee | RPL EFTSL |
|---------------------|------------------------|--------------------|-------------|--------|-----------------------------------|--------------------------------------|---------------|--------------|-----------|
| Term 1 | 3D Character Lab | AMA1003 | \$2,420.89 | 0.1111 | Day 91 | Day 19 | RPL-AMA1003 | \$726.27 | 0.0001 |
| | Game Design Mechanics | GAM1006 | \$2,420.89 | 0.1111 | | Week 3 | RPL-GAM1006 | \$726.27 | 0.0001 |
| | Level Design | GAM1000 | \$2,420.89 | 0.1111 | | Friday | RPL-GAM1000 | \$726.27 | 0.0001 |
| Term 2 | Game Scripting | GAM1009 | \$2,420.89 | 0.1111 | Day 182 | Day 110 | RPL-GAM1009 | \$726.27 | 0.0001 |
| | 3D Animation Mechanics | AMA1013 | \$2,420.89 | 0.1111 | | Week 16 | RPL-AMA1013 | \$726.27 | 0.0001 |
| | 3D Rigging | AMA1033 | \$2,420.89 | 0.1111 | | Friday | RPL-AMA1033 | \$726.27 | 0.0001 |
| Term 3 | Game Assets Lab | GAM1103 | \$7,262.67 | 0.333 | Day 273 | Day 201 Week 29 Friday | RPL-GAM1103 | \$2,178.80 | 0.0001 |
| DIPLOMA EXIT | | | | | | | | | |

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|---|-------------------------------------|--------------------|--------------------|--------|-----------------------------------|--------------------------------------|---------------|--------------|-----------|
| Term 4 | Sound Design | MDA2010 | \$2,420.89 | 0.1111 | Day 364 | Day 292 | RPL-MDA2010 | \$726.27 | 0.0001 |
| | 3D Asset Development | AMA2013 | \$2,420.89 | 0.1111 | | Week 42 | RPL-AMA2013 | \$726.27 | 0.0001 |
| | Console Game Development | GAM2009 | \$2,420.89 | 0.1111 | | Friday | RPL-GAM2009 | \$726.27 | 0.0001 |
| Term 5 | Multiplayer Game Development | GAM2011 | \$2,420.89 | 0.1111 | Day 455 | Day 383 | RPL-GAM2011 | \$726.27 | 0.0001 |
| | Technical Art | GAM2015 | \$2,420.89 | 0.1111 | | Week 55 | RPL-GAM2015 | \$726.27 | 0.0001 |
| | Culture and Creativity | MDA2029 | \$2,420.89 | 0.1111 | | Friday | RPL-MDA2029 | \$726.27 | 0.0001 |
| Term 6 | Cinematic Animation Lab | GAM2203 | \$7,262.67 | 0.333 | Day 546 | Day 474 Week 68 Friday | RPL- GAM2203 | \$2,178.80 | 0.0001 |
| ASSOCIATE DEGREE EXIT | | | | | | | | | |
| Term 7 | Professional Freelancing | MDA3011 | \$2,420.89 | 0.1111 | Day 637 | Day 565 | RPL-MDA3011 | \$726.27 | 0.0001 |
| | Emerging Insights | MDA3010 | \$2,420.89 | 0.1111 | | Week 81 | RPL-MDA3010 | \$726.27 | 0.0001 |
| | Virtual Production Lab | MDA3301 | \$2,420.89 | 0.1111 | | Friday | RPL-MDA3301 | \$726.27 | 0.0001 |
| Term 8 | Forge 1 | PRO3001 | \$2,420.89 | 0.1111 | Day 728 | Day 656 | RPL-PRO3001 | \$726.27 | 0.0001 |
| | The Professional Internship Program | PRO3005 | \$2,420.89 | 0.1111 | | Week 94 | RPL-PRO3005 | \$726.27 | 0.0001 |
| | Industry Launchpad | PRO3003 | \$2,420.89 | 0.1111 | | Friday | RPL-PRO3003 | \$726.27 | 0.0001 |
| Term 9 | Forge 2 | PRO3002 | \$7,262.67 | 0.333 | Day 819 | Day 747 Week 107 Friday | RPL-PRO3002 | \$2,178.80 | 0.0001 |
| BACHELOR EXIT | | | | | | | | | |
| *Electives are taken in place of subject PRO3005 | | | | | | | | | |
| Elective* | Professional Project | PRO3004 | \$2,420.89 | 0.111 | | | RPL-PRO3004 | \$726.27 | 0.0001 |
| Total Tuition Fee | | | \$65,364.00 | | | | | | |