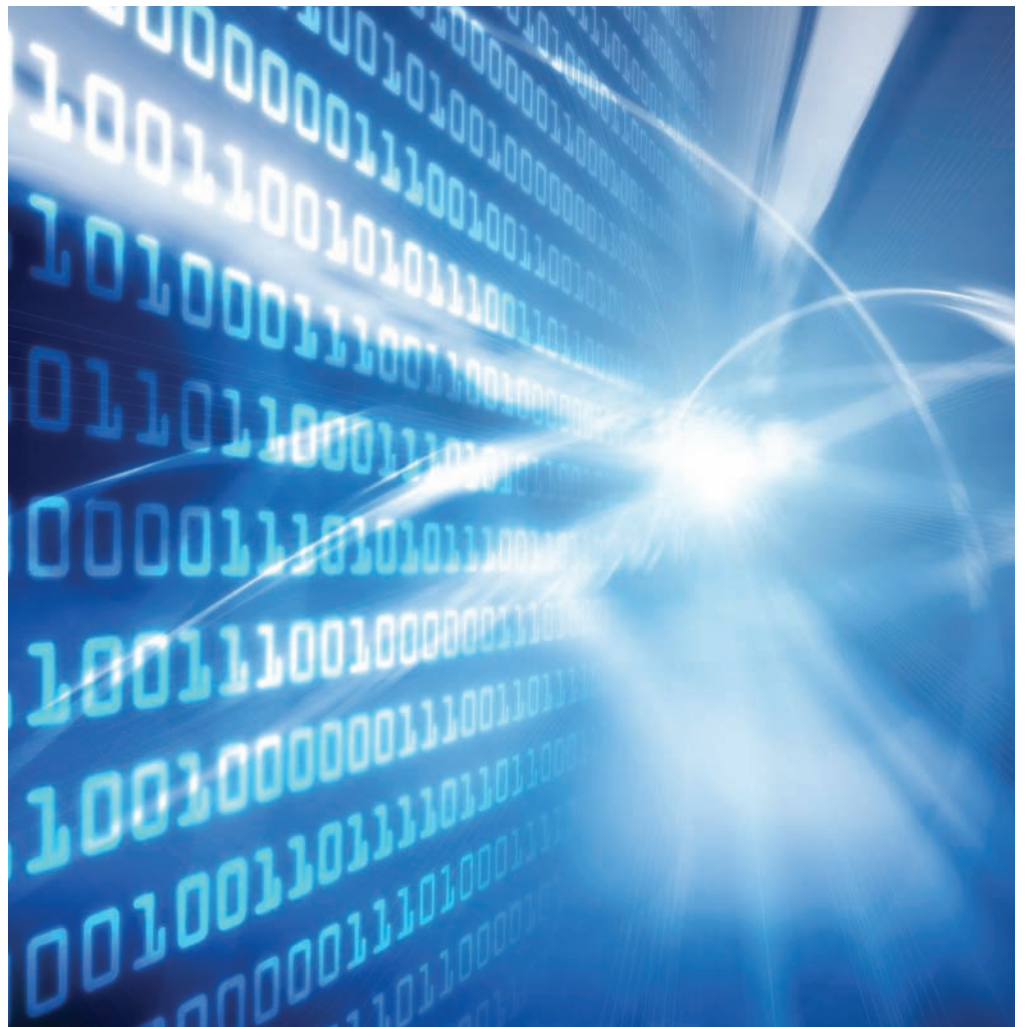


ADVANCED DIPLOMAS IN

GAME PROGRAMMING or DIGITAL ARTS

Academia International's School of Games and Digital Production provides you with a great starting point to gain employment in the rapidly growing games, film, television, 3D content and digital production industries. Digital production skills are also in great demand in many other industry areas including Simulation, Design, Urban Planning, Defence Forces, Architecture, Bio-Technology, Illustration and Advertising. With teachers still currently working in the game and digital art industries plus visiting speakers from Melbourne's games and digital production companies, you will receive up to date training in the fast evolving field of games production.



GAMES PROGRAMMING STREAM

ICA40505 Certificate IV in Information Technology (Programming) CRICOS Code 073223C

ICA60105 Advanced Diploma of Information Technology CRICOS Code 073224B

GAMES DIGITAL ARTS STREAM

CUF50107 Diploma of Screen and Media CRICOS Code 073253G

CUF60107 Advanced Diploma of Screen and Media CRICOS Code 073254G

WHY STUDY AT ACADEMIA INTERNATIONAL?

Academia International is a true International school with over 50 nationalities in addition to Australian students attending our Vocational and English courses.

Academia International is known as a leader in quality tuition recognized by Industry and the Australian Government.

Situated in the geographical centre of Melbourne, Australia, our students enjoy being in the middle of Melbourne's central shopping, entertainment, restaurant and business district. Twice voted as the most livable city in the world, Melbourne is Australia's capital of food, fashion sport and entertainment.

All Academia International Courses are Nationally Accredited

A number of Universities offer Pathways with Academia International allowing students interested in continuing their education to a University Degree level or above.

CAREER PROSPECTS

Students who complete Diplomas and Advance Diplomas in the Art stream at Academia's School of Games and Digital Production have opportunities to enter a large number of fields including:

- ★ Games Development and Design
- ★ Digital Film Production
- ★ Visual FX
- ★ Advertising and Illustration
- ★ Architecture and 3D Modeling

Students who complete Diplomas and Advance Diplomas in the Programming stream have opportunities in

- ★ Games Programming
- ★ Games Development and Design
- ★ Console Programming
- ★ Software Engineering
- ★ Middleware Programming

ENTRY REQUIREMENTS

18 years of age or over, plus Year 12 secondary school or equivalent.

International Students: IELTS 5.5 or equivalent

* For ICA40505 and ICA60105, Year 12 or equivalent mathematics required.

ICA40505 CERTIFICATE IV IN INFORMATION TECHNOLOGY (PROGRAMMING)*

Duration 53 weeks including vacation breaks

This course offers students knowledge and skills in games programming fundamentals using the languages commonly used in games development. The course prepares you for entry to the Advanced Diploma of Information Technology or may equip you with the skills to work as a "Junior programmer" in a variety of industries. Your learning will cover:

- ★ Basic Programming
- ★ Developing simple games
- ★ 2D Games Programming
- ★ 3D Games Programming
- ★ Simple Artificial Intelligence Programming
- ★ Team Programming

Units

ICAB4225B	Automate processes
ICAB4219B	Apply introductory object-oriented language skills
ICAB4224B	Apply mathematical techniques for software development
ICAT4221B	Locate equipment, system and software faults
ICAT4242B	Perform unit test for a class
BSBCMN304A	Contribute to personal skill development and learning
ICAB4075B	Use a library or pre-existing components
ICAA4233B	Determine and apply appropriate development methodologies
ICAA4058B	Apply skills in object-oriented design
ICAD4043B	Develop and present a feasibility report
ICAW4214B	Maintain ethical conduct
ICAS4112B	Optimise system performance
ICAB4222B	Apply introductory programming skills in another language
ICAB4229B	Apply intermediate programming skills in another language
ICAB4178B	Build a graphical user interface
ICAB4225B	Automate processes
ICAB4232B	Maintain open source code programs
ICAA4041C	Determine and confirm client business expectations and needs
ICAD4217B	Create technical documentation
PSPPM402B	Manage simple projects
BSBCRT402A	Collaborate in a creative process
BSBDES401A	Generate design solutions

ICA60105 ADVANCED DIPLOMA OF INFORMATION TECHNOLOGY*

Duration 55 weeks including vacation breaks

This course offers students knowledge and skills in advanced games programming and aims to make learners ready for industry entry.





FACILITIES

Academia International Games and Digital Production students have access to spacious studio classrooms which provide all that is necessary to produce industry standard games, animated film and digital content. Students work on individual multicore computers with dual monitors and high grade graphic cards using the same software as leading production houses. Teachers are all industry experienced, and throughout the course students will meet and learn from numerous additional speakers and advisors from games and digital production houses.

Much of the course involves programmers working with artists in a simulated studio environment to create a fully functioning game. Your learning will cover :

- ★ AI and Shaders
- ★ Advanced Programming
- ★ Preparing, pitching and developing a game
- ★ Project planning and market research
- ★ Games research, analysis and design
- ★ Project management
- ★ Teamwork skills and practice
- ★ Portfolio Preparation

Units

BSBEBUS605A	Identify and implement e-business innovation
PSPPM601B	Direct complex project activities
ICAI6187B	Implement change management processes
ICAP6040B	Develop contracts and manage contracted performance
ICAA6149B	Implement quality assurance processes for business solutions
ICAA5035C	Research and review hardware technology options for organisations
PRSTS301A	Identify technical security requirements
ICAB5223B	Apply intermediate object-oriented language skills
ICAB5227B	Apply advanced programming skills in another language
ICAB5068B	Build using rapid application development
CUFDIG504A	Design games
ICAB5226B	Apply advanced object-oriented language skills
ICAA6157B	Develop technical requirements for a business solution
ICAB5071B	Review developed software
CUFDIG507A	Design digital simulations
CUETEM08B	Realise productions

CUF50107 DIPLOMA OF SCREEN AND MEDIA

Duration 55 weeks including vacation breaks

This qualification is designed to develop the technical skills required of people working in the games and related industries who perform duties in areas such as:

- ★ Visual FX production
- ★ Modeling
- ★ 3D Animation
- ★ Concept Art and Design
- ★ Character Creation and Development

Units

BSBDES402A	Interpret and respond to a design brief
CUFRES401A	Conduct research
CUETPRP501A	Conceive, develop and realise props designs
BSBDES501A	Implement design solutions
BSBMM401A	Make a presentation

BSBCRT402A	Collaborate in a creative process
BSBDES403A	Develop and extend design skills and practice
CUFANM502A	Create 3D digital environments
CUFANM303A	Create 3D digital models
CUFANM401A	Prepare 3D digital models for production
CUFANM302A	Create 3D digital animations
CUFANM501A	Create 3D digital character animation
BSBREL401A	Establish networks
CUFPOS402A	Manage media assets
CUESCE04C	Use research, innovation and experimentation to produce scenic art
BSBPMG510A	Manage projects

CUF60107 ADVANCED DIPLOMA OF SCREEN AND MEDIA

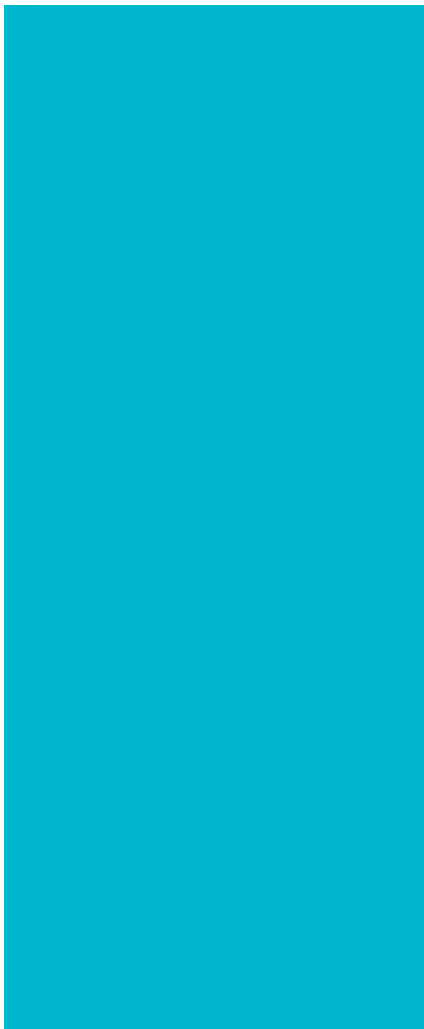
Duration 55 weeks including vacation breaks

This course offers students knowledge and skills in advanced games art, 2D and 3D animation and production areas and aims to make learners ready for industry entry to games development and related industries. Much of the course involves artists working with programmers in a simulated studio environment to create fully functioning games. Your learning will cover:

- ★ Character design, modelling and animation
- ★ Preparing, pitching and developing a game
- ★ Project planning and management
- ★ Games research, analysis and design
- ★ Market research
- ★ Teamwork skills and practice
- ★ Portfolio preparation

Units

BSBCRT601A	Research and apply concepts and theories of creativity
CUFANM503A	Design animation and digital visual effects
CUFANM402A	Create digital visual effects
CUFLGT501A	Conceive and develop lighting designs
CUFPPM601A	Plan and manage film and media pre-production
BSBCRT501A	Originate and develop concepts
CUFDRT601A	Establish the creative vision for screen productions
CUSOU501A	Develop sound designs
CUFPPM602A	Plan and manage film and media post-production
CUFDIG504A	Design games
CUFCMP501A	Manage and exploit copyright arrangements
PSPPM601B	Direct complex project activities
CUETEM08B	Realise productions
CUFDIG506A	Design interaction
BSBCOM501B	Identify and interpret compliance requirements
CUETEM08B	Realise productions
BSBMKG609A	Develop a marketing plan



Level 4 / 152 Elizabeth Street, Melbourne, VIC. 3000
Phone (03) 9671 4755 Fax (03) 9671 4988
E-mail: admissions@academia21.com

www.academia21.com