



Bachelor of Games Design (Domestic students)

Program code	Admission requirements
1338	ATAR/Rank OR Portfolio and Interview
Available at	(more)
South Bank Campus	
Duration	Commencing in
3 years full-time	Trimester 1
6 years part-time	
Credit points	
240	
Indicative fee	
\$10,000.00* per year (more)	
* 2024 indicative annual CSP fee	

Degree requirements: Students who started Trimester 1 - 2025

For Domestic and those International students not required to complete the English Language Enhancement course

For the award of *Bachelor of Games Design (BGamesDes)*, you must successfully complete 240 credit points, made up of the core courses AND

- 80 credit points for a major;
- 60 credit points of free-choice electives.

Other program requirements

You must successfully complete:

- no more than 100 credit points of Level 1 courses (the first digit of a course code denotes the level);
- at least 60 credit points of Level 3 courses or higher.

This degree may be awarded **with Distinction** where a student achieves a minimum program GPA of 6.5 with no failed courses. The words "This award was achieved with Distinction" will be recorded on the testamur.

Australian Qualifications Framework (AQF) Level and Type

The **Australian Qualifications Framework (AQF)** is the national policy for regulated qualifications in Australian education and training. This qualification is accredited as an AQF Level 7 - Bachelor Degree.

English Language Enhancement

Domestic students enrolled in this program whose first language is not English may complete the following **English Language Enhancement Course** as an elective.

- 5904LHS Language and Communication for Arts and Social Sciences

Students whose first language is English are not permitted to undertake this course.

Program learning outcomes

Program learning outcomes

Program Learning Outcomes communicate to the community the value of the Griffith educational experience as benchmarked against national qualification standards.

Program Learning Outcomes for this award describe the knowledge, skills and the application of knowledge and skills you will acquire through studying the Griffith program of your choice.

Course list: Students starting Trimester 1 - 2025

Course offering information in program structures is a guide only. Please check the actual offering information in the Course Catalogue.

Note: Students must check the prerequisite and incompatible requirements before selecting any course within this program.

English Language Enhancement course

Students required to undertake the English Language Enhancement course must complete 5904LHS in their first trimester of study.

The English Language Enhancement course is to be taken in place of a Free-choice elective in your program.

Trimester	Course code	Requirement	Course title	CP
Tri 1	5904LHS	English Enhancement	Language and Communication for Arts and Social Sciences	10

Year 1

You must complete the following courses:

Trimester	Course code	Requirement	Course title	CP
Tri 1	1105GFS	Core to Program	Principles of Games Design 1	10
Tri 1	1111GFS	Core to Program	Introduction to Game Art	10
Tri 1	1109GFS	Core to Program	Programming for Interactive Media	10
Tri 1			Prerequisite for chosen major	10
			OR	
Tri 1,3			Free-choice elective	10
Tri 2	1121GFS	Core to Program	Realtime Environments	10
Tri 2	1112GFS	Core to Program	Mechanics in Action: Arcade Games	10
Tri 2	1110GFS	Core to Program	Principles of Games Design 2	10
Tri 2			Prerequisite for chosen major	10
			OR	
Tri 2,3			Free-choice elective	10

Year 2

You must complete the following courses:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2103GFS	Core to Program	Games History and Culture	10
Tri 2	2130GFS	Core to Program	Serious Games	10
Tri 1,2			Major courses	40
Tri 1,2,3			Free-choice elective	20

Year 3

You must complete the following courses:

Trimester	Course code	Requirement	Course title	CP
Tri 1	3130GFS	Core to Program	Experimental Games Design	10
Tri 2	3118GFS	Core to Program	Contemporary Issues and Games Design	10
Tri 1,2			Major courses	40
Tri 1,2,3			Free-choice elective	20

Majors (4 available)

Animating

You must complete the following foundation courses:

Trimester	Course code	Requirement	Course title	CP
Tri 1	1108GFS	Recommended Prereq	Principles of Animation	10
Tri 2	1116GFS	Recommended Prereq	Animating: Mechanics and Motion	10

You must complete the following courses:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2101GFS	Core to Major	Games Level Design	10
Tri 1	2111GFS	Core to Major	Animating: Acting and Performance	10
Tri 2	2134GFS	Core to Major	Player Experience Design	10
Tri 2	2131GFS	Core to Major	Animating: Applied Practice	10
Tri 1	3114GFS_P1	Core to Major	Game Studio	20
Tri 2	3114GFS_P2	Core to Major	Game Studio	20

Art Direction

You must complete the following foundation courses:

Trimester	Course code	Requirement	Course title	CP
Tri 1	1104GFS	Recommended Prereq	Drawing for Moving Image	10
Tri 2	1117GFS	Recommended Prereq	Concept Design Fundamentals	10

You must complete the following courses:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2101GFS	Core to Major	Games Level Design	10
Tri 1	2102GFS	Core to Major	Concept Design: Characters	10
Tri 2	2134GFS	Core to Major	Player Experience Design	10
Tri 2	2133GFS	Core to Major	Concept Design: Environments	10
Tri 1	3114GFS_P1	Core to Major	Game Studio	20
Tri 2	3114GFS_P2	Core to Major	Game Studio	20

Computer Generated Imagery

You must complete the following courses:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2101GFS	Core to Major	Games Level Design	10
Tri 1	2112GFS	Core to Major	CGI: Character Modelling	10
Tri 2	2134GFS	Core to Major	Player Experience Design	10
Tri 2	2132GFS	Core to Major	CGI: Environments	10
Tri 1	3114GFS_P1	Core to Major	Game Studio	20
Tri 2	3114GFS_P2	Core to Major	Game Studio	20

Player Experience

You must complete the following courses:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2101GFS	Core to Major	Games Level Design	10
Tri 1	2722GFS	Core to Major	Interactive Environments	10
Tri 2	2134GFS	Core to Major	Player Experience Design	10
Tri 2	3102GFS	Core to Major	Advanced Game Development (not offered from 2021)	10
			OR	
Tri 2	2733GFS	Core to Major	Interactive Characters	10
Tri 1	3114GFS_P1	Core to Major	Game Studio	20
Tri 2	3114GFS_P2	Core to Major	Game Studio	20

Electives (1 available)

Free-choice electives

You may select free-choice electives from the list below or any Undergraduate free-choice electives offered across the University provided prerequisites are met. If you require guidance please liaise with your Program Director.

Trimester	Course code	Requirement	Course title	CP
Tri 3	2002GFS	Free-choice Elective	Arts-Science in the Field	10
Tri 2	2001GFS	Free-choice Elective	Ecology, Sensing and the Arts	10
Tri 1	2003GFS	Free-choice Elective	Science Fictions: Creative Climate Futures	10
Tri 2	2004QCA	Free-choice Elective	Arts Health in Practice	10
Tri 1	2003QCA	Free-choice Elective	Health and Wellbeing for Creative Careers	10
Tri 1,2	1711GFS	Free-choice Elective	Digital Storytelling (not offered from 2020)	10
Tri 1	1104GFS	Free-choice Elective	Drawing for Moving Image	10
Tri 1	1108GFS	Free-choice Elective	Principles of Animation	10
Tri 1	1710QCM	Free-choice Elective	Interactive Music (not offered from 2025)	10
			courseLineOperator	
Tri 1	1420QCM	Free-choice Elective	Music Making 1	10
Tri 2	1720QCM	Free-choice Elective	Digital Music Composition (not offered from 2020)	10
Tri 2	1805ICT	Free-choice Elective	Human Computer Interaction (not offered from 2024)	10
Tri 2	2733GFS	Free-choice Elective	Interactive Characters	10
Tri 2	1116GFS	Free-choice Elective	Animating: Mechanics and Motion	10
Tri 2	1117GFS	Free-choice Elective	Concept Design Fundamentals	10
Tri 2	1119GFS	Free-choice Elective	CGI Animation	10
Tri 2	1705GFS	Free-choice Elective	Scriptwriting 1	10
Tri 2	2102GFS	Free-choice Elective	Concept Design: Characters	10

Trimester	Course code	Requirement	Course title	CP
Tri 3	2104GFS	Free-choice Elective	Comics and Sequential Storytelling	10
Tri 3	2137GFS	Free-choice Elective	Introduction to Unreal Engine	10
Tri 1	2111GFS	Free-choice Elective	Animating: Acting and Performance	10
Tri 1	2112GFS	Free-choice Elective	CGI: Character Modelling	10
Tri 1	2717GFS	Free-choice Elective	Animation Sound Design	10
Tri 1,2	2807ICT	Free-choice Elective	Programming Principles (not offered from 2025)	10
Tri 2	2131GFS	Free-choice Elective	Animating: Applied Practice	10
Tri 2	2132GFS	Free-choice Elective	CGI: Environments	10
Tri 2	2133GFS	Free-choice Elective	Concept Design: Environments	10
Tri 2,3	2720GFS	Free-choice Elective	Interactive Storytelling	10
Tri 1	2722GFS	Free-choice Elective	Interactive Environments	10
Tri 2	2810ICT	Free-choice Elective	Software Technologies	10
Tri 2	3123GFS	Free-choice Elective	CGI: Digital Sculpture	10
Tri 1	3124GFS	Free-choice Elective	Art Direction	10
Tri 1	3735GFS	Free-choice Elective	GFS Special Studies 1	10
			courseLineOperator	
Tri 1,2 or 3	3132GFS	Free-choice Elective	Games Special Studies	10
Tri 1,2 or 3	3725GFS	Free-choice Elective	Work Placement	10
			courseLineOperator	
Tri 1,2 or 3	3133GFS	Free-choice Elective	Games Internship 1 (Not offered from 2021)	10
Tri 2,3	3734GFS	Free-choice Elective	Work Placement 2	10
			courseLineOperator	
Tri 1,2 or 3	3134GFS	Free-choice Elective	Games Internship 2 (Not offered from 2021)	10
Tri 1	3135GFS	Free-choice Elective	CGI: Shaders and Textures	10
Tri 3	3129GFS	Free-choice Elective	Games Rapid Prototyping	10
Tri 3	3713GFS	Free-choice Elective	Motion Capture	10