



## Bachelor of Games Design (International students)

Program code	Entry requirements	Apply Now
1338	6.5	
Available at	IELTS (Academic) ( <a href="#">more</a> )	
South Bank Campus	CRICOS code	
Duration	061452M	
3 years full-time	Commencing in	
Credit points	Trimester 1	
240		
Indicative fee		
\$35,500.00* per year ( <a href="#">more</a> )		
* 2024 indicative annual fee		

### About this program

Learn how to create the games that people love to play the world over. You will receive a thorough grounding in the creative development of game art and design, moving from art-foundation skills to storytelling, storyboarding, cinematography, 3D modelling, human movement, game level design, computer interface issues, sound design and the influence of games on society.

Learn the fundamentals of games design and related production disciplines before developing your focus of specialisation. You'll have the freedom to explore contemporary developments in the practice of interactive game design and related disciplines.

In your third year, you'll embark on a major team-based capstone project where you'll create a production to commercial standards, which will be the cornerstone of your early-career portfolio. You will also have the opportunity to engage with industry practitioners and gain hands-on experience with games production.

#### Opportunities and experiences

As a Griffith Film School student, you'll have access to an exciting calendar of on-campus exhibitions, guest lectures, masterclasses and artist talks from industry leaders.

### My attendance during the program

#### Attendance information

The Bachelor of Games Design is campus-based and will be offered in full-time mode. Students are expected to attend 12 hours of contact time per week.

If you are an International student on a student visa, you must ensure that you enrol in a way that will allow you to complete your enrolment within the expected program duration as stated on your Confirmation of Enrolment (CoE).

### My career opportunities

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You'll be well connected to Brisbane's thriving game development community and equipped to join the ranks of graduates working locally and internationally as game designers, game programmers, 3D artists and concept artists. Our graduates have found additional success in areas such as mining and medical simulation, and training and educational software development.

You will be prepared to work as a prop, environment, character or technical artist, gameplay, level, system or combat designer, gameplay programmer, 3D modeller, 2D or 3D animator, or motion capture animator.

### Pathways to further study

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Graduates of the Bachelor of Games Design may be eligible to apply for Bachelor of Games Design (Honours) or various postgraduate programs.

## What are the fees?

### International students

An International student is one who is not:

- an Australian or New Zealand citizen or
- a Pacific Engagement visa holder or
- a person who has Australian permanent resident status.

### Indicative annual tuition fee

The indicative annual tuition fee is calculated based on a standard full-time study load which is usually 80 credit points (two full-time trimesters).

The indicative annual tuition fee is based on current conditions and available data and should only be used as a guide. These fees are reviewed annually and are subject to change.

### Tuition fees

- An International student pays tuition fees.
- Students are liable for tuition fees for the courses they are enrolled in as at the census date.
- The tuition fee for students who commence their program prior to 2014 is charged according to the approved program fee for the trimester in which the student commenced the program.
- The tuition fee for students who commence their program from 2014 onwards is charged according to the approved program fee for the trimester in which the student is enrolled.

### Program fees for the Bachelor of Games Design (1338)

Fees for this program can be found on the Programs and Courses website in the "Overview and fees" section. Select your commencing year to view your fees.

### Changing programs

If an International student changes to a different program they will be subject to the approved program fee for the trimester in which they are enrolled.

### Permanent resident status

If an **undergraduate student** obtains permanent resident status in Australia after commencing study in a program, and the student can provide evidence of permanent resident status prior to the census date (of the trimester in which they are enrolled), the student will be provided with a domestic fee-paying place.

The student may then apply for a Commonwealth supported place at the next admission period provided that the student satisfies the conditions for transfer from a domestic fee-paying place to a Commonwealth supported place as set out in the [Undergraduate Programs Admission Policy](#).

If a **postgraduate student** obtains permanent resident status in Australia after commencing study in a program, and the student can provide evidence of permanent resident status prior to the census date (of the trimester in which they are enrolled), the student will automatically be considered for a Commonwealth supported place (subject to availability) or a domestic fee-paying place as applicable for the program.

If a **research student** obtains permanent resident status in Australia after commencing study in a program, and the student can provide evidence of permanent resident status prior to the census date (of the trimester in which they are enrolled), the student will automatically be considered for a Commonwealth Government Research Training Program (RTP) Fee Offset or a domestic fee-paying place as applicable for the program.

### Further information

- [Fees and Charges Procedure](#)
  - 3.6 - Fees for International Students
  - 3.9 - Administrative and Miscellaneous Charges
  - [Fees and Charges Schedules](#)
- [Cost of studying in Australia](#)

### Additional fee information

#### Additional costs

Throughout your program you may be required to pay for the following items:

- 2 x USB3 fast specification, large capacity hard drives (purchase the best quality you can afford).
- Monitor style headphones that completely cover your ears (purchase the best quality you can afford).
- For students who are enrolled into 1104GFS - Drawing for Moving Image, the following equipment is required:
  - A selection of pencils in the 'B' range (2B, 4B, 6B) for figure drawing.
  - A visual diary/sketchbook (A4 minimum size, A3 maximum size).
  - Wacom stylus (see Animation or Games Design Orientation Booklet for details).