



## Bachelor of Games Design (Domestic students)

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### Program code

1338

### Commencing in

For Continuing Students Only

### Available at

South Bank Campus

### Duration

3 years full-time

6 years part-time

### Credit points

240

### Degree requirements: Students who started Trimester 1 - 2024

**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 - 2024

**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 (not offered from 2025)	10
			<b>OR</b>	
Tri 1	1122GFS	Core to Program	Introduction to Game Design and Production	10
Tri 1	1111GFS	Core to Program	Introduction to Game Art (not offered from 2025)	10
			<b>OR</b>	
Tri 1	1123GFS	Core to Program	Introduction to 3D Art and Environments	10
Tri 1	1109GFS	Core to Program	Programming for Interactive Media (not offered from 2025)	10
			<b>OR</b>	
Tri 1	1126GFS	Core to Program	Introduction to Games Programming	10
Tri 1			Prerequisite for chosen major	10
			<b>OR</b>	
Tri 1,3			Free-choice elective	10
Tri 2	1121GFS	Core to Program	Realtime Environments (not offered from 2025)	10
			<b>OR</b>	
Tri 2	1125GFS	Core to Program	Introduction to Virtual Production	10
Tri 2	1112GFS	Core to Program	Mechanics in Action: Arcade Games (not offered from 2025)	10
			<b>OR</b>	
Tri 2		Core to Program	Level 1 Elective	10
Tri 2	1110GFS	Core to Program	Principles of Games Design 2 (not offered from 2025)	10
			<b>OR</b>	
Tri 2		Core to Program	Level 1 Elective	10
Tri 2			Prerequisite for chosen major	10
			<b>OR</b>	
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 (not offered from 2025)	10
			<b>OR</b>	
Tri 1	1124GFS	Core to Program	Games History and Culture	10
Tri 2	2130GFS	Core to Program	Serious Games (not offered from 2025)	10
			<b>OR</b>	
Tri 2	2141GFS	Core to Program	Game Studio 1: Associate	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 (not offered from 2025)	10
			<b>OR</b>	
Tri 1	2142GFS	Core to Program	Game Studio 2: Intermediate	10
Tri 2	3118GFS	Core to Program	Contemporary Issues and Games Design (not offered from 2025)	10
			<b>OR</b>	
Tri 2	2140GFS	Core to Program	Contemporary Issues and Game 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 (not offered from 2025)	10
			<b>OR</b>	
Tri 1	1302GFS	Recommended Prereq	Foundations of Character 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 (not offered from 2025)	10
			<b>OR</b>	
Tri 1	2304GFS	Core to Major	Character Animation: Acting and Performance	10
Tri 2	2134GFS	Core to Major	Player Experience Design (not offered from 2025)	10
			<b>OR</b>	
Tri 2	2138GFS	Core to Major	Realtime Environments	10
Tri 2	2131GFS	Core to Major	Animating: Applied Practice (not offered from 2025)	10
			<b>OR</b>	
Tri 2	3303GFS	Core to Major	Character Animation: Applied Practice	10
Tri 1	3114GFS_P1	Core to Major	Game Studio (not offered from 2025)	20
			<b>OR</b>	
Tri 1	3143GFS	Core to Major	Game Studio 3 : Advanced	10
			<b>AND</b>	
Tri 1	2142GFS	Core to Major	Game Studio 2: Intermediate	10
Tri 2	3114GFS_P2	Core to Major	Game Studio (not offered from 2025)	20
			<b>OR</b>	
Tri 2	3144GFS	Core to Major	Game Studio 4 : Specialist	10
			<b>AND</b>	
Tri 2	3740GFS	Core to Major	Experimental Production	10

## 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 (not offered from 2025)	10
			<b>OR</b>	
Tri 1	1301GFS	Recommended Prereq	Foundations of Art Direction	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 (not offered from 2025)	10
			<b>OR</b>	
Tri 1	2303GFS	Core to Major	Concept Design: Characters	10
Tri 2	2134GFS	Core to Major	Player Experience Design (not offered from 2025)	10
			<b>OR</b>	
Tri 2	2138GFS	Core to Major	Realtime Environments	10
Tri 2	2133GFS	Core to Major	Concept Design: Environments (not offered from 2025)	10
			<b>OR</b>	
Tri 2	3302GFS	Core to Major	Concept Design: Environments	10
Tri 1	3114GFS_P1	Core to Major	Game Studio (not offered from 2025)	20
			<b>OR</b>	
Tri 1	3143GFS	Core to Major	Game Studio 3 : Advanced	10
			<b>AND</b>	
Tri 1	3142GFS	Core to Major	Global Games: Culture and Engagement	10
Tri 2	3114GFS_P2	Core to Major	Game Studio (not offered from 2025)	20
			<b>OR</b>	
Tri 2	3144GFS	Core to Major	Game Studio 4 : Specialist	10
			<b>AND</b>	
Tri 2	3740GFS	Core to Major	Experimental Production	10

## 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 (not offered from 2025)	10
			<b>OR</b>	
Tri 1	2143GFS	Core to Major	3D Characters and Vehicles	10
Tri 2	2134GFS	Core to Major	Player Experience Design (not offered from 2025)	10
			<b>OR</b>	
Tri 2	2138GFS	Core to Major	Realtime Environments	10
Tri 2	2132GFS	Core to Major	CGI: Environments (not offered from 2025)	10
			<b>OR</b>	
Tri 2	3146GFS	Core to Major	Immersive Worlds: 3D Environments	10
Tri 1	3114GFS_P1	Core to Major	Game Studio (not offered from 2025)	20
			<b>OR</b>	
Tri 1	3143GFS	Core to Major	Game Studio 3 : Advanced	10
			<b>AND</b>	
Tri 1	3142GFS	Core to Major	Global Games: Culture and Engagement	10
Tri 2	3114GFS_P2	Core to Major	Game Studio (not offered from 2025)	20
			<b>OR</b>	
Tri 2	3144GFS	Core to Major	Game Studio 4 : Specialist	10
			<b>AND</b>	
Tri 2	3740GFS	Core to Major	Experimental Production	10

## 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 (not offered from 2025)	10
			<b>OR</b>	
Tri 1	2144GFS	Core to Major	Intermediate Games Programming	10
Tri 2	2134GFS	Core to Major	Player Experience Design (not offered from 2025)	10
			<b>OR</b>	
Tri 2	2138GFS	Core to Major	Realtime Environments	10
Tri 2	3102GFS	Core to Major	Advanced Game Development (not offered from 2021)	10
			<b>OR</b>	
Tri 2	2733GFS	Core to Major	Interactive Characters (not offered from 2025)	10
			<b>OR</b>	
Tri 2	3147GFS	Core to Major	Advanced Games Programming	10
Tri 1	3114GFS_P1	Core to Major	Game Studio (not offered from 2025)	20
			<b>OR</b>	
Tri 1	3143GFS	Core to Major	Game Studio 3 : Advanced	10
			<b>AND</b>	
Tri 1	3142GFS	Core to Major	Global Games: Culture and Engagement	10
Tri 2	3114GFS_P2	Core to Major	Game Studio (not offered from 2025)	20
			<b>OR</b>	
Tri 2	3144GFS	Core to Major	Game Studio 4 : Specialist	10
			<b>AND</b>	
Tri 2	3740GFS	Core to Major	Experimental Production	10

## 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 (not offered from 2025)	10
Tri 1	1108GFS	Free-choice Elective	Principles of Animation (not offered from 2025)	10
Tri 1	1710QCM	Free-choice Elective	Interactive Music (not offered from 2025)	10
			<b>courseLineOperator</b>	

Trimester	Course code	Requirement	Course title	CP
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 (not offered from 2025)	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 (not offered from 2025)	10
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 (not offered from 2025)	10
Tri 1	2112GFS	Free-choice Elective	CGI: Character Modelling (not offered from 2025)	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 (not offered from 2025)	10
Tri 2	2132GFS	Free-choice Elective	CGI: Environments (not offered from 2025)	10
Tri 2	2133GFS	Free-choice Elective	Concept Design: Environments (not offered from 2025)	10
Tri 2,3	2720GFS	Free-choice Elective	Interactive Storytelling	10
Tri 1	2722GFS	Free-choice Elective	Interactive Environments (not offered from 2025)	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
			<b>courseLineOperator</b>	
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

Trimester	Course code	Requirement	Course title	CP
			<b>courseLineOperator</b>	
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
			<b>courseLineOperator</b>	
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