



## Bachelor of Games Design (Domestic students)

|                                  |                                      |
|----------------------------------|--------------------------------------|
| <b>Program code</b>              | <b>Admission requirements</b>        |
| 1338                             | ATAR/Rank OR Portfolio and Interview |
| <b>Available at</b>              | (more)                               |
| South Bank Campus                |                                      |
| <b>Duration</b>                  | <b>Commencing in</b>                 |
| 3 years full-time                | Trimester 1                          |
| 6 years part-time                |                                      |
| <b>Credit points</b>             |                                      |
| 240                              |                                      |
| <b>Indicative fee</b>            |                                      |
| \$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 |
|           |             |                 | <b>OR</b>                         |    |
| 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 |
|           |             |                 | <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 | 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 |
|           |             |               | <b>OR</b>                                         |    |
| 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 |
|           |             |                      | <b>courseLineOperator</b>                          |    |
| 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 |
|              |             |                      | <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 |
|              |             |                      | <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 |