



## Bachelor of Games Design (Domestic students)

Program code	Entry requirements	Prerequisites
1338	67.00	Any General or Applied English subject (Units 3&4, C)
Available at	ATAR/RANK 2022 <a href="#">(more)</a>	Assumed knowledge
South Bank Campus	Commencing in	Nil
Duration	Trimester 1	
3 years full-time 6 years part-time		
Credit points		
240		
Indicative fee		
\$9,000.00* per year <a href="#">(more)</a> * 2022 indicative annual CSP 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.

#### Studying amid COVID-19

The University's Mandatory COVID-19 Vaccination or Testing policy is under review and consultation and will be suspended from 14/4/2022. Please visit [Studying amid COVID-19](#) for more information.

#### Student Income Support

To be classed as a full-time student, you are required to enrol in a minimum number of credit points each standard study period. The minimum credit points for full-time enrolment in this program is 30 credit points.

Trimester 1 and Trimester 2 are deemed standard study periods. As Trimester 3 is a non-standard study period, continuing students moving from one year to the next will not be required to study during this trimester to be eligible for student income support.

Domestic students who commence in Trimester 3 may be eligible for student income support from the onset of study provided they are enrolled full-time in this study period.

Please refer to the [Australian Government website](#) for more details.

## My career opportunities

### My career opportunities

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

### Pathways to further study

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?

### Commonwealth supported students

- The fee is indicative of an annual full-time load (80 credit points) in a program categorized to one of the Australian Government's broad discipline areas (student contribution bands). A student's actual annual fee may vary in accordance with his or her choice of majors and electives. The Australian Government sets [student contribution amounts](#) on an annual basis.
- [Find out more...](#)

### Fee-paying undergraduate (domestic) students

These fees are only applicable to domestic students who are not Commonwealth supported including:

- Full-fee paying domestic students who commenced their program prior to 2009.
- International students who have been approved to pay domestic tuition fees after obtaining Australian or New Zealand citizenship or permanent residency or a permanent humanitarian visa and who have not obtained a Commonwealth supported place.

### Tuition fees

- A fee-paying undergraduate 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 is charged according to the approved program fee for the trimester in which the student is enrolled.
- [Find out more...](#)

### FEE-HELP

Eligible undergraduate fee-paying students may defer their tuition fees by taking out a FEE-HELP loan which is part of the Higher Education Loan Program (HELP). Payment of the loan is via the taxation system when income reaches a specified level.

- [Higher Education Loan Program \(HELP\)](#)

### Further information

- [Calculating tuition fees](#)
- [Fees and Charges Policy:](#)
  - [Schedule E - Fees for Undergraduate Students \(Non-international\)](#)
- [Financial help and support](#)

### 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).