



## Bachelor of Game Design and Production (Domestic students)

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### Program code

1697

### Available at

South Bank Campus

### Duration

3 years full-time

6 years part-time

### Credit points

240

### Indicative fee

[Find out more](#)

### Admission requirements

ATAR/Rank OR Portfolio and

Interview

[\(more\)](#)

### Commencing in

Trimester 1

### Degree requirements: Students who started Trimester 1 - 2025

For the award of *Bachelor of Games Design (BGameDesPr)*, you must successfully complete 240 credit points including:

- 100 credit points for the Core module;
- 60 credit points for the Major module;
- 80 credit points for the Flexible module.

### 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 the following course 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 1,2 or 3	5904LHS	English Enhancement	Language and Communication for Arts and Social Sciences	10

**Core Module****Year 1**

You must complete the following:

Trimester	Course code	Requirement	Course title	CP
Tri 1	1122GFS		Introduction to Game Design and Production	10
Tri 1	1302GFS		Foundations of Character Animation	10
Tri 1	1123GFS		Introduction to 3D Art and Environments	10
Tri 1,2 or 3			Flexible module courses	20
Tri 2	1124GFS		Games History and Culture	10
Tri 2	1125GFS		Introduction to Virtual Production	10
Tri 2	1126GFS		Introduction to Games Programming	10

**Year 2**

You must complete the following:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2138GFS		Realtime Environments	10
Tri 2	2140GFS		Contemporary Issues and Game Design	10
Tri 1,2 or 3			Flexible module courses	30
Tri 1,2 or 3			Major module courses	30

**Year 3**

You must complete the following:

Trimester	Course code	Requirement	Course title	CP
Tri 1,2			Major module courses	30
Tri 1	3142GFS		Global Games: Culture and Engagement	10
Tri 2	3740GFS		Experimental Production	10
Tri 1,2 or 3			Flexible module courses	30

**Majors (6 available)****3D Art and Environments**

You must complete the following:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2143GFS		3D Characters and Vehicles	10
Tri 1	2141GFS		Game Studio 1: Associate	10
Tri 2	2142GFS		Game Studio 2: Intermediate	10
Tri 1	3146GFS		Immersive Worlds: 3D Environments	10
Tri 1	3143GFS		Game Studio 3 : Advanced	10
Tri 2	3144GFS		Game Studio 4 : Specialist	10

## Art Direction

You must complete the following:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2303GFS		Concept Design: Characters	10
Tri 1	2141GFS		Game Studio 1: Associate	10
Tri 2	2142GFS		Game Studio 2: Intermediate	10
Tri 1	3302GFS		Concept Design: Environments	10
Tri 1	3143GFS		Game Studio 3 : Advanced	10
Tri 2	3144GFS		Game Studio 4 : Specialist	10

## Character Animation

You must complete the following:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2304GFS		Character Animation: Acting and Performance	10
Tri 1	2141GFS		Game Studio 1: Associate	10
Tri 2	2142GFS		Game Studio 2: Intermediate	10
Tri 1	3303GFS		Character Animation: Applied Practice	10
Tri 1	3143GFS		Game Studio 3 : Advanced	10
Tri 2	3144GFS		Game Studio 4 : Specialist	10

## Gameplay Programming

You must complete the following:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2144GFS		Intermediate Games Programming	10
Tri 1	2141GFS		Game Studio 1: Associate	10
Tri 2	2142GFS		Game Studio 2: Intermediate	10
Tri 1	3147GFS		Advanced Games Programming	10
Tri 1	3143GFS		Game Studio 3 : Advanced	10
Tri 2	3144GFS		Game Studio 4 : Specialist	10

## Virtual Production and VFX

You must complete the following:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2139GFS		Real-time VFX and Virtual Sets	10
Tri 1	2141GFS		Game Studio 1: Associate	10
Tri 2	2142GFS		Game Studio 2: Intermediate	10
Tri 1	3145GFS		Virtual Camera Systems and ICVFX	10
Tri 1	3143GFS		Game Studio 3 : Advanced	10
Tri 2	3144GFS		Game Studio 4 : Specialist	10

## Writing and Development

You must complete the following:

Trimester	Course code	Requirement	Course title	CP
Tri 1	2746GFS		Stories for Global Screen Audiences	10
Tri 1	2141GFS		Game Studio 1: Associate	10
Tri 2	2142GFS		Game Studio 2: Intermediate	10
Tri 1	3747GFS		Creative Producing	10
Tri 1	3143GFS		Game Studio 3 : Advanced	10
Tri 2	3144GFS		Game Studio 4 : Specialist	10

## Electives (1 available)

### Flexible Module

You may select 80 credit points of courses for your flexible module from the list below or any **Undergraduate free-choice elective/s** offered across the University provided prerequisites are met.

Trimester	Course code	Requirement	Course title	CP
Tri 1	1301GFS		Foundations of Art Direction	10
Tri 1	1725GFS		Screen Grammar	10
Tri 1	1730GFS		Foundations of Writing and Development	10
Tri 1	1303GFS		3D Keyframe Animation	10
Tri 3	2145GFS		Games Rapid Prototyping	10
Tri 3	2101GFS		Games Level Design	10
Tri 2	3150GFS		VFX: Mastering Dynamic Simulations	10
Tri 2	3151GFS		3D Art: Digital Creatures	10
Tri 2	3148GFS		Games Programming: A.I. and Physics	10
Tri 2	3305GFS		Advanced Art Direction	10
Tri 2	3306GFS		Character Animation: Processes and Tools	10
Tri 2	3750GFS		Production Management	10
Tri 2	3308GFS		Sound Effects, Foley and ADR	10
Tri 2	3149GFS		Grading and Finishing	10
Tri 2	3751GFS		Writing for Screen	10
Tri 2	3752GFS		Advanced Screen Studies	10

You must ensure that you complete a minimum of 60 credit points of Level 3 courses (or higher) and the maximum of level 1 courses (100 credit points) is not exceeded in your entire program.