Griffith UNIVERSITY

Bachelor of Game Design and Production (Domestic students)

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

About this program

The games industry is growing and evolving at an extraordinary rate. This degree is designed to equip you with the complex skills you'll need for a successful career conceptualising and creating the next wave of games and virtual worlds.

Game design and production requires the collaboration of multidisciplinary teams with a wide range of creative production skills and expertise. Team-based projects will allow you to strengthen your practical skills and build your portfolio. You will also have the opportunity to engage with industry practitioners and gain hands-on experience with games production.

You'll choose a specialization, while also having the freedom to explore contemporary developments in the practice of interactive game design and related disciplines. You'll gain essential knowledge and studio experience in areas like:

Virtual Production and VFX: Discover how to create content with virtual production and its innovative methods, including motion capture, LED wall technology, photogrammetry, camera tracking, and virtual lighting through real-time game engines.

3D Art and Environments: Learn to interpret visual concepts and artistic styles to create appealing 3D characters, props, vehicles, and environments for games, film and animation.

Games programming: Through hands-on projects, you'll become proficient in game programming, coding languages, game engine mechanics, software development principles, game architecture, AI programming and multiplayer functionality.

Art Direction: Learn advanced techniques in conceptualisation, visual storytelling, and art direction principles, for impactful characters and story-worlds across animation, games and screen media.

Character Animation: Learn advanced animation techniques, including character rigging, keyframe animation, and motion capture integration for compelling character performances across various media and platforms.

Writing and Development: Write and develop ideas for any screen medium - from linear screenplays to narrative design. You'll also gain insights into global screen industry landscapes and audiences.

Opportunities and experiences

As part of Australia's largest film school, you'll have access to an exciting calendar of on-campus exhibitions, guest lectures, master classes and artist talks. Build your portfolio and develop vital contacts and networks through our key industry links. Work on games design projects for real clients through our commercial multimedia production arm, LiveLab.

You'll be taught by some of the country's leading designers - people who are already extending the parameters of visual and creative arts. You'll also have fantastic opportunities for collaboration with Griffith Film School filmmakers and animators, Queensland College of Art and Design illustrators, designers and artists, and musicians from Griffith University's Queensland Conservatorium.

Griffith University is an official Unreal academic partner. The Unreal Engine is a powerful game engine that is widely used for developing video games and is known for its high-fidelity graphics, real-time 3D visualization, virtual production, and simulation capabilities. We're also a member of the Interactive Games and Entertainment Association (IGEA) - the industry

association for computer and video games in Australia and New Zealand.

My attendance during the program

Attendance information

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

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

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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:

- Prop, environment, character or technical artist
- Gameplay, level, system or combat designer
- Gameplay programmer
- 3D modeller
- 2D or 3D animator
- Motion capture animator.

Pathways to further study

Pathways to further study

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

What are the fees?

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).