



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

Program code

2083

Available at

South Bank Campus

Duration

1 year full-time

2 years part-time

Credit points

80

Indicative fee

\$12,500.00* per year ([more](#))

* 2024 indicative annual CSP fee

Admission requirements

Bachelor of Games Design, Bachelor of Game Design and Production or equivalent and 5.0 GPA

([more](#))

Commencing in

Trimester 1

Next start date

Trimester 1, 2025 ([more](#))

Applications close

Monday, 2 December 2024

[Apply Now](#)

About this program

This Honours program provides a fourth year of study for students who have completed the Bachelor of Games Design (1338), the Bachelor of Game Design and Production (1697), or an equivalent undergraduate program. It is a full-time or part-time program that comprises a significant independent Games research project to be completed under formal supervision. This project is driven by methodological and theoretical inquiry and complemented with an appropriate elective course.

As well as the opportunity for career and skill advancement, the Honours program creates a pathway for Game Design students to move into research and higher degree studies - Master of Philosophy (5001), Master of Screen Production - 'Advanced' major (5736) or Doctor of Philosophy (6001).

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 Game Design and Production (Honours) program is offered full-time and part-time on-campus at the South Bank campus.

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.

Managing Study Interruptions

Leave of Absence

Taking a leave of absence from this program is permitted, subject to conditions outlined in the Enrolment Procedure

My career opportunities

My career opportunities

Skills learnt within the Game Design program offer a wide range of career opportunities. In the field of art within the games industry, careers include:

- Concept artist
- Animator
- Modeller
- Rigger
- Technical Artist
- Character Artist
- Prop Modeller
- Environment Modeller

In the field of design within the games industry, careers include:

- Asset Tracking
- Level Design
- UI Artist
- Mission Designer
- Writer
- Technical Designer
- Creative Director

A career in the field of programming within the games industry is also possible. Although programming is not the sole focus of the Game Design program, graduates have gone on to make exceptional gameplay programmers.

What are the fees?

Commonwealth supported students

- The indicative fee represents the expected average fee for an annual full-time study load (80 credit points). This is based on average study patterns across courses and 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](#)
- [Calculating your EFTSL](#)
- [Fees and Charges Procedure](#)
 - [3.2 - Fees for Undergraduate Students \(Non-international\)](#)
 - [Fees and Charges Schedules](#)
- [Financial help and support](#)