



Bachelor of Games Design (Honours) (International students)

Program code 2083	Admission requirements Bachelor of Games Design or equivalent and 5.0 GPA (more)	CRICOS code 073717C
Available at South Bank Campus		Commencing in Trimester 1 Apply Now
Duration 1 year full-time		
Credit points 80		
Indicative fee \$35,500.00* per year (more) * 2024 indicative annual fee		

About this program

This Honours program provides a fourth year of study for students who have completed the Bachelor of Games Design (1338), 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 Games 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 Games Design (Honours) program is offered full-time and part-time on-campus at the South Bank campus.

If you are an International student on a student visa, you must ensure that you enrol in a way that will allow you to complete your enrolment within the expected program duration as stated on your Confirmation of Enrolment (CoE).

My career opportunities

My career opportunities

Skills learnt within the Games 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?

International students

An International student is one who is not:

- an Australian or New Zealand citizen or
- a Pacific Engagement visa holder or
- a person who has Australian permanent resident status.

Indicative annual tuition fee

The indicative annual tuition fee is calculated based on a standard full-time study load which is usually 80 credit points (two full-time trimesters).

The indicative annual tuition fee is based on current conditions and available data and should only be used as a guide. These fees are reviewed annually and are subject to change.

Tuition fees

- An International 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 for students who commence their program prior to 2014 is charged according to the approved program fee for the trimester in which the student commenced the program.
- The tuition fee for students who commence their program from 2014 onwards is charged according to the approved program fee for the trimester in which the student is enrolled.

Program fees for the Bachelor of Games Design (Honours) (2083)

Fees for this program can be found on the Programs and Courses website in the "Overview and fees" section. Select your commencing year to view your fees.

Changing programs

If an International student changes to a different program they will be subject to the approved program fee for the trimester in which they are enrolled.

Permanent resident status

If an **undergraduate student** obtains permanent resident status in Australia after commencing study in a program, and the student can provide evidence of permanent resident status prior to the census date (of the trimester in which they are enrolled), the student will be provided with a domestic fee-paying place.

The student may then apply for a Commonwealth supported place at the next admission period provided that the student satisfies the conditions for transfer from a domestic fee-paying place to a Commonwealth supported place as set out in the [Fees and Charges Procedure](#).

If a **postgraduate student** obtains permanent resident status in Australia after commencing study in a program, and the student can provide evidence of permanent resident status prior to the census date (of the trimester in which they are enrolled), the student will automatically be considered for a Commonwealth supported place (subject to availability) or a domestic fee-paying place as applicable for the program.

If a **research student** obtains permanent resident status in Australia after commencing study in a program, and the student can provide evidence of permanent resident status prior to the census date (of the trimester in which they are enrolled), the student will automatically be considered for a Commonwealth Government Research Training Program (RTP) Fee Offset or a domestic fee-paying place as applicable for the program.

Further information

- [Fees and Charges Procedure](#)
 - 3.6 - Fees for International Students
 - 3.9 - Administrative and Miscellaneous Charges
 - [Fees and Charges Schedules](#)
- [Cost of studying in Australia](#)