

COURSE CODE

ICT50215

COURSE

Diploma of Digital and Interactive Games

ENROL TODAY

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WHY CHOOSE TAFE NSW?



Opens career doors. Our industry relationships lead many students directly into work with a range of employers including agencies, studios, galleries and fashion houses.



Global prospects. TAFE NSW graduates possess the technical knowledge, creative-thinking and specialised skills that are highly sought after by employers around the world.



State-of-the-art facilities. Purpose-built creative studios and industry standard software mean you will master the same tools of the trade as leading professionals.



Industry exposure. TAFE NSW partners with industry to provide you with hands-on experience through networking, sponsor programs, competitions, talks, lectures and other creative industry events.



Recognised and respected. TAFE NSW has built its reputation on delivering trusted, industry aligned and nationally recognised training for over 130 years.

Diploma of Digital and Interactive Games

National Course Code: ICT50215 | TAFE NSW Code: ICT50215-01V03-20LIS-006

Qualification Level	Diploma
Study Type	Full Time
Course Start Date	Enquire Now
Hours Per Week	32
Duration	18 Weeks
Delivery Locations	Lismore
Course Fees	<p>Subsidised Prices Fee-Free training applies to JobTrainer and Mature Age Workers Scholarship, if eligible. Eligibility criteria applies. First Qualification: \$3,600.00 Subsequent Qualification: \$4,060.00</p>
Course Features	<p>Nationally Recognised Training This training is fully government-subsidised under JobTrainer VET Student Loans Available</p>

Course Description

This qualification provides the skills and knowledge for an individual to be competent in a variety of skill areas within the digital and interactive games industry. It provides an opportunity to develop the design, graphic/digital media and programming skills required in the development of digital games briefs, either as a small independent specialist or as part of a larger team. The qualification also provides opportunities to work in new and emerging games genres, such as online game development, mobile device gaming, interactive internet and TV game development.

This is a fully government-subsidised JobTrainer course. Eligibility criteria applies.

Entry Requirements

When you study with TAFE NSW, we want you to succeed. Entry requirements allow us to make sure that you have the right pre-existing knowledge and skills to achieve your chosen qualification. You will need to provide evidence that you meet the requirements listed in this section.

There are no entry requirements for this qualification.

ADDITIONAL REQUIREMENTS

With 130 locations across the state, TAFE NSW tailors qualifications to meet the needs of the local

community and specific student groups (like apprentices, fast-tracked and online students). To make sure this course is the right fit for you, we will need you to demonstrate that you can meet the additional requirements below.

The expectation is that by enrolling in this qualification:

- You commit to the time frame in which the qualification is being delivered. The proposed study schedule will be discussed and an individual training plan will be established.
- Should you fall behind your agreed schedule you will be required to complete additional work and learning outside scheduled class time.
- Students need to be committed to practising new skills learnt in class in their own time.
- There is the expectation that students have access to a computer with internet access outside of class.

To successfully complete this course, you will need:

- To competently complete all 16 units, 5 core and 11 electives which have been pre-selected after consultation with industry to ascertain the skills and knowledge required for the job role or to progress into higher qualifications.

Information Sessions and more about the course

INFORMATION SESSIONS

Date	Time	Location
Thursday, 25 June 2020	Anytime between 3.00pm to 4.00pm	Lismore Campus, Building D, Level 1, Room D101.

STUDY COMMITMENT

This is a full time face to face course. You will need to attend approximately 20 hours of class, over 3 days a week, for 18 weeks. As well as the in-class component, you will need to complete approximately 12 hours of other study per week.

You may also be required to complete approximately 7.7 hours of additional study each week outside of class hours, including assignment preparation, private study and research.

IS THIS COURSE RIGHT FOR YOU?

The Target Student Group for this qualification consists of students who are seeking to further their knowledge of Game Design and Development

- Pre-employment learners who require training to gain employment, or as a basis for further study in information technology.
- Existing workers and mature age people looking to develop their skills further and formalise their skills and knowledge.
- Existing workers seeking to upskill in the game development / information technology field or gain recognition for current skills.

An example of this type of student would be those that have already completed a Certificate III in Information, Digital Media and Technology (ICT30118) or have experience in creating simple games. These students would use computers on a daily basis and be able to communicate effectively with their peers and be able to use search engines and the internet for research purposes.

SERVICES AND STUDY SUPPORT

We offer student services and study support to ensure you can achieve your goals. Learn about TAFE NSW [Student Services](#)

As a TAFE NSW student in this course, you will have access to:

- LinkedIn Learning (formerly Lynda.com)
- Smarthinking - after hours online study support service
- Easy computing online short courses
- Access to local TAFE libraries
- Accessibility and Disability Support Services
- Access to Read&Write learning support software at TAFE and at home

Attendance

To keep you safe while studying, some of our face to face classes may be replaced with online or connected learning. We have also modified our face to face classes to meet physical distancing requirements and increased cleaning on campus. As restrictions ease, the way you attend your class may change again. If work placement and the demonstration of practical skills are requirements of your course, due to the impacts of COVID-19 there may be a delay or modification in being able to undertake these aspects of your course in the planned timeframe. Be assured, we'll keep you informed every step of the way.

This course is currently scheduled on Monday, Tuesday from 9.00am to 4.30pm and Thursday 9.00am to 3.30pm. This timetable may change and will be confirmed by your teacher.

Fee Details

This is a fully government-subsidised [JobTrainer](#) course. Eligibility criteria applies.

SMART AND SKILLED FEES

This course is government-subsidised, meaning you pay a portion of the full course fee to TAFE NSW and the NSW Government will pay the balance. However, you must meet certain eligibility criteria for this to apply.

Depending on your previous qualifications and experience, your fee may be less than the maximum fee quoted. Your actual fee and eligibility for concession/exemption will be calculated and confirmed during the enrolment process.

For further information about eligibility and explanations of the different fee categories, visit [Are You Eligible?](#)

PAYMENT OPTIONS AND ASSISTANCE

This course is approved for a Commonwealth VET Student Loan (VSL). If you meet the VSL eligibility and academic suitability requirements, you are able to apply to the Commonwealth for a loan to cover all or part of your course fee. We will ask you whether you would like to apply for a VET Student Loan when

you enrol and advise you of the process.

To complete your VET Student Loan application, you will need to provide:

- Your Tax File Number (TFN). If you don't have a TFN, [click here](#) for information on how to apply for one. You can complete your loan application with a Certificate of Application for a TFN, but must provide your TFN as soon as it is issued. If you don't provide your TFN before your first census day, you will need to pay the tuition fees for that unit of study.
- Your Commonwealth Higher Education Student Support Number (CHESSN). If you have previously accessed a loan via the Higher Education Loan Program (HELP), either at TAFE or university, you will already have a CHESSN. You must use the same CHESSN whenever you access a student loan. If you don't have CHESSN, we will allocate one on your behalf.

To be eligible for a VET Student Loan, you will need to be assessed as academically suitable to undertake high level VET study. You will need to provide:

- A copy of your Australian Year 12 Certificate; OR
- A copy of a certificate showing that you have been awarded a qualification at level 4 or above in the Australian Qualifications Framework (where the language of instruction was English). If you previously completed a Certificate IV or higher qualification at TAFE NSW, just let us know where and when you studied in your application; OR
- Display competence at Exit Level 3 in the Australian Core Skills Framework in both reading and numeracy through an approved Language, Literacy and Numeracy test. We will let you know if this is required once you apply.

If you intend to apply for a VET Student Loan, it's important you know your [student obligations](#).

Find out more about [VET Student Loans](#)

Direct payment by Unit of Study instalments is available for this course.

The Units of Study and associated fees for this course are detailed above. Fees are charged on the census day for each Unit of Study. To secure a loan for part or all of your course, you must be eligible and submit a valid application to the Commonwealth for a VET Student Loan. You may withdraw prior to the census date without incurring a fee.

READ BEFORE YOU ENROL

Learn about TAFE NSW [Fees](#)

Learn about TAFE NSW [Payment/Funding](#)

RECOGNITION

Recognition is a process of acknowledging previously completed qualifications, skills, knowledge or experience relevant to your course. This may reduce the amount of learning required, reduce your course fees and allow you to achieve your qualification faster.

Learn about Recognition at TAFE NSW [Recognition](#)

How to Enrol

Enrolments for this course have now closed.

[Enquire now](#) and we will contact you when enrolments open. Visit our [Online Courses](#) to view our range of study options that you can start anytime.

Units

ICTGAM523	Collaborate in the design of 3-D game levels and environments
BSBWHS403	Contribute to implementing and maintaining WHS consultation and participation processes
ICTGAM503	Create a complex 3-D interactive computer game
ICTGAM501	Create design concepts for digital games and 3-D media
ICTICT419	Work effectively in the digital media industry
ICTGAM518	Animate physical attributes of models and elements
ICTGAM525	Apply digital texturing for the 3-D environment in digital games
ICTGAM419	Build a database to support a computer game
ICTGAM520	Create and combine 3-D digital games and components
ICTGAM512	Create and implement designs for a 3-D games environment
CUASOU407	Edit sound
ICTGAM527	Integrate database with online game
ICTGAM511	Manage testing of games and interactive media
ICTGAM510	Prepare games for different platforms and delivery modes
ICTGAM517	Produce a digital animation sequence
ICTPRG425	Use structured query language