



TAFE NSW

CERTIFICATE IV IN INFORMATION TECHNOLOGY (GAMING DEVELOPMENT)

COURSE CODE:

ICT40120

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.

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TAFENSW.EDU.AU
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QUALIFICATION

Certificate IV in Information Technology (Gaming Development)

TRAINING PACKAGE ENTRY REQUIREMENTS:

There are no Training Package entry requirements for this qualification.

It is assumed that you have literacy, numeracy and technical skills at Certificate III level for success in this course. Contact your TAFE NSW campus if you have any questions about your suitability.



- **Traineeship Allowed**
- **On campus, Combination, Virtual classroom off campus**
- **Full Time, Part Time**

CAREER

OPPORTUNITIES

Computer Technician, Client Support Officer (ICT), Network Operations Technician, Software Support Technician, Technical Officer (ICT)

OVERVIEW

This qualification reflects the specialisation of Gaming Development and the role of individuals who are job ready and competent in a wide range of information and communications technology (ICT) roles and apply a broad range of skills in varied work contexts, using problem solving skills and effective communication with others.

The skills required for these roles may include, but are not restricted to:

- database development: interpreting specifications, technical designs and flow charts, modifying software applications, constructing technical specifications from models and testing, and writing technical documents
- database maintenance: managing, cleaning, storing and verifying organisational data, and evaluating compliance with internal and external data ethics regulations and legislation
- gaming development: creating 2D and 3D modelling and animation software through scripts and storyboards
- networking: installing, configuring and testing networks and servers in organisations
- programming: building, testing and applying basic object-oriented language skills, user interfaces and software developments
- systems administration support: implementing maintenance procedures and support to help troubleshoot system applications
- web development: designing website layouts through textual and visual content transfer, search engine optimisation and simple markup language documents.

CAMPUS	STUDY MODE	START DATE	DURATION	MAX FEE IF ELIGIBLE FOR SUBSIDY	HOURS PER WEEK
Nirimba (Focused on Gaming Development)	Full Time, Combination	18 Jul 2022	26 weeks	\$2,310.00	23
St. Leonards (Focused on Art and Design)	Full Time, On campus	20 Jul 2022	18 weeks	\$2,310.00	20
St. Leonards (Focusing on Gaming Development)	Part Time, Virtual classroom	19 Jul 2022	36 weeks	\$2,310.00	10

St. Leonards (focused on Game Programming)	off campus Full Time, On campus	20 Jul 2022	18 weeks	\$2,310.00	20
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