



TAFE NSW

DIPLOMA OF INFORMATION TECHNOLOGY (GAME PROGRAMMING)

COURSE CODE:

ICT50220

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

Diploma of Information Technology (Game Programming)

TRAINING PACKAGE ENTRY REQUIREMENTS:**ENTRY REQUIREMENTS**

To be eligible for this course, you need to demonstrate the following:

- That you have completed a Certificate IV in Information Technology (Gaming Development) or its equivalent as evidenced by a copy of your transcript, or
- That you have the appropriate skills and knowledge in simple modelling for animation, producing interactive games and building graphical user interfaces as evidenced by a teacher-assessed interview. We will contact you to arrange a suitable time for your interview.



- **Traineeship Allowed**
- **VET Student Loans Available**
- **On campus, Combination**
- **Full Time**

OVERVIEW

The nationally recognised Diploma of Information Technology (Game Programming) builds your games development skills so you can become a games programmer or software engineer. Make complex 3D games for mobile devices, work in a team to design game levels and environments and learn to lead a team.

LEARN NEW SKILLS

Through a mix of theory and practical coursework, learn to:

- Create complex 3D interactive games
- Make games for mobile devices
- Develop design concepts for digital games and 3D media
- Collaborate in the design of 3D game levels and environments
- Lead and facilitate a team

DEVELOP YOUR TALENT

Develop the attributes to help you get ahead:

- A passion for gaming, computers and programming
- A knack for fixing complex problems
- The desire to continue learning and updating their skills
- Creativity and the desire to work with creative concepts
- Collaboration, teamwork and workplace communication skills

ACHIEVE YOUR GOALS

Completing this course provides you with:

- A nationally recognised qualification at Diploma level
- A strong pathway to continue your study and enhance your career opportunities
- In-demand games development skills

Career opportunities:

- Games programmer
- Games designer

- Software engineer
- Video game system designer
- Game producer

GROW YOUR CAREER

Take your career further with the:

- Advanced Diploma of Screen and Media
- Bachelor of 3D Art and Animation with TAFE NSW Degrees

CAMPUS	STUDY MODE	START DATE	DURATION	MAX FEE IF ELIGIBLE FOR SUBSIDY	HOURS PER WEEK
Nirimba (focused on Games Programming)	Full Time, Combination	18 Jul 2022	1 year	Enquire	20
St Leonards	Full Time, On campus	18 Jul 2022	18 weeks	Enquire	20