

## Term 1 Subjects

### Digital Storytelling (MED1008)

In this subject students will learn how to use storytelling elements such as plot and character to make engaging films and games. Students will learn the steps of developing an idea to a point that it can be produced. These steps include development of logline, treatment, script, storyboard and animatic. Students will also discuss interactive digital storytelling and the opportunities different types of media can offer.

### Creative Drawing (DES1020)

In this subject students will be introduced to the basics of drawing. They will learn the basic fundamentals of all art creation such as: line, form, colour, texture, value and shape. Students will learn different creative drawing styles and apply them using various techniques. Students will also be challenged to venture out of their comfort zones and broaden their understandings of styles and mediums, as well as develop their knowledge of theory and research on successful creative drawing.

### Shooting and Editing (DES1050)

In this subject, students focus on shooting and editing. The key focus of the subject is the fusing of three elements: photography, cinematography and editing. In engaging with best practice and widely used industry techniques, 'Shooting & Editing' challenges students to take a quick glimpse of screen production. A key learning outcome is that students produce their own material, photographs and videos, and edit them for multiple modern screen media platforms.

### Animation (ANI1016)

In this subject, students will learn the processes used in animation. They will explore the basic concepts and crafts of character design such as character animation, timing, movement, composition and background art. These concepts will be drawn from traditional methodologies and will be applied using stop motion. Students will develop critical, conceptual and practical skills appropriate to creating animation.

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## Term 2 Subjects

### Screen Language (FIL1010)

In this subject, students analyse and critique digital media using a theoretical framework of 'Entertainment'. Students also learn how to differentiate genre and forms of narrative communicative meaning. To ensure students are conversant in screen language on completion of the subject, they learn and critique narrative structure and visual style in depth. Elements of storytelling (e.g. theme and motif, design elements, mise en scene) are incorporated into the studies as well as visual coding within digital media.

### Digital Images (DES1013)

In this subject students examine theory, research and practice in Digital Images. Students will learn the basic skills and knowledge needed to create digital graphics. They will learn to use industry standard pixel, vector and layout based tools. They will also learn how these tools are integrated into wider digital practice. Students apply theory and evidence-based practice into designing sequences and enhancing images.

### Game Design (MED1022)

In this subject students learn the principles of game design and how to apply these effectively to their own games. Students critically review case studies of traditional and electronic games to modern games and contemporary industry standards. The outcome will be the ability for the student to design engaging and effective games and game mechanics.

### 3D Introduction (ANI1006)

Students will learn the basic underlying principles required to create their first 3D models and animations. Students will learn using industry standard software: 3D interface navigation, basic 3D tools and techniques, character design, modeling tools, texturing, lighting, animation and rendering methods.

**DIPLOMA EXIT** – Students may graduate at this point with a Diploma of Interactive Media

## Term 3 Subjects

### Digital Pathways (MED1001)

In this subject students will learn the pathways art has taken, influenced by remarkable individuals, culture, philosophy and historical events, to get to its contemporary forms. Students will develop an informed and knowledgeable vocabulary which will give them the ability to critique, discuss and review a wide range of visual culture and contemporary art practices. These tools and insights will enable students to better understand, and use contemporary aesthetics in digital media.

### Game Development (INT1029)

This subject introduces students to using an industry standard 3D game engine. Students will use this software for developing future games and major projects. The subject involves learning object oriented programming to design and develop interactive games. Upon successful completion of this subject, students will be able to operate a game engine proficiently to develop simple 3D games, become familiar with programming fundamentals and most importantly develop their problem solving skills.

### Digital Audio Design (FIL1020)

In this subject the student will be introduced to the creative and technical aspects of sound in digital media. Students will get experience in recording sound, processing sound, and implementing it in a range of contexts. Students will learn to apply sound design principles which enhance and compliments communication, meaning and emotion in their works.

### 2D Interactivity (INT0028)

In this subject students learn the fundamentals of programming by making a game. Throughout the subject students must utilise problem solving, programming logic and calculations to create fun and exciting interactive projects. A range of theories and research findings on 2D interactivity are included to ensure students gain a solid grounding in important models and tools needed to address common design challenges.

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## Term 4 Subjects

### Entertainment and Media (MED1060)

In this subject students will examine the role of entertainment and media in interactive media. Through a critical examination of the social and psychological reasons behind why we seek entertainment, students will identify the key characteristics of entertainment and the history and evolution of different forms of entertainment. A further area explored are the trends and issues that are shaping the global entertainment market, the role of producers in the commercialisation of the entertainment industry, and the impact upon contemporary audiences.

### Elective 1

Students may choose an elective from the approved elective subject list.

### Game Assets (ANI3056)

In Game Assets, students have the chance to expand the skills they developed from 3D Intro with the programs of Maya and Texturing from Photoshop and combining them together. The subject is project based with a strong focus on low poly modelling for games. The major roles in 3D production pipeline are covered through concept art, design, modelling, UV unwrapping, texturing, exporting and importing into a game engine. Studying this subject gives students a deeper understanding and will primarily be focused on the inner workings of game props and asset building that contributes to the process of creating game levels within a game engine.

### Design Principles (DES1014)

In this subject students learn about fundamental design principles such as colour, tone, shape, rhythm and texture and how to apply these general principles across a range of contexts in order to draw the eye and communicate important artistic concepts. Students will learn how to rationalise conceptual designs, be involved in constructive criticism activities in a professional and productive manner, and develop their own voice through exploration of design knowledge and theory.

**ASSOCIATE DEGREE EXIT** – Students may graduate at this point with an Associate Degree in Interactive Media

## Term 5 Subjects

### Decoding Media (MED3011)

In this subject, students will learn how to assess and critique a range of mass visual media, including movies, TV, games and the internet. Students learn how to source, interpret and apply qualitative and quantitative research methods. Students will critically understand the impact of politics, society and culture in an interactive media environment. A range of texttypes and media sources are used to decode media.

### Elective 2, 3 and 4

Students may choose an elective from the approved elective subject list. Electives are subject to availability and certain electives have pre requisites.

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## Term 6 Subjects

### The Forge (PRO1001)

Under workplace-like pressure, students will learn to combine their knowledge, skills and attitudes to fulfill a professional brief. The first four briefs will have two week turnarounds while the last one, four weeks.

A key aim of the subject is to develop the student's speed and efficiency in a work environment. Quick multiple iterations of: brief, plan, execute, present, and reflect will acculturate students into project based work. The subject also challenges students to experiment, to learn from both success and failure, to "know themselves", and to know how to work with others.

The final project, of four weeks, allows students to adapt what they have just learned and create a more polished project for their portfolio. Where possible, students are mentored, critiqued and assessed by industry professionals.

### The Launchpad (PRO1010)

This subjects helps students search for, and prepare themselves for employment. It is also meant to compliment "The Forge" explicitly teaching soft skills implicitly practiced in the projects.

**BACHELOR OF INTERACTIVE MEDIA** – Students will graduate at this point with a Bachelor Degree in Interactive Media

# Interactive Media

## Game Development

Diploma  
Associate Degree  
Bachelor Degree



### Bachelor of Interactive Media (Game Development) Course Structure

<b>T1</b>	Digital Storytelling MED1008	Creative Drawing DES1020	Shooting and Editing DES1050	Animation ANI1016
<b>T2</b>	Screen Language FIL1010	Digital Images DES1013	Game Design MED1022	Introduction to 3D ANI1006

#### Diploma Exit

<b>T3</b>	Digital Pathways MED1001	Digital Audio Design FIL1020	Game Development INT1029	2D Interactivity INT1028
<b>T4</b>	Entertainment and Media MED1060	Design Principles DES1014	Elective 1	

#### Associate Degree Exit

<b>T5</b>	Decoding Media MED3011	Elective 2	Elective 3	Elective 4
<b>T6</b>	The Forge PRO1001	The Forge PRO1001	The Forge PRO1001	The Launchpad PRO1010

#### Bachelor Degree Completion

### Electives:

Electives are subject to availability and certain electives have pre-requisites.

#### Film Related

Commercial Film FIL3065  
Documentary Production FIL3037  
Motion Graphics ANI1050  
Screen Production FIL1034  
Advanced Screen Production FIL3036  
Cinematography FIL1019  
Costume Design DES1012  
Visual Effects (VFX) FIL1060

#### Animation Related

2D Animation ANI1007  
3D Animation ANI1031  
Advanced 2D Animation ANI1037  
Advanced 3D Animation ANI3032  
Motion Capture ANI3025

#### Drawing related

Digital Illustration DES1021

#### Game related

2D Interactivity INT1028  
Advanced Game Project (Double subject) INT1035  
Advanced Game Development INT3030  
Advanced Game Assets ANI3056  
Game Development INT1029

#### Modelling Related

3D Introduction ANI1006  
3D Modelling ANI1027  
Advanced 3D Modelling ANI3033

#### Miscellaneous

Internship PRO1030