ICT50215 Diploma of Digital and Interactive Games

National ID: ICT50215 | State ID: AVZ4

About this course

Be at the top of your game!

Progress to the next step in your career with the Diploma of Digital and Interactive Games. Gain valuable knowledge and experience to develop advanced skills to excel within the digital and interactive games industry. STEM skills are a focus of this course as it develops strengths in technology.

Gain these skills:

- design 3D digital games
- animation, texturing and rigging
- advanced games programming
- manage industry games development
- implement complex interactivity
- create digital game assets

*Full-time attendance is equivalent to three days a week.*

Is this course right for you?

To be successful in this course it is recommended that you complete the Certificate IV in Digital and Interactive Games.
(ICT50215) or possess the following skills before you commence; Able to: design and document games, develop games programs, create games assets and develop user interfaces. Still not sure if this course is right for you? Call us on 1800 001 001 to speak with a member of the Information Technology training area who will be able to advise you on the best study pathway to meet your career goals.

**Want to study this course part time?**

This course offers part time study options when remaining places are available following full time enrolments. To receive a text message the day before part time enrolment days on campus with a check on remaining places, visit our [Register to study part time](#) webform.

The **Centre for IT Excellence** (CITE) provides state of the art, industry relevant training in information technology, creative media and electronics. We provide pathways from foundation studies to advanced diploma with specialist training in cyber security, systems and programming.

**See our IT Training Facebook page!**

[@ITtrainingSMTAFE](#)

**Overview**

**Semester 2, 2019**

**Thornlie - Full Time-Classroom**

- **Duration:** 1 Semester
- **When:** Semester 2, 2019
- **How:** Full Time

**Entrance requirements**

<table>
<thead>
<tr>
<th>School Leaver</th>
<th>Non-School Leaver</th>
<th>AQF</th>
</tr>
</thead>
<tbody>
<tr>
<td>Completion of WACE General or ATAR (Minimum C Grades) or equivalent</td>
<td>Completion of WACE General or ATAR or equivalent (minimum C Grades)</td>
<td>Certificate III</td>
</tr>
</tbody>
</table>
Study pathway

- Certificate II in Creative Industries
- Certificate III in Screen and Media
- Certificate IV in Digital and Interactive Games
- Diploma of Digital and Interactive Games

Job opportunities

- Games Designer
- Multimedia Designer
- Digital Media Developer
- Animator
- Software Engineer

Please note this list should be used as a guide only as job titles and qualification requirements may vary between organisations.

SM TAFE actively promotes the employment availability of course graduates to key industry partners and organisations. We also seek expressions of interest from organisations for the placement of our students into work experience. We endeavour to assist students into a career pathway, but please be aware that neither employment nor work experience placement is guaranteed by us.

To access free career planning and job search assistance, visit the [Jobs and Skills Centres](#) page.

Fees and charges

Indicative fees and charges

- [2020 general admission fees list](#)
- [2020 apprenticeship/traineeship fees list](#)

Fees and charges published on our website are indicative. Your fees will depend on your eligibility for government funding or a concession rate, and the units you choose to study or seek to be recognised under Recognition of Prior Learning (RPL). Our Indicative fees lists show fees that are:
Based on the full possible study plan of units, including the recommended electives
Based on full time study in 2019
Charged at the government funded rate for over 18 years of age students
Based on unit electives designed to meet localised industry demand for skills
Made up of course fees and resource fees, or RPL fees. Course fees are the cost of your tuition, while resource fees pay for consumables provided to you to aid your study (such as printing and paper). You may also be required to purchase text books or equipment that are not part of our tuition or resource fees.

Fees may vary between students and between educational providers. Other charges may apply.
Visit our Fees and payment options page for more information.
Call 1800 001 001 to get a more accurate fee indication based on your eligibility and study plan before applying.

**VET Student Loans**
Selected courses are VET Student Loan eligible courses.
A VET Student Loan creates a debt that must be repaid to the Commonwealth and is only available to students who are eligible.
To find out if you are eligible or to see the list of eligible courses visit our Student Loans page.

**International students**
Selected courses are available to International students for full time study only.
Fees, charges, available locations, applications and enrolment procedures for International students are different to those for students who have Australian permanent residency.
For more information or to find a course visit the TAFE International WA website.

**Apprenticeships and traineeships**
Fees for apprenticeships and traineeships are charged at a rate per nominal hour of study.
This means that your fees will vary depending on the units you study as part of your training plan.
Apprentices and trainees are liable to pay for their own fees but some industrial agreements (awards) dictate that employers are required to reimburse their apprentice upon receipt of satisfactory progress. An employer may also opt to pay on behalf of the apprentice or trainee.
For more information visit our Apprenticeships and traineeships page.
Recognition of Prior Learning

Recognition of Prior Learning (RPL) enrolments are charged at $3.25 per nominal hour of study.

No concession fees apply to RPL enrolments. Refer to the institutional or apprenticeship/traineeship fee lists for an indicative RPL course fee.

Please note, fees are subject to change.