ICT50215 Diploma of Digital and Interactive Games

National ID: ICT50215 | State ID: AVZ4

About this course

Do you want to become an interactive games developer?

When you complete the Diploma of Digital and Interactive Games you will be an attractive applicant for IT roles such as games developer, 2-D/3-D digital artist, and interactive digital media developer.

You will gain the career enhancing knowledge and skills to design 3D digital games, undertake animation and rigging, program interactive games, prepare games platforms and implement complex interactivity, and create digital game assets. You will acquire valuable experience in current industry standards, managing projects, and with workplace health and safety.

It is expected that students entering Diploma level studies have the knowledge and/or experience equivalent to that gained in completing the relevant certificate IV course. The course builds on existing skills and does not "start from the beginning".

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.

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
We endeavour to assist students into a career pathway, but please be aware that neither employment nor work experience placement is guaranteed by us.

**Overview**

**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>

**Job opportunities**

- When you complete the Diploma of Digital and Interactive Games you will be an attractive applicant for growing IT roles such as games developer, 2-D/3-D digital artist, and interactive digital media developer.


Further study opportunities:

- University

**Fees and charges**

**Indicative fees and charges**

- [2019 general admission fees list](#)
- [2019 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.**