

VET (Vocational Education & Training) in schools

Certificate III in Screen & Media – Creative Digital Media (Game Design) CUA31015

COURSE OUTLINE

Training Provider: Academy of Interactive Entertainment
(RTO: 88021)

Course Code: CUA31015

Location: Mount Eliza Secondary College

Duration: 2 Year program

Time: Wednesday 1:30pm – 4:30pm
(TBC)

Cost: TBA – Please see your VET
Coordinator for cost details.



Description:

First Year:

VCE VET Certificate III in Screen & Media combines industry standard game design workflows and technologies to teach you how to create and design games using 3D software. In the first year, you will be introduced to the Unreal 4 game engine along with Photoshop and Maya. You will learn to create unique 3D art assets and gameplay elements as you create an interactive environment.

Second Year:

During the second year, you will expand and build on these techniques as you learn how to create a custom character and implement it within the game engine to create a unique game to your design. You will also cover key topics including website construction, flash development and graphic design.

Contribution to the VCE/VCAL:

On completion of the program students are eligible for four credits towards their VCE, two at Unit 1-2 level and a Unit 3-4 sequence.

Students wishing to receive an ATAR contribution must undertake scored assessment for the purpose of achieving a study score.

This study score can contribute directly to the primary four or as a fifth or sixth subject.

Sample Units of Study:

Year 1

BSBDES201	Follow a design process
BSBCRT301	Develop and extend critical and creative thinking skills
BSBWHS201	Contribute to health and safety of self and others
CUAANM303	Create 3D Digital models
CUAIND301	Work effectively in the creative arts industry
CUAACD201	Develop drawing skills to communicate ideas

Year 2

CUAANM301	Create 2D digital animations
CUAWRT301	Write content for a range of media
BSBDES302	Explore and apply the creative design process to 2D forms
CUADIG302	Author interactive sequences
CUADIG304	Create visual design components

What to bring:

Students are required to bring 8GB USB stick.

Hard drive for (2nd year)

Career Opportunities:

- Game Designer
- Game Marketing/Public Relations
- 3D Animation; 2D Artist
- Environment Modeller; Character Animator

TAFE

- Game Development – Specialising in Game Design
- Game Development – Specialising in Game Art & Animation
- Information, Digital Media & Technology
- Game Development – Specialising in Game Programming

University

- Games and Virtual Worlds (Programming) (AIE)
- Bachelor of Creative Arts
- Bachelor of Information Technology (Games Design)

Please note: These details are subject to change and will require confirmation by the Registered Training Provider or TAFE.

VET enrolments are processed through secondary school VET Coordinators. If you are interested in completing this program, please contact your school VET Coordinator.