Diploma of
DIGITAL AND INTERACTIVE GAMES
Course Guide
Table of Contents

Diploma of Digital and Interactive Games ICT50215 3
Course Units 4
Entry Requirements 5
Course Pathway 5
Course Fees 5
Diploma of Digital and Interactive Games ICT50215

STUDY NOW

Full Time

Duration: 52 Weeks
25 hours contact per week

2.5 Days per week
Brisbane City Location

Hands On Training

Practical Results
The ICT50215 Diploma of Digital and Interactive Games sets you up with the design and graphic/digital media and programming skills you need to develop digital games as an independent specialist or working as part of a larger team.

This fun and exciting course allows you to work as an online game developer, mobile device game developer, interactive internet developer and TV game developer.

Our hands on course gives you the practical know how to combine with the theoretical application to deliver fully functioning games.

Our classes, courses and assessment is all created with you in mind; with experienced instructors, hands on training and video exams that consider your unique situation.

The ICT50215 Diploma of Digital and Interactive Games is a Nationally Recognised course.

Course Units
The ICT50215 Course Includes:

Unit Cluster 1: Working in the Gaming Industry and Game Data
BSBWHS403 Contribute to implementing and maintaining WHS consultation and participation processes
ICTICT419 Work effectively in the digital media industry
ICTGAM419 Build a database to support a computer game
ICTPRG425 Use structured query language

Unit Cluster 2: Game Design
ICTGAM501 Create design concepts for digital games and 3-D media
ICTGAM523 Collaborate in the design of 3D game levels and environments
ICTGAM514 Design and create models for a 3-D and digital effects environment
ICTGAM515 Design and create advanced particles, fluids and bodies for 3-D digital effects

Unit Cluster 3: 3-D Art and Animation
ICTGAM526 Create complex 3-D characters for games
ICTGAM519 Manage technical art and rigging in 3-D animation
ICTGAM516 Animate a 3-D character for digital games
ICTGAM517 Produce a digital animation sequence

Unit Cluster 4: Games Development
ICTGAM511 Manage testing of games and interactive media
ICTPRG501 Apply advanced object-oriented language skills
ICTGAM521 Create interactive 3-D environments for digital games
ICTGAM503 Create a complex 3-D interactive computer game
Entry Requirements:

- 18 years and above with a High School Certificate (Year 12)
- A verified copy of qualification & transcripts is required along with the application
- Qualification & transcripts needs to be verified by CTI’s approved student recruitment agent to confirm their genuine status

Course Pathway:

ICT15 Advanced Diploma or Vocational Graduate Certificate qualification or higher education qualifications.

Other study opportunities with CTI include Diploma of Digital and Interactive games (with 1 unit of credit from the above), Diploma of Business, Advanced Diploma of Business, Diploma of Management or you can continue on to University.

Course Fees

The course fee for the ICT50215 Diploma of Digital and Interactive Games is AUD $16,500.
What are you waiting for?
Start loading your future now!

Call: 07 3123 4055