

COURSE STRUCTURE

Game Design

TRIMESTER
01

AGA201A
Studio
Workshop A

AGA201B
Studio
Workshop B

AGA201C
Studio
Workshop C

AGA211
Game Studies

TRIMESTER
02

AGA203
Studio I

AGA201A
AGA201B

AGA210
Animation Art

AGA201B

AGA206
Game Dev
I: Game
Development

AGA201C

AGA209
Game Art I

AGA201B

*Students who meet all criteria
may exit here with a Diploma of
Creative Arts (Game Design)*

TRIMESTER
03

AGA304
Studio II

AGA203

AGA302
Graphic
Narrative I

AGA202

AGA319
UI/UX

Primary Stream Core

TRIMESTER
04

AGA402
Studio III

AGA304

AGA315
Graphic
Narrative II

AGA302

AGA301
History of
Games &
Animation

AGA303

TRIMESTER
05

AGA404
Studio IV
[Double Unit]

AGA402

AGA403
Professional
Development

AGA304

Elective
Extension

TRIMESTER
06

AGA408
Studio V
[Double Unit]

AGA404

AGA401
Critical
Frameworks

AGA301

*Students who meet all criteria
may exit here with a Bachelor of
Creative Arts (Animation)*

Elective Options

AGA405
Compositing

AGA409
Stop-Motion Animation

AGA210

AGA410
Illustration & Comics

AGA201A

AGA411
Animation Performance

AGA310 OR AGA311

AGA412
Motion Design

DVC201

BACHELOR

- Bachelor of Creative Arts (Animation)
- 6 trimesters

ASSOCIATE DEGREE

- Associate Degree of Creative Arts (Animation)
- 4 trimesters

DIPLOMA

- Diploma of Creative Arts (Animation)
- 2 trimesters

INTAKES

- February, June, September

Special Options by Application:

COL400
International Study Tour

COL401
Internship

COL402 [T6 ELECTIVE ONLY]
E-Portfolio

PREREQUISITES

- Prerequisites for a unit are shown in small font, example:

UNIT CODE
Unit of study title

PREREQUISITE CODE

