

COURSE STRUCTURE

Game Design

TRIMESTER
01

AGA201A
Studio
Workshop A

AGA201B
Studio
Workshop B

AGA201C
Studio
Workshop C

AGA211
Game Studies

TRIMESTER
02

AGA303
Game Design I

AGA203
Studio I

AGA206
Game Dev
I: Game
Development

AGA209
Game Art I

TRIMESTER
03

AGA316
Game Design II

AGA304
Studio II

AGA319
UI/UX

Primary Stream Core

TRIMESTER
04

AGA321
Game Design
III

AGA402
Studio III

AGA301
History of
Games &
Animation

TRIMESTER
05

AGA403
Professional
Development

AGA404
Studio IV

Extension Electives

TRIMESTER
06

AGA401
Critical
Frameworks

AGA408
Studio V

Elective Options

AGA405
Compositing

AGA409
Stop-Motion Animation

AGA410
Illustration & Comics

AGA411
Animation Performance

AGA412
Motion Design

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

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

Students who meet all
criteria may exit here with an
Associate Degree of Creative
Arts (Game Design)

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

Game Dev

AGA307
Game Dev II:
Programming

AGA312
Game Dev III:
Rapid Prototyping

Game Art

AGA320 Game Art II

AGA322 Game Art III