

Screen and Media – Game Design



NATIONALLY RECOGNISED
TRAINING

Level

Certificate III in Screen and Media – CUA31015
OAC/MSC RTO – 40046

Part Certificate.

Students may be able to complete the full certificate by an additional one semester enrolment into Screen and Media – 3D (Character Design and Digital Effects).

Course Length

Full year – Thursday

Credit value

All units of competency are nationally recognised. Students will be issued with a Statement of Attainment for units of competency completed.

Each 70 hours of successfully completed competencies contributes 10 Credits towards SACE Stage 2 completion.

Advice to students

Students should at the start of the course have good general computing skills.

Course overview

Students will research games and work in teams to generate ideas. Students will investigate genres and draft a game design through storyboarding. The final product will be the creation of a game using tools such as Gamemaker[®], Unity and Unreal Development Kit.

Assessment

Assessment is competency based and conducted according to the criteria set in the training package. Some assessments may take place as part of structured work placement while others will be within the school. Students can also apply for RPL.

Pathways

Completion of this course may lead to further study in Certificate IV level courses in Digital Media, Interactive Media, Game Art and Visual Effects plus provide skills to meet industry standards.

Further information

Students may undertake work placement.

Students will need to purchase a Flash Drive and portfolio folder.