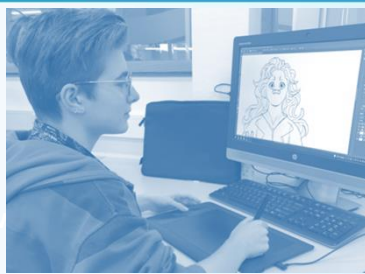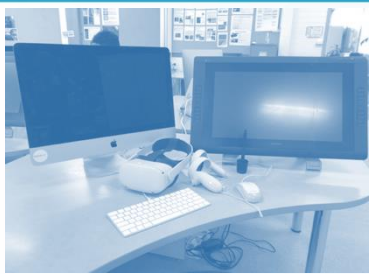## VIRTUAL REALITY AND GAME DESIGN

Course Description

Students undertaking this one year face-to-face course will delve into game genres, game design principles, animation principles and create games using tools like Gamemaker and Unity and investigate gaming with VR headsets. The course includes developing 3D models, 3D Animations, 3D creatures, and 3D environments. Students get to enhance digital drawing skills for character design, create logos and make sound effects for a complete game development overview. Industry guest speakers will share valuable insights on job opportunities and pathways.

This qualification is current in the national register

Pathways

Completion of this full certificate course may lead to further study in Certificate IV in Screen and Media, higher-level tertiary degrees in 3D Modelling and Animation, Game Design and Production, Game Art and Visual Effects, Digital and Interactive Media. Depending upon students' individual course specialisations further training may get them employment in: Film and Television sectors, Game Production Studios and the Visual Effects Industry.

Course Schedule

Course Length
Year (35 weeks)
Students must be prepared to complete required homework each week.

Training day and Time(s)
Wednesday: 4.30 pm – 7.30 pm
Thursday: 8.50 am – 3.20 pm

Course dates
4 February 2026 -12 November 2026

Please note students must attend Wednesdays and Thursdays to complete the course.

Enrolment

LLND review and pre training interview to be conducted by Marden Senior College prior to being accepted into the course. Enrolments are subject to eligibility.

VETRO Process: (for students currently enrolled in Secondary School)
Contact your home school VET Coordinator to register your interest and complete a VET referral.
Part A of the School Enrolled Students VET Referral online form to be completed by home school.
This will then initiate the VETRO/LLND review process.
https://providers.skills.sa.gov.au/school-student-referral-to-vet-form

Approved evidence of completion of a relevant VET pathway must be provided, contact Marden Senior College for further information.

Participant Eligibility Criteria apply.

Must be an Australian Citizen, permanent Australian resident or Eligible visa holder. Enrolled in Year 11, 12 or 13 and are 16 years of age or turning 16 years of age in the year of study and are undertaking SACE.

Course Cost: $500 GST exempt
Additional course requirements:
Students to supply own USB / external hard drive and headphones (with a USB or 3.5mm connector), led pencils and notepad.

Program Provider Contact: Georgina Moore   **Phone**: (08) 8366 2852   **email**: MSC.RTO479@schools.sa.edu.au

Program Content listed on following page

real skills for real careers

marden senior college
your pathway to success

Course Content: Students are required to complete 3 core and 8 elective units of competency to achieve this qualification.
Total number of units = 11

Competency Code Core units	Competency Name	Nominal Hours
BSBCRT311	Apply critical thinking skills in a team environment	40
CUAIND311	Work effectively in the creative arts industry	50
CUAWHS312	Apply work health and safety practices	30
Elective units		
CUADIG304	Create visual design components	30
CUADES302	Explore and apply the creative design process to 2D forms	60
CUADES303	Explore and apply the creative design process to 3D forms	60
CUASOU212	Perform basic sound editing	30
ICTGAM421	Identify and apply games design and game play principles	40
CUAANM302	Create 3D digital animations	75
CUAANM313	Create 3D digital models	75
ICTGAM303	Review and apply the principles of animation	60
	Total Nominal Hours	550
	Up to 75 Stage 2 SACE credits upon completion of this qualification	75

Nominal hours are used for SACE purposes and are not reflective of actual delivery hours

Work Placement Requirements: N/A

Class Size: 15 - 20

PLEASE NOTE: Courses will only commence if minimum enrolment numbers are met.
Parents, Students and VET Coordinators are strongly advised to confirm course details with host schools.
All information in this document was correct at the time of publication but is subject to change.

Initiative of
Government of South Australia