

2015 AIT FH Schedule of Fees

Name of Course: Bachelor of Interactive Media (Game Development)
 Delivery Method: Face to Face (On-Campus)
 Delivery Location: Ultimo campus
 Duration: 24 months (Accelerated) 36 Months (Standard)
 Fee Schedule Period: 1 January 2015 to 31 December 2015

Notes: Course duration calculated on 7 day week
 Each term is 15 weeks (105 days)
 Census date is the 28th day of each term
 6 terms of study (630 days - does not include term breaks)

Study Period	Unit of Study Name	Unit of Study Code	Tuition Fee	EFTSL	End Date (day into the course)	Census Date (day into the course)	RPL Unit Code	RPL Unit Fee	RPL EFTSL
Term 1	Concept art illustration	DES1018	1900	0.125	105	28	DES1018	0	0
Term 1	Digital images	DES1013	1900	0.125	105	28	DES1013	0	0
Term 1	Pre-production	MED1007	1900	0.125	105	28	MED1007	0	0
Term 1	Reading cinema	MED1002	1900	0.125	105	28	MED1002	0	0
Term 2	Design principles	DES1014	1900	0.125	210	133	DES1014	0	0
Term 2	2D animation	ANI1017	1900	0.125	210	133	ANI1017	0	0
Term 2	Digital pathways	MED1001	1900	0.125	210	133	MED1001	0	0
Term 2	3D Introduction	ANI1006	1900	0.125	210	133	ANI1006	0	0
Diploma Exit									
Term 3	Game design	MED1022	1900	0.125	315	238	MED1022	0	0
Term 3	3D modelling	ANI1027	1900	0.125	315	238	ANI1027	0	0
Term 3	Introduction to Web	INT1012	1900	0.125	315	238	INT1012	0	0
Term 3	2D interactivity	INT1028	1900	0.125	315	238	INT1028	0	0
Term 4	Advanced 3D animation	ANI0032	1900	0.125	420	343	ANI0032	0	0
Term 4	Game assets	ANI3056	1900	0.125	420	343	ANI3056	0	0
Term 4	Virtual worlds	INT1026	1900	0.125	420	343	INT1026	0	0
Term 4	Game development	INT1029	1900	0.125	420	343	INT1029	0	0

Associate Degree Exit									
Term 5	Motion capture	ANI3025	1900	0.125	525	448	ANI3025	0	0
Term 5	Advanced game development	INT3030	1900	0.125	525	448	INT3030	0	0
Term 5	Media interaction 1	PRO3009	1900	0.125	525	448	PRO3009	0	0
Term 5	Game evolutions	MED3004	1900	0.125	525	448	MED3004	0	0
Term 6	Game project	PRO3010	1900	0.125	630	553	PRO3010	0	0
Term 6	Portfolio	PRO3020	1900	0.125	630	553	PRO3020	0	0
Term 6	UX/UI	INT1054	1900	0.125	630	553	INT1054	0	0
Term 6	Social media	MED3005	1900	0.125	630	553	MED3005	0	0
Bachelor Exit									
* Substitutions may be taken in place of subjects									
Substitution *	3D animation	ANI1031	1900	0.125			ANI1031	0	0
Substitution *	Game development	INT1029	1900	0.125			INT1029	0	0
Substitution *	External project	SPC3039	1900	0.125			SPC3039	0	0
Substitution *	Web design	INT1068	1900	0.125			INT1068	0	0
Substitution *	Graphic design	DES1015	1900	0.125			DES1015	0	0
Substitution *	Game design	MED1022	1900	0.125			MED1022	0	0
Substitution *	Advanced 3D animation	ANI0032	1900	0.125			ANI0032	0	0
Substitution *	Advanced 3D modelling	ANI3033	1900	0.125			ANI3033	0	0
Substitution *	External project	SPC3039	1900	0.125			SPC3039	0	0
Substitution *	Game evolutions	MED3004	1900	0.125			MED3004	0	0
Substitution *	Graphic design	DES1015	1900	0.125			DES1015	0	0
Substitution *	2D interactivity	INT1028	1900	0.125			INT1028	0	0
Substitution *	3D Introduction	ANI1006	1900	0.125			ANI1006	0	0