

2016 AIT FH Schedule of Fees

Name of Course: Bachelor of Information Technology (Games Programming)
 Delivery Method: Face to Face (On-Campus)
 Delivery Location: Ultimo campus
 Duration: 24 months (Accelerated) 36 Months (Standard)
 Fee Schedule Period: 1 January 2016 to 31 December 2016

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 | Introduction to Web | INT1012 | 1995 | 0.125 | 105 | 28 | INT1012 | 0 | 0 |
| Term 1 | C++ 1 | PRG1060 | 1995 | 0.125 | 105 | 28 | PRG1060 | 0 | 0 |
| Term 1 | Foundation programming | CMP1041 | 1995 | 0.125 | 105 | 28 | CMP1041 | 0 | 0 |
| Term 1 | Information systems | CMP1042 | 1995 | 0.125 | 105 | 28 | CMP1042 | 0 | 0 |
| Term 2 | Database systems | PRG1048 | 1995 | 0.125 | 210 | 133 | PRG1048 | 0 | 0 |
| Term 2 | C++ 2 | PRG1061 | 1995 | 0.125 | 210 | 133 | PRG1061 | 0 | 0 |
| Term 2 | Discrete Mathematics | PRG1010 | 1995 | 0.125 | 210 | 133 | PRG1010 | 0 | 0 |
| Term 2 | Introduction to software engineering | CMP1043 | 1995 | 0.125 | 210 | 133 | CMP1043 | 0 | 0 |
| Diploma Exit | | | | | | | | | |
| Term 3 | Basic Game Engine Programming | INT2001 | 1995 | 0.125 | 315 | 238 | INT2001 | 0 | 0 |
| Term 3 | JAVA | PRG1049 | 1995 | 0.125 | 315 | 238 | PRG1049 | 0 | 0 |
| Term 3 | Digital Project Management | INT1050 | 1995 | 0.125 | 315 | 238 | INT1050 | 0 | 0 |
| Term 3 | Systems analysis and design | CMP3045 | 1995 | 0.125 | 315 | 238 | CMP3045 | 0 | 0 |
| Term 4 | Interface and Experience Design | DES1060 | 1995 | 0.125 | 420 | 343 | DES1060 | 0 | 0 |
| Term 4 | Artificial Intelligence | PRG2006 | 1995 | 0.125 | 420 | 343 | PRG2006 | 0 | 0 |
| Term 4 | Advanced Game Engine Programming | INT2007 | 1995 | 0.125 | 420 | 343 | INT2007 | 0 | 0 |
| Term 4 | Game development | INT1029 | 1995 | 0.125 | 420 | 343 | INT1029 | 0 | 0 |

| Associate Degree Exit | | | | | | | | | |
|---|----------------------------|---------|------|-------|-----|-----|---------|---|---|
| Term 5 | Elective 1 | BIT001 | 1995 | 0.125 | 525 | 448 | BIT001 | 0 | 0 |
| Term 5 | Augmented Reality | PRG3002 | 1995 | 0.125 | 525 | 448 | PRG3002 | 0 | 0 |
| Term 5 | Advanced game development | INT3030 | 1995 | 0.125 | 525 | 448 | INT3030 | 0 | 0 |
| Term 5 | Advanced Studio 1 | INT3506 | 1995 | 0.125 | 525 | 448 | INT3506 | 0 | 0 |
| Term 6 | Elective 2 | BIT002 | 1995 | 0.125 | 630 | 553 | BIT002 | 0 | 0 |
| Term 6 | Advanced Game Project | INT1035 | 3990 | 0.25 | 630 | 553 | INT1035 | | |
| Term 6 | Advanced Studio 2 | INT3516 | 1995 | 0.125 | 630 | 553 | INT3516 | 0 | 0 |
| Bachelor Exit | | | | | | | | | |
| * Electives are taken in place of subjects BIT001, BIT002 | | | | | | | | | |
| Elective * | Advanced screen production | FIL3036 | 1995 | 0.125 | | | FIL3036 | 0 | 0 |
| Elective * | Commercial Film | FIL3065 | 1995 | 0.125 | | | FIL3065 | 0 | 0 |
| Elective * | Documentary production | FIL3037 | 1995 | 0.125 | | | FIL3037 | 0 | 0 |
| Elective * | Cinematography | FIL1019 | 1995 | 0.125 | | | FIL1019 | 0 | 0 |
| Elective * | Screen production | FIL1034 | 1995 | 0.125 | | | FIL1034 | 0 | 0 |
| Elective * | Visual Effects (VFX) | FIL1060 | 1995 | 0.125 | | | FIL1060 | 0 | 0 |
| Elective * | Internship | SPC3038 | 1995 | 0.125 | | | SPC3038 | 0 | 0 |
| Elective * | Digital Images | DES1013 | 1995 | 0.125 | | | DES1013 | 0 | 0 |
| Elective * | 3D Introduction | ANI1006 | 1995 | 0.125 | | | ANI1006 | 0 | 0 |
| Elective * | 3D Modelling | ANI1027 | 1995 | 0.125 | | | ANI1027 | 0 | 0 |
| Elective * | Advanced 3D modelling | ANI3033 | 1995 | 0.125 | | | ANI3033 | 0 | 0 |
| Elective * | Animation | ANI1016 | 1995 | 0.125 | | | ANI1016 | 0 | 0 |
| Elective * | 3D Animation | ANI1031 | 1995 | 0.125 | | | ANI1031 | 0 | 0 |
| Elective * | Animation Production | ANI1044 | 1995 | 0.125 | | | ANI1044 | 0 | 0 |
| Elective * | Advanced 2D Animation | ANI1037 | 1995 | 0.125 | | | ANI1037 | 0 | 0 |
| Elective * | Advanced 3D animation | ANI3032 | 1995 | 0.125 | | | ANI3032 | 0 | 0 |
| Elective * | 2D Interactivity | INT1028 | 1995 | 0.125 | | | INT1028 | 0 | 0 |
| Elective * | Advance Game Development | INT3056 | 1995 | 0.125 | | | INT3056 | 0 | 0 |
| Elective * | Game development | INT1029 | 1995 | 0.125 | | | INT1029 | 0 | 0 |
| Elective * | Virtual worlds | INT1026 | 1995 | 0.125 | | | INT1026 | 0 | 0 |
| Elective * | Digital Illustration | DES1021 | 1995 | 0.125 | | | DES1021 | 0 | 0 |
| Elective * | Foundation networks | CMP3044 | 1995 | 0.125 | | | CMP3044 | 0 | 0 |
| Elective * | Enterprise systems | CMP1046 | 1995 | 0.125 | | | CMP1046 | 0 | 0 |
| Elective * | Mobile apps android | PRG1050 | 1995 | 0.125 | | | PRG1050 | 0 | 0 |
| Elective * | Advanced web | INT1059 | 1995 | 0.125 | | | INT1059 | 0 | 0 |
| Elective * | Mobile apps iOS | PRG3051 | 1995 | 0.125 | | | PRG3051 | 0 | 0 |
| Elective * | Cross-platform apps | INT3052 | 1995 | 0.125 | | | INT3052 | 0 | 0 |
| Elective * | Data-driven apps | INT3053 | 1995 | 0.125 | | | INT3053 | 0 | 0 |
| Elective * | External project | SPC3039 | 1995 | 0.125 | | | SPC3039 | 0 | 0 |