

2016 AIT FH Schedule of Fees

Name of Course: Diploma of Digital Media Technologies (Games)
 Delivery Method: Face to Face (On-Campus)
 Delivery Location: Ultimo campus
 Duration: 12 months (F/T)
 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
 3 terms of study (315 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	DES0018	1520	0.08333	105	28	DES0018	0	0
Term 1	Digital images	DES0013	1520	0.08333	105	28	DES0013	0	0
Term 1	Introduction to Web	INT0012	1520	0.08333	105	28	INT0012	0	0
Term 1	Game design	MED0022	1520	0.08333	105	28	MED0022	0	0
Term 1	Studio 1	SPC0055	1520	0.08333	105	28	SPC0055	0	0
Term 2	Design principles	DES0014	1520	0.08333	210	133	DES0014	0	0
Term 2	Advanced web	INT0059	1520	0.08333	210	133	INT0059	0	0
Term 2	3D Introduction	ANI0006	1520	0.08333	210	133	ANI0006	0	0
Term 2	2D Interactivity	INT0028	1520	0.08333	210	133	INT0028	0	0
Term 2	Studio 2	SPC0056	1520	0.08333	210	133	SPC0056	0	0
Term 3	Virtual worlds	INT0026	1520	0.08333	315	238	INT0026	0	0
Term 3	Game development	INT0029	1520	0.08333	315	238	INT0029	0	0
Diploma Exit									