

## 2017 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 2017 to 31 December 2017

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            | 2100         | 0.125 | 105                            | 28                                | INT1012       | 0            | 0         |
| Term 1       | C++ 1                                | PRG1060            | 2100         | 0.125 | 105                            | 28                                | PRG1060       | 0            | 0         |
| Term 1       | Foundation programming               | CMP1041            | 2100         | 0.125 | 105                            | 28                                | CMP1041       | 0            | 0         |
| Term 1       | Information systems                  | CMP1042            | 2100         | 0.125 | 105                            | 28                                | CMP1042       | 0            | 0         |
| Term 2       | Database systems                     | PRG1048            | 2100         | 0.125 | 210                            | 133                               | PRG1048       | 0            | 0         |
| Term 2       | C++ 2                                | PRG1061            | 2100         | 0.125 | 210                            | 133                               | PRG1061       | 0            | 0         |
| Term 2       | Discrete Mathematics                 | PRG1010            | 2100         | 0.125 | 210                            | 133                               | PRG1010       | 0            | 0         |
| Term 2       | Introduction to software engineering | CMP1043            | 2100         | 0.125 | 210                            | 133                               | CMP1043       | 0            | 0         |
|              |                                      |                    | Diploma Exit |       |                                |                                   |               |              |           |
| Term 3       | Basic Game Engine Programming        | INT2001            | 2100         | 0.125 | 315                            | 238                               | INT2001       | 0            | 0         |
| Term 3       | JAVA                                 | PRG1049            | 2100         | 0.125 | 315                            | 238                               | PRG1049       | 0            | 0         |
| Term 3       | Digital Project Management           | INT1050            | 2100         | 0.125 | 315                            | 238                               | INT1050       | 0            | 0         |
| Term 3       | Systems analysis and design          | CMP3045            | 2100         | 0.125 | 315                            | 238                               | CMP3045       | 0            | 0         |
| Term 4       | Interface and Experience Design      | DES1060            | 2100         | 0.125 | 420                            | 343                               | DES1060       | 0            | 0         |
| Term 4       | Artificial Intelligence              | PRG2006            | 2100         | 0.125 | 420                            | 343                               | PRG2006       | 0            | 0         |
| Term 4       | Advanced Game Engine Programming     | INT2007            | 2100         | 0.125 | 420                            | 343                               | INT2007       | 0            | 0         |
| Term 4       | Game development                     | INT1029            | 2100         | 0.125 | 420                            | 343                               | INT1029       | 0            | 0         |

| Associate Degree Exit                                     |                            |         |      |       |     |     |         |   |   |
|---|----------------------------|---------|------|-------|-----|-----|---------|---|---|
| Term 5  | Elective 1                 | BIT001  | 2100 | 0.125 | 525 | 448 | BIT001  | 0 | 0 |
| Term 5  | Augmented Reality          | PRG3002 | 2100 | 0.125 | 525 | 448 | PRG3002 | 0 | 0 |
| Term 5  | Advanced game development  | INT3030 | 2100 | 0.125 | 525 | 448 | INT3030 | 0 | 0 |
| Term 5  | Advanced Studio 1          | INT3506 | 2100 | 0.125 | 525 | 448 | INT3506 | 0 | 0 |
| Term 6  | Elective 2                 | BIT002  | 2100 | 0.125 | 630 | 553 | BIT002  | 0 | 0 |
| Term 6  | Advanced Game Project      | INT1035 | 4200 | 0.25  | 630 | 553 | INT1035 |   |   |
| Term 6  | Advanced Studio 2          | INT3516 | 2100 | 0.125 | 630 | 553 | INT3516 | 0 | 0 |
| Bachelor Exit   |                            |         |      |       |     |     |         |   |   |
| * Electives are taken in place of subjects BIT001, BIT002 |                            |         |      |       |     |     |         |   |   |
| Elective *  | Advanced screen production | FIL3036 | 2100 | 0.125 |     |     | FIL3036 | 0 | 0 |
| Elective *  | Commercial Film            | FIL3065 | 2100 | 0.125 |     |     | FIL3065 | 0 | 0 |
| Elective *  | Documentary production     | FIL3037 | 2100 | 0.125 |     |     | FIL3037 | 0 | 0 |
| Elective *  | Cinematography             | FIL1019 | 2100 | 0.125 |     |     | FIL1019 | 0 | 0 |
| Elective *  | Screen production          | FIL1034 | 2100 | 0.125 |     |     | FIL1034 | 0 | 0 |
| Elective *  | Visual Effects (VFX)       | FIL1060 | 2100 | 0.125 |     |     | FIL1060 | 0 | 0 |
| Elective *  | Internship                 | SPC3038 | 2100 | 0.125 |     |     | SPC3038 | 0 | 0 |
| Elective *  | Digital Images             | DES1013 | 2100 | 0.125 |     |     | DES1013 | 0 | 0 |
| Elective *  | 3D Introduction            | ANI1006 | 2100 | 0.125 |     |     | ANI1006 | 0 | 0 |
| Elective *  | 3D Modelling               | ANI1027 | 2100 | 0.125 |     |     | ANI1027 | 0 | 0 |
| Elective *  | Advanced 3D modelling      | ANI3033 | 2100 | 0.125 |     |     | ANI3033 | 0 | 0 |
| Elective *  | Animation                  | ANI1016 | 2100 | 0.125 |     |     | ANI1016 | 0 | 0 |
| Elective *  | 3D Animation               | ANI1031 | 2100 | 0.125 |     |     | ANI1031 | 0 | 0 |
| Elective *  | Animation Production       | ANI1044 | 2100 | 0.125 |     |     | ANI1044 | 0 | 0 |
| Elective *  | Advanced 2D Animation      | ANI1037 | 2100 | 0.125 |     |     | ANI1037 | 0 | 0 |
| Elective *  | Advanced 3D animation      | ANI3032 | 2100 | 0.125 |     |     | ANI3032 | 0 | 0 |
| Elective *  | 2D Interactivity           | INT1028 | 2100 | 0.125 |     |     | INT1028 | 0 | 0 |
| Elective *  | Advance Game Development   | INT3056 | 2100 | 0.125 |     |     | INT3056 | 0 | 0 |
| Elective *  | Game development           | INT1029 | 2100 | 0.125 |     |     | INT1029 | 0 | 0 |
| Elective *  | Virtual worlds             | INT1026 | 2100 | 0.125 |     |     | INT1026 | 0 | 0 |
| Elective *  | Digital Illustration       | DES1021 | 2100 | 0.125 |     |     | DES1021 | 0 | 0 |
| Elective *  | Foundation networks        | CMP3044 | 2100 | 0.125 |     |     | CMP3044 | 0 | 0 |
| Elective *  | Enterprise systems         | CMP1046 | 2100 | 0.125 |     |     | CMP1046 | 0 | 0 |
| Elective *  | Mobile apps android        | PRG1050 | 2100 | 0.125 |     |     | PRG1050 | 0 | 0 |
| Elective *  | Advanced web               | INT1059 | 2100 | 0.125 |     |     | INT1059 | 0 | 0 |
| Elective *  | Mobile apps iOS            | PRG3051 | 2100 | 0.125 |     |     | PRG3051 | 0 | 0 |
| Elective *  | Cross-platform apps        | INT3052 | 2100 | 0.125 |     |     | INT3052 | 0 | 0 |
| Elective *  | Data-driven apps           | INT3053 | 2100 | 0.125 |     |     | INT3053 | 0 | 0 |
| Elective *  | External project           | SPC3039 | 2100 | 0.125 |     |     | SPC3039 | 0 | 0 |