

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