

2019 AIT FEE-HELP Schedule of Fees	
Name of Course:	Bachelor of Interactive Media (Game Development)
Delivery Method:	Face to Face (On-Campus)
Delivery Location:	Ultimo Campus / Melbourne Campus
Duration:	24 months (Accelerated) 36 months (Standard)
Fee Schedule Period:	1 April 2019 to 31 December 2019

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)
RPL is calculated at 30% of the Unit of Study's Tuition Fee

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	Digital Storytelling	MED1008	2250	0.125	105	28	MED1008	675	0.0001
Term 1	Creative Drawing	DES1020	2250	0.125	105	28	DES1020	675	0.0001
Term 1	Shooting and Editing	DES1050	2250	0.125	105	28	DES1050	675	0.0001
Term 1	Animation	ANI1016	2250	0.125	105	28	ANI1016	675	0.0001
Term 2	Screen Language	FIL1010	2250	0.125	210	133	FIL1010	675	0.0001
Term 2	Digital images	DES1013	2250	0.125	210	133	DES1013	675	0.0001
Term 2	Game design	MED1022	2250	0.125	210	133	MED1022	675	0.0001
Term 2	2D Interactivity	INT1028	2250	0.125	210	133	INT1028	675	0.0001
Diploma Exit									
Term 3	Digital pathways	MED1001	2250	0.125	315	238	MED1001	675	0.0001
Term 3	Digital Audio Design	FIL1020	2250	0.125	315	238	FIL1020	675	0.0001
Term 3	Game development	INT1029	2250	0.125	315	238	INT1029	675	0.0001
Term 3	3D Introduction	ANI1006	2250	0.125	315	238	ANI1006	675	0.0001
Term 4	Entertainment and Media	MED1060	2250	0.125	420	343	MED1060	675	0.0001
Term 4	Design principles	DES1014	2250	0.125	420	343	DES1014	675	0.0001
Term 4	Virtual worlds	INT1026	2250	0.125	420	343	INT1026	675	0.0001
Term 4	Elective 1	BIM001	2250	0.125	420	343	BIM001	675	0.0001
Associate Degree Exit									
Term 5	Decoding Media	MED3001	2250	0.125	525	448	MED3001	675	0.0001
Term 5	Elective 2	BIM002	2250	0.125	525	448	BIM002	675	0.0001
Term 5	Elective 3	BIM003	2250	0.125	525	448	BIM003	675	0.0001
Term 5	Elective 4	BIM004	2250	0.125	525	448	BIM004	675	0.0001
Term 6	The Forge	PRO1001	6750	0.375	630	553	PRO1001	2025	0.0001
Term 6	The Launch Pad	PRO1010	2250	0.125	630	553	PRO1010	675	0.0001

Bachelor Exit

* Electives are taken in place of subjects BIM001, BIM002, BIM003, BIM004

Elective *	Advanced screen production	FIL3036	2250	0.125			FIL3036	675	0.0001
Elective *	Commercial Film	FIL3065	2250	0.125			FIL3065	675	0.0001
Elective *	Documentary production	FIL3037	2250	0.125			FIL3037	675	0.0001
Elective *	Motion Graphics	ANI1050	2250	0.125			ANI1050	675	0.0001
Elective *	Cinematography	FIL1019	2250	0.125			FIL1019	675	0.0001
Elective *	Screen production	FIL1034	2250	0.125			FIL1034	675	0.0001
Elective *	Visual Effects (VFX)	FIL1060	2250	0.125			FIL1060	675	0.0001
Elective *	Internship	SPC3038	2250	0.125			SPC3038	675	0.0001
Elective *	3D Introduction	ANI1006	2250	0.125			ANI1006	675	0.0001
Elective *	3D Modelling	ANI1027	2250	0.125			ANI1027	675	0.0001
Elective *	Advanced 3D modelling	ANI3033	2250	0.125			ANI3033	675	0.0001
Elective *	Animation	ANI1016	2250	0.125			ANI1016	675	0.0001
Elective *	3D Animation	ANI1031	2250	0.125			ANI1031	675	0.0001
Elective *	Animation Production	ANI1044	2250	0.125			ANI1044	675	0.0001
Elective *	Advanced 2D Animation	ANI1037	2250	0.125			ANI1037	675	0.0001
Elective *	Advanced 3D animation	ANI3032	2250	0.125			ANI3032	675	0.0001
Elective *	2D Interactivity	INT1028	2250	0.125			INT1028	675	0.0001
Elective *	Advanced Game Project	INT1035	4500	0.250			INT1035	1350	0.0001
Elective *	Advance Game Development	INT3056	2250	0.125			INT3056	675	0.0001
Elective *	Game development	INT1029	2250	0.125			INT1029	675	0.0001
Elective *	Virtual worlds	INT1026	2250	0.125			INT1026	675	0.0001
Elective *	Digital Illustration	DES1021	2250	0.125			DES1021	675	0.0001