

# COURSE STRUCTURE

## Game Design

TRIMESTER

01

AGA201A  
Studio  
Workshop A

AGA201B  
Studio  
Workshop B

AGA201C  
Studio  
Workshop C

AGA211  
Game Studies

TRIMESTER

02

AGA303  
Game Design I

AGA201C

AGA203  
Studio I

AGA201A  
AGA201B

AGA206  
Game  
Development I

AGA201C

AGA209  
Game Art

AGA201B

Students who meet all criteria  
may exit here with a Diploma of  
Creative Arts (Game Design)

TRIMESTER

03

AGA316  
Game Design II

AGA303

AGA304  
Studio II

AGA203

AGA319  
UI/UX

Primary Stream Core

TRIMESTER

04

AGA321  
Game Design III

AGA316

AGA402  
Studio III

AGA304

AGA301  
History of  
Games &  
Animation

AGA303

Students who meet all  
criteria may exit here with an  
Associate Degree of Creative  
Arts (Game Design)

TRIMESTER

05

AGA403  
Professional  
Development

AGA304

AGA404  
Studio IV

AGA402

Extension Electives

### Elective Options

AGA405  
Compositing

AGA409  
Stop-Motion Animation

AGA209

AGA410  
Illustration & Comics

AGA201A

AGA411  
Animation Performance

AGA310 OR AGA311

AGA412  
Motion Design

AGA201A

TRIMESTER

06

AGA401  
Critical  
Frameworks

AGA301

AGA408  
Studio V

AGA404

### BACHELOR

- Bachelor of Creative Arts (Animation)
- 6 trimesters

### ASSOCIATE DEGREE

- Associate Degree of Creative Arts (Animation)
- 4 trimesters

### DIPLOMA

- Diploma of Creative Arts (Animation)
- 2 trimesters

### INTAKES

- February, June, September

### Special Options by Application:

COL401  
Internship

COL402 [T6 ELECTIVE ONLY]  
E-Portfolio

### PREREQUISITES

- Prerequisites for a unit are shown in small font, example:

### UNIT CODE

Unit of study title

PREREQUISITE CODE