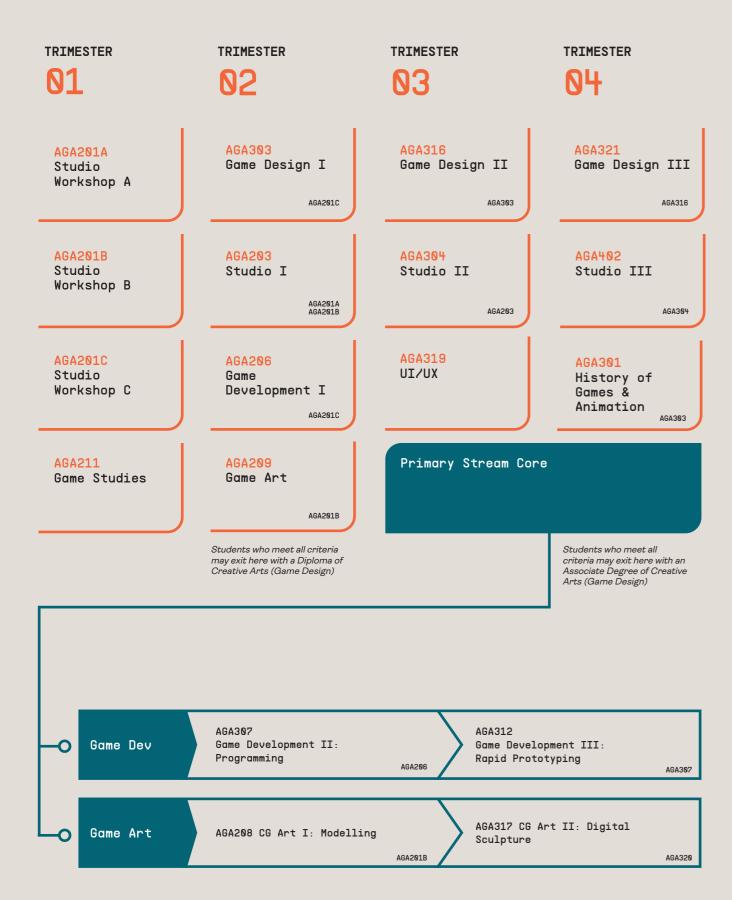
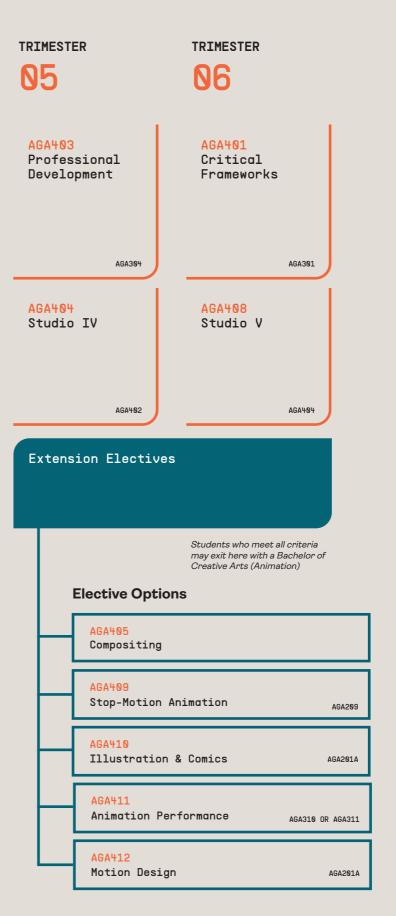
COURSE STRUCTURE

Game Design





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