



Advanced Diploma of Multimedia NTIS CUF60501

The AIT Standard

The Academy of Information Technology (AIT) strives to prepare and train individuals with contemporary IT, multimedia and business management skills to become successful professionals with creative and commercial IT enterprises.

AIT's unique teaching method and dynamic curriculum provides students with a stimulating environment that helps to foster imaginations and arms them with the skills needed to achieve a career of their choice.

AIT uses the latest cutting-edge technology, motion capture (digitised human movement) and Virtools (a game engine) to develop the abilities required in the creative media industry. AIT provides students with the skills, knowledge and equipment to stand out as an accomplished multimedia, business and IT professional.

Games Development

Game Development is the process by which a game is produced. Games are a complex combination of advanced multimedia such as audio, video, film, graphics, animation, storytelling, script writing, databases and programming. The game industry is a sophisticated, booming industry worth an estimated \$40 billion globally, with Australian game exports worth about \$150 million per year. It is expected that growth in the games industry will be the largest in the entertainment industry. Given the evolution of games technologies, the demand for talented

multimedia and games professionals have increased exponentially. Game developers with their advanced level of skills, could pursue a career in most digital media professions.

Program Overview

AIT's unique Games Development program offers students comprehensive skills in advanced 3d modeling and animation, motion graphics, games design and production. Virtools and motion capture are widely used throughout this entire program, to offer students advanced knowledge in creating interactive 3d games and animations based on real-life movement.

AIT's advanced diploma is a sophisticated course for students passionate about games. AIT highly recommends that students complete AIT's Diploma of IT (Multimedia) or equivalent before enrolling in this program. If students possess advanced animation, programming and multimedia skills, AIT will take this into consideration for direct enrolment.

Target Audience

This qualification is aimed towards individuals who wish to extend their knowledge and skill in the field of games development. This includes both domestic and international students. It is recommended that potential students for this program will have some background and interest in both multimedia and games development. Many students moving into this program have previously completed some level of training in industry, in previous certificate or diploma qualifications.

Scope of Study

A combination of training techniques is used by AIT to foster a constructive and beneficial learning environment for students. The scope of study topics includes:

- Game Design & Documentation
- Game Development using Virtools
- Game Production
- Motion Graphics
- Advanced 3D Animation
- Motion Capture
- Game Project

Careers in Games Development

The Advanced Diploma of Multimedia is designed to reflect the role of personnel working in the multimedia industry, who perform managerial and executive duties or design and production duties such as:

- designing games
- managing games projects
- coordinating the production of multimedia products
- managing the design process for multimedia
- writing for games and multimedia
- evaluating multimedia products
- designing for multimedia

Industry Standard Training

AIT strongly believes in teaching students skills that will be useful to them, and relevant in the workplace or further University studies. We train students how to use software used by industry professionals:

- noDNA motion capture for real-life animated motion
- Autodesk 3ds max for 3d animation
- Virtools for 3d interactive game development
- Adobe Premier for audio-visual editing
- Adobe Creative Suite for art design
- Macromedia Flash for 2d animation and games

In AIT's game course, students are given a practical group project over the semester to develop an industry standard game. This allows students to apply their creativity and skills into one major project, developing essential problem solving skills and experience.

Curriculum

AIT consults with various industry and academic professionals who form the AIT advisory committee. This committee ensures that AIT's curriculum is of a high standard, and that our graduates make valued contributions in the workforce to employers and Universities.



Industry Associations

AIT staff are active members of the Australian Interactive Media Industry Association (AIMIA), Graphic Arts Services Association of Australia (GASAA) and the Games Developer Association of Australia (GDAA) which all promote the commercial development and growth of the multimedia and/or games industries in Australia.

Teaching Techniques

AIT teaching methods are based on a combination of interactive face to face classes and practical tutorials. Our teachers are highly experienced in the fields they teach, friendly and always ready to help you. This warm learning environment allows students the opportunity to maximize their learning potential.

Intake Dates

9th March 2009

6th July 2009

26th October 2009

Entry Requirements

Although there are no formal entry requirements into this course it is strongly recommended the students hold, at minimum, the following:

- Diploma of Information Technology (Multimedia) or equivalent
- Experience in 3d Animation
- English Competence

As all lessons and assessments are conducted in English an adequate level of English is strongly recommended. This includes suitable levels of competence in reading, writing, and comprehending the English language. International students must comply with DIAC requirements and should have an IELTS or equivalent score of 5.5 or above.

Recognition of Prior Learning

Recognised Prior Learning (RPL) is also considered for students who are applying to AIT, who have completed Certificate, Diploma or Degree programs elsewhere. AIT recognises the AQF qualifications and statements of attainment issued by any other registered training organisation. Proof of qualification or experience must be sighted. Note also, RPL must be applied for by students within their first two weeks of commencement. Any applications for RPL may not be considered after this time.

Further information regarding RPL or Credit Transfer is located in the Student Handbook found on our website.

University Credit Arrangements

AIT's Diploma courses are widely recognised by Australian Universities as being of comparable quality to their own. Consequently, AIT has made arrangements with 15 of Australia's most reputable Universities, which will allow successful applicants entry with advanced standing.

AIT can assist all AIT Diploma and Advanced Diploma students who wish to further their education at University, to apply to the University of their choice.

Student Assistance

Students having difficulties due to language literacy and numeracy may seek assistance, to be assessed and counseled. External professional counseling can and will be arranged when necessary.

Duration

Two semesters (each semester is 16 weeks), 20 hours face to face teaching per week.

Pricing Schedule 2009

Local Students: \$4,500 per semester

International Students: \$5,000 per semester

All Students: Enrolment Fee of \$200

Overseas Student Health Cover \$345 p.a

OSHC is a compulsory requirement of a students visa. This is a service that may be organised by AIT for students who have not yet arranged their own cover.

Homestay Placement \$165 (+gst)

Airport Pickup \$120 (+gst)

These services can be arranged to make our students feel welcome and secure. The airport pick-up service escorts our students to their accommodation.

All prices are subject to change at the discretion of AIT. Please contact AIT to ensure current prices match this document.