

# DGDD19 Diploma of Game Design and Development

## 1. About the Diploma of Game Design and Development

Careers in Information Technology and Design have evolved significantly in the past decade to include new and emerging fields and specialisations that reflect the digital world we now live in. The emergence of Game Development as a highly significant and growing industry requires the expertise of several well established skills sets namely, game programming, game design and game art. This diploma is specific to the development of game artists and designers and specific to the computer games sector which includes online, mobile and console platforms for electronic games.

Students studying this diploma will be introduced to the full spectrum of game art and design from visual design fundamentals including visual communication and illustration to game design conception and introductory game development processes.

Game Art for computer games requires a high level of technical skill development. In this Diploma students will be introduced to the technical tools and 3D construction techniques that are integral to the collaborative story construction that creative technology products require.

At the completion of the Diploma, students will have the necessary technical skills and exposure to game development processes to enable entrepreneurial endeavours in game development or provide a clear pathway and scholarly techniques for further study and skills development.

### Aims

The aim of the qualification is to provide graduates with the following:

- A coherent and systematic introduction to a body of knowledge in the domain of Game Design, Art and Development to acquire knowledge, skills and attitudes;
- Abilities to accept personal responsibility, take initiative, and exhibit flexibility;
- Independent critical and creative thinking skills;

### Graduate employment opportunities

On successfully completing this qualification, students will have specific skills, knowledge and experiences to pursue employment in the game development industry in a variety of entry-level roles or to pursue entrepreneurial development projects. This qualification will provide graduates with the necessary foundation to pursue further study in related design and technology undergraduate degrees.

**Game Artist Roles:**

- Junior 2D Artist
- Junior 3D Artist

**Game Design & Development Roles:**

- Junior Level Designer
- Junior Game Designer
- Independent Game Developer
- Production Assistant
- Quality Assurance Officer

## Course Overview

<b>Course Title</b>	<b>Diploma of Game Design and Development</b>		
<b>Study Options – Domestic Australian students</b>	<p>Face to Face delivery</p> <p>Online delivery</p> <p>Full-time and part-time options available.</p>	<b>Study Options – International students</b>	<p>International students on a student visa must not enroll into any more than a third or 33% of online subjects over their course and must study at least one subject that is face to face in each trimester.</p> <p>International students on a student visa are required to study full time, i.e. the student must complete a minimum of 1.0 EFTSL of study per year.</p>
<b>Start Dates</b>	<p>February, June, September</p> <p>For specific dates visit the <a href="#">website</a>.</p>	<b>Course Length</b>	<p>Full-time: 1 year</p> <p>Part-time: 2 years</p>
<b>Payment Options - Domestic Australian students</b>	<p><b>Upfront payment</b> This means tuition fees will be invoiced each semester and payment is required on or before the due date.</p> <p><b>FEE-HELP</b> FEE-HELP is Australian Government’s loan scheme for higher education degree courses. It can assist you in paying for all, or part of, your course fees. Repayments commence via the tax system once your income rises above a minimum threshold. Just like with any other debt, a FEE-HELP debt is a real debt that impacts your credit rating.</p>	<b>Payment Options – International students</b>	<p><b>Upfront payment</b> This means tuition fees will be invoiced each semester and payment is required on or before the due date.</p>
<b>Course study requirements</b>	Each subject involves 10 hours of study per week, comprising 3 hours of facilitated study and 7 hours self-directed study.	<b>Assessment</b>	Practical assignments, research projects, presentations and reports
<b>Locations</b>	<p>Sydney Campus</p> <p>Melbourne Campus</p> <p>Brisbane Campus</p> <p>Online</p>	<b>Delivered by</b>	Torrens University Australia
<b>Provider</b>	Torrens University Australia Ltd is registered as a self-accrediting Australian university by the Tertiary	<b>CRICOS Course Code</b>	102263F

	Education Quality and Standards Agency (TEQSA).		
<b>Provider obligations</b>	Torrens University is responsible for all aspects of the student experience, including the quality of course delivery, in compliance with the <a href="#">Higher Education Standards 2015</a>	<b>Accrediting body</b>	Torrens University Australia Limited ABN 99 154 937 005, CRICOS Provider Code: 03389E. RTO No. 41343
<b>Course Fees</b>	For details, refer to the <a href="#">website</a> .	<b>Any other fees</b>	For details, refer to the <a href="#">website</a> .

## 2. Essential requirements for admission

The general admission criteria that apply to Torrens University Australia courses can be located by visiting the Torrens University Australia website - <https://www.torrens.edu.au/general-admission-information-for-torrens-university-australia-ltd>.

## 3. Student Profile

The table below gives an indication of the likely peer cohort for new students in this course. It provides data on students who commenced in this course in the most relevant recent intake period, including those admitted through all offer rounds and international students studying in Australia.

Applicant background	Trimester one / Full year intake [2020]	
	Number of students	Percentage of all students
<b>(A) Higher education study</b> (includes a bridging or enabling course)	<5	N/P
<b>(B) Vocational education and training (VET) study</b>	N/A	N/A
<b>(C) Work and life experience</b> (Admitted on the basis of previous achievement not in the other three categories)	N/A	N/A
<b>(D) Recent secondary education:</b> <ul style="list-style-type: none"> <li>Admitted solely on the basis of ATAR (regardless of whether this includes the consideration of adjustment factors such as equity or subject bonus points)</li> <li>Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extra test, early offer conditional on minimum ATAR)</li> <li>Admitted on the basis of other criteria only and ATAR was <b>not</b> a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)</li> </ul>	N/A N/A N/A	N/A N/A N/A
<b>International students</b>	N/A	N/A
<b>All students</b>	<b>&lt;5</b>	<b>N/P</b>

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Notes: “<5” – the number of students is less than 5.  
N/A – Students not accepted in this category.  
N/P – Not published: the number is hidden to prevent calculation of numbers in cells with less than 5 students.

## 4. Admission Criteria

Title of course of study	Diploma of Game Design and Development
<b>Applicants with higher education study</b>	<ul style="list-style-type: none"> <li>• A completed higher education qualification at AQF level 5 (diploma) or above, or equivalent, from an Australian University or another accredited higher education provider</li> </ul> <p><u>OR</u></p> <ul style="list-style-type: none"> <li>• Successful completion of at least 1 EFTSL (equivalent full-time student load, or one full year) of an AQF level 6 (Associate Degree) or above, or equivalent, from an Australian University or another accredited higher education provider.</li> </ul>
<b>Applicants with vocational education and training (VET) study</b>	<ul style="list-style-type: none"> <li>• A completed vocational education qualification at AQF level 4 (Certificate IV) or above, or equivalent, from a registered training organisation (RTO)</li> </ul> <p><u>OR</u></p> <ul style="list-style-type: none"> <li>• Successful completion of at least 1 EFTSL (equivalent full-time student load, or one full year) of an AQF level 5 (Diploma) or above, or equivalent, at a registered training organisation (RTO).</li> </ul>
<b>Applicants with work and life experience</b>	<p>Demonstrated ability to undertake study at the required level:</p> <ul style="list-style-type: none"> <li>• broadly relevant work experience (documented e.g. CV), demonstrating a reasonable prospect of success; OR</li> <li>• formal, informal or non-formal study, completed or partially completed, demonstrating a reasonable prospect of success; OR</li> <li>• written submission to demonstrate reasonable prospect of success; OR</li> <li>• discipline specific portfolio (art and/or design).</li> </ul>
<b>English Language Proficiency</b> (applicable to international students, and in addition to academic or special entry requirements noted above)	Equivalent IELTS 5.5 (Academic) with no skills band less than 5.0

<b>Title of course of study</b>	<b>Diploma of Game Design and Development</b>								
<b>Applicants with recent secondary education (within the past two years) with ATAR or equivalent*</b> (for applicants who will be selected wholly or partly on the basis of ATAR)	Completed year 12 or equivalent								
<p><i>*ATAR profile for those offered places wholly or partly on the basis of ATAR in T1 2020:</i></p> <table border="1"> <thead> <tr> <th>(ATAR-based offers only, across all offer rounds)</th> <th>ATAR (OP in QLD) (Excluding adjustment factors) *</th> </tr> </thead> <tbody> <tr> <td>Highest rank to receive an offer</td> <td>N/A</td> </tr> <tr> <td>Median rank to receive an offer</td> <td>N/A</td> </tr> <tr> <td>Lowest rank to receive an offer</td> <td>N/A</td> </tr> </tbody> </table> <p><i>Notes: * "&lt;5" – indicates less than 5 ATAR-based offers were made</i></p>		(ATAR-based offers only, across all offer rounds)	ATAR (OP in QLD) (Excluding adjustment factors) *	Highest rank to receive an offer	N/A	Median rank to receive an offer	N/A	Lowest rank to receive an offer	N/A
(ATAR-based offers only, across all offer rounds)	ATAR (OP in QLD) (Excluding adjustment factors) *								
Highest rank to receive an offer	N/A								
Median rank to receive an offer	N/A								
Lowest rank to receive an offer	N/A								

## Other admission options

(For applicants who will be selected on a basis other than ATAR)

<b>Special Entry</b>	Applicants in any category whose study, work or life experiences have been impacted by disability, illness or family disruption will be given special consideration for admission. Each application will be considered on its merit, based on the evidence supplied by the applicant attesting to the circumstances of the applicant. Applicants for special entry may need to complete written or numerical tasks to assist with assessing eligibility for admission.
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## 5. How to apply

Via direct application to the institution

- o <https://apply.torrens.edu.au/>

## 6. Advanced standing/academic credit/recognition of prior learning (RPL)

You may be entitled to credit for prior learning, whether formal or informal. Formal learning can include previous study in higher education, vocational education, or adult and community education. Informal learning can include on the job learning or various kinds of work and life experience. Credit can reduce the amount of study needed to complete a degree.

Applicants admitted based on prior higher education study may be eligible for Advanced Standing in the form of credit and/or recognition of prior learning (RPL) under the Torrens University Australia [Credit Policy - \(https://www.torrens.edu.au/policies-and-forms\)](https://www.torrens.edu.au/policies-and-forms).

- Students with completed subjects may be eligible for specified credit and/or elective exemptions

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- Students who have completed a qualification at AQF level 5 (diploma) or above may be eligible for block credit (where a block credit agreement exists)
- Students with a mix of formal study and informal and/or non-formal learning may be eligible for recognition of prior learning in addition to any credit approved.

Credit will not be applied automatically. Applicants must apply for credit and/or RPL as early as possible prior to each study period, with applications not accepted after week 2.

For further information about credit and recognition of prior learning please see <http://www.torrens.edu.au/apply-online/course-credits>.

## 7. Where to get further information

- Torrens University Australia (TUA) Website
  - <https://www.torrens.edu.au/>
- Universities Admissions Centre (UAC) Website
  - <http://www.uac.edu.au/>
- Quality Indicators for Learning and Teaching (QILT) Website
  - <https://www.qilt.edu.au/>



## 8. Additional Information

### Course Structure

The course structure comprises 2 common core subjects, 4 specialised subjects and 2 elective subjects at level 100. Students must complete a minimum of 80 credit points at level 100.

\* Electives available to students may be chosen from the elective bank (please refer to the Course Structure on the Student HUB) or can be taken from any Torrens University course at the appropriate level with approval from the Program Director (or delegate).

### Course Rules

To be awarded the Diploma of Game Design and Development, students must complete 80 credit points over 8 subjects. Each subject has a value of 10 credit points.

### Subjects

SUBJECT DETAILS
SUBJECT TITLE, DESCRIPTOR
LEVEL 100
<p><b>DCX101 Design Context</b></p> <p>Design Contexts is a foundational subject that introduces students to the designed world and their place within it. Students are encouraged to explore the interconnected nature of design and its capacity to inspire change, drive progress and navigate complex challenges.</p> <p>Through observation, research and iterative approach students will develop a series of creative responses that demonstrate an awareness of the value of design and its ability to create meaningful interactions for people, communities and their environments.</p>
<p><b>ACR101 2D Asset Creation</b></p> <p>2D Visual Asset Generation utilises traditional art foundation theories and contextualises these practices for the digital domain. Students will create artefacts in digital formats for a variety of uses including concept art, pixel art, in-game assets, colour keys, user interface flow diagrams and more. Practical applications of art specifically for games will also be covered such as the basics of 2D digital animation. Students will receive critique from lecturers and learn to evaluate their own artwork with a critical eye.</p>
<p><b>DSO102 Design Studio 1</b></p> <p>This subject explores the relationship between materials and storytelling. It introduces students to the attributes of materiality and encourages them to re-imagine the possibilities of creating through making. Students will explore the art of paper folding, developing skills and taking creative risks. These results will be captured digitally and altered using the appropriate software.</p> <p>Individual tasks allow students to develop an understanding and appreciation of materials, their many varied uses, properties, and the sustainable manufacturing processes related to them. Students will progress towards determining suitable materials in which to construct their final model with its form and function contextualised and supported by a documented process journal.</p>

<b>SUBJECT DETAILS</b>
<b>SUBJECT TITLE, DESCRIPTOR</b>
<p>Their final submission will be a model that reminds us that stories which fill our lives are not only spoken and written but sometimes are best told through craft.</p>
<p><b>GDP102 Game Design Principles</b></p> <p>Game Design Principles introduces students to game design foundations, techniques and paradigms through a series of lecture-led and student-led activities. Students will explore game design principles through the analysis of existing game artefacts, applying those findings to the development of their own games. Students are introduced to a variety of analysis, development and presentation techniques encouraging discussion, creation and dissemination of their design choices through prototyping and documentation.</p>
<p><b>ACR103 3D Asset Creation</b></p> <p>3D Asset Creation expands on the knowledge gained in the 2D Asset Creation (ACR101) and allows the students to utilise industry standard 3D modelling tools and techniques to communicate complex ideas and emotions. Students will critique artefacts which utilise the concepts or form, function, and silhouette learned through the underpinning knowledge gained in the previous components.</p>
<p><b>GPF104 Game Production Foundation</b></p> <p>Game Production Foundation combines art assets and basic scripting, enabling students to recognise how user experience is affected through art, design, and code. Utilising game development techniques and tools, students will create their own games, which requires a multifaceted approach including the following: project management, art and design theory, user interaction, menu systems, audio integration, scripting, game design and release. These trans-disciplinary artefacts scaffold the student's knowledge for when they will interact with other disciplines in a professional development environment.</p>

## Locations

The Diploma of Game Design and Development can be studied fully online or at the below Torrens University Campuses:

- Sydney: Level 1, 46-52 Mountain Street, Ultimo NSW Australia 2007
- Melbourne: 196 Flinders Street, Melbourne, VIC 3000
- Brisbane: 90 Bowen Terrace, Fortitude Valley, QLD, 4006

## Campus Facilities and Services

All campuses are designed to provide students with professional spaces in which to learn and work. They have been planned with student study needs in mind with well-equipped accessible learning spaces as well as student breakout areas for group work and spending time with friends.

Facilities and Services include:

- The Customer Service Hub – our friendly and experienced staff can give help and advice about courses, your enrolment and campus life, including all services and activities on campus.
- Counsellors are available for students to consult with on a range of personal issues
- Student wireless access throughout the Campus
- Student break-out and relaxed study spaces for group work

- Student lounge areas – most with microwaves, kitchenette facilities and vending machines
- The Learning Hub, home to the Learning Support Team, encompasses Learning Skills Advisors, Learning Technology Advisors, and Library & Learning Skills Officers. It provides an integrated, holistic support program for students throughout the study lifecycle within a library/collaborative study environment. The service includes:
  - Support and workshops with highly qualified staff in the areas of Academic skills, Library skills, and Technology skills, both on campus and online.
  - Physical and digital resources relevant to studies, such as books, journals, multimedia, databases
  - Self-check kiosks for library loans and print and copy facilities

## A positive student experience

Torrens University Australia values the importance of a positive student experience, and therefore has robust processes to resolve student complaints. The Student Complaints Policy, and associated procedures, can be accessed from the [website](https://www.torrens.edu.au/policies-and-forms) (<https://www.torrens.edu.au/policies-and-forms>).

## Paying for your qualification

We offer two payment options for this course:

- **Upfront payment**  
If you want to complete your qualification debt-free you can choose to pay as you go. This means tuition fees will be invoiced each semester and payment is required on or before the due date using EFTPOS, credit card or direct transfer.
- **FEE-HELP**  
FEE-HELP is Australian Government's loan scheme for higher education degree courses. It can assist you in paying for all, or part of, your course fees. Repayments commence via the tax system once your income rises above a minimum threshold. Just like with any other debt, a FEE-HELP debt is a real debt that impacts your credit rating.

Further information about FEE-HELP, including eligibility, is available at:

- FEE-HELP website:  
<http://studyassist.gov.au/sites/studyassist/help-payingmyfees/fee-help/pages/fee-help->
- FEE-HELP booklets:  
<http://studyassist.gov.au/sites/studyassist/helpfulresources/pages/publications>

## Austudy and Abstudy

Students enrolled in this course may be eligible for government assistance, such as [Austudy](#) or [Abstudy](#).