SWINBURNE UNIVERSITY OF TECHNOLOGY

Games and animation study guide

Course options and career opportunities

swinburne.edu.au/games

Keen to score a career in games?

Swinburne offers a number of courses to help you upgrade to the next level.

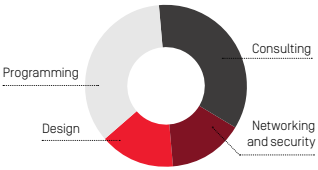
I want to learn

How to code for computer games

Study

Games development

To learn about



With a degree

Bachelor of Computer Science (Professional) with a major in games development

Bachelor of Computer Science with a major in games development

Bachelor of Games and Interactivity/ Bachelor of Computer Science with a major in games development

Pathway to a degree:

Diploma of Information Technology (UniLink)

To become

- Digital content producer
- Games designer or programmer
- Multimedia developer
- Software designer or developer

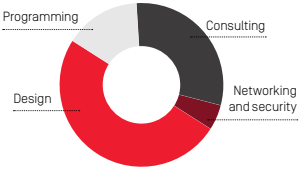
I want to learn

How to design games and engage players

Study

Games and interactivity

To learn about



With a degree

Bachelor of Games and Interactivity

Bachelor of Games and Interactivity/ Bachelor of Animation

Bachelor of Games and Interactivity/ Bachelor of Computer Science

Pathway to a degree:

Diploma of Information Technology (UniLink)

To become

- Digital content producer
- Games designer or programmer
- Multimedia developer
- Online community manager

Or a diploma or certificate

Certificate IV in Information Technology (Gaming Development) ICT40120

Diploma of Information Technology (Game Art and Design, Game Programming) ICT50220

To become

- Animator
- Games designer
- Games programmer

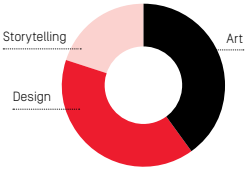
I want to learn

How to design characters and environments

Study

Animation

To learn about



With a degree

Bachelor of Animation

Bachelor of Games and Interactivity/ Bachelor of Animation

To become

- Character designer
- Stop motion animator
- 2D or 3D animator
- Special effects artist
- Concept or storyboard artist

Or a diploma or certificate

Certificate IV in Screen and Media (CUA41220)

Diploma of Screen and Media – Animation (CUA51020)

Advanced Diploma of Screen and Media – Animation (CUA60620)

To become

- 2D or 3D animator
- Modeller
- Special effects developer
- Concept or storyboard artist
- Motion or production designer

Guaranteed real industry experience

At Swinburne, your education is more than reading; with our Work Integrated Learning program, it's doing. Start building your résumé with placements, internships and industry-linked projects while you study. Real industry experience is guaranteed in all our bachelor degrees that commence in 2021 and beyond.

Visit **swinburne.edu.au/workintegratedlearning**

The information contained in this flyer was correct at the time of publication, June 2021. The university reserves the right to alter or amend the material contained in this flyer. For the most up-to-date course information please visit our website.

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