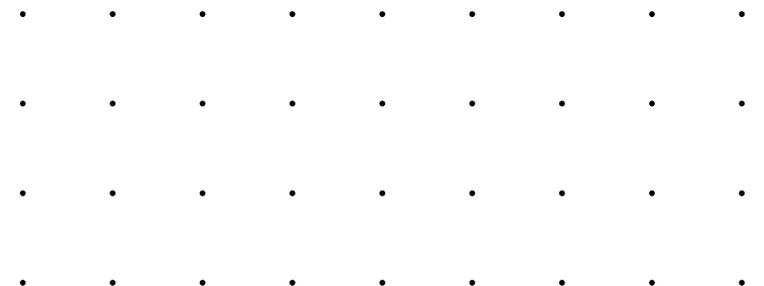
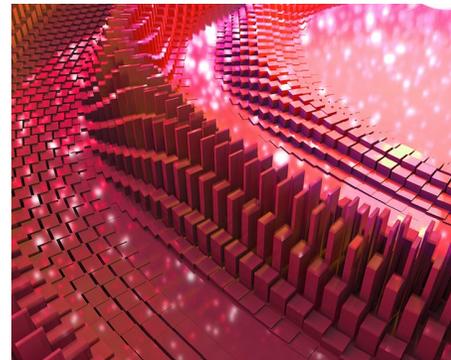
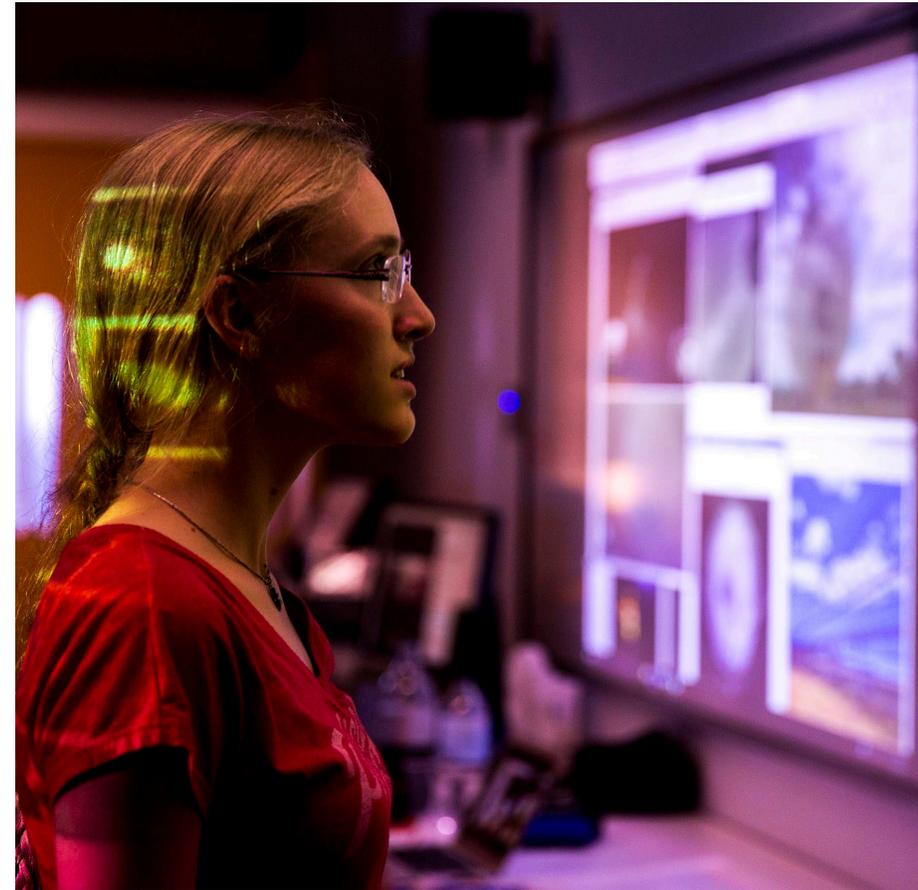


# Games and Animation

2025



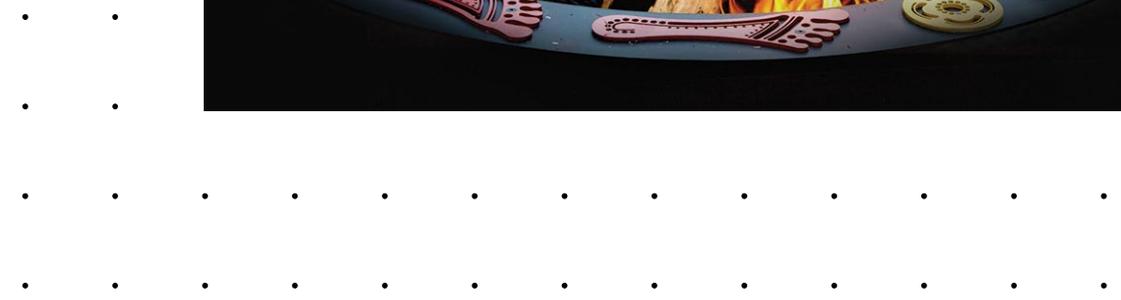
# Acknowledgement of Country

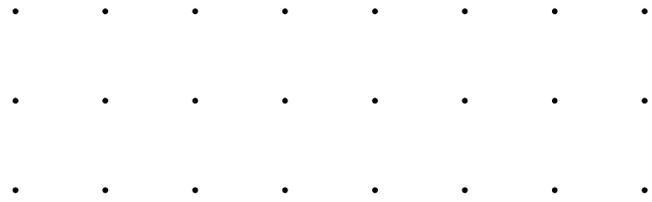
We respectfully acknowledge the Wurundjeri People of the Kulin Nation, who are the Traditional Owners of the land on which Swinburne's Australian campuses are located in Melbourne's east and outer-east, and pay our respect to their Elders past, present and emerging.

We are honoured to recognise our connection to Wurundjeri Country, history, culture, and spirituality through these locations, and strive to ensure that we operate in a manner that respects and honours the Elders and Ancestors of these lands.

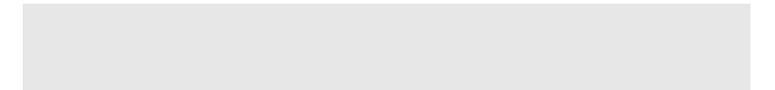
We also respectfully acknowledge Swinburne's Aboriginal and Torres Strait Islander staff, students, alumni, partners and visitors.

We also acknowledge and respect the Traditional Owners of lands across Australia, their Elders, Ancestors, cultures, and heritage, and recognise the continuing sovereignties of all Aboriginal and Torres Strait Islander Nations.

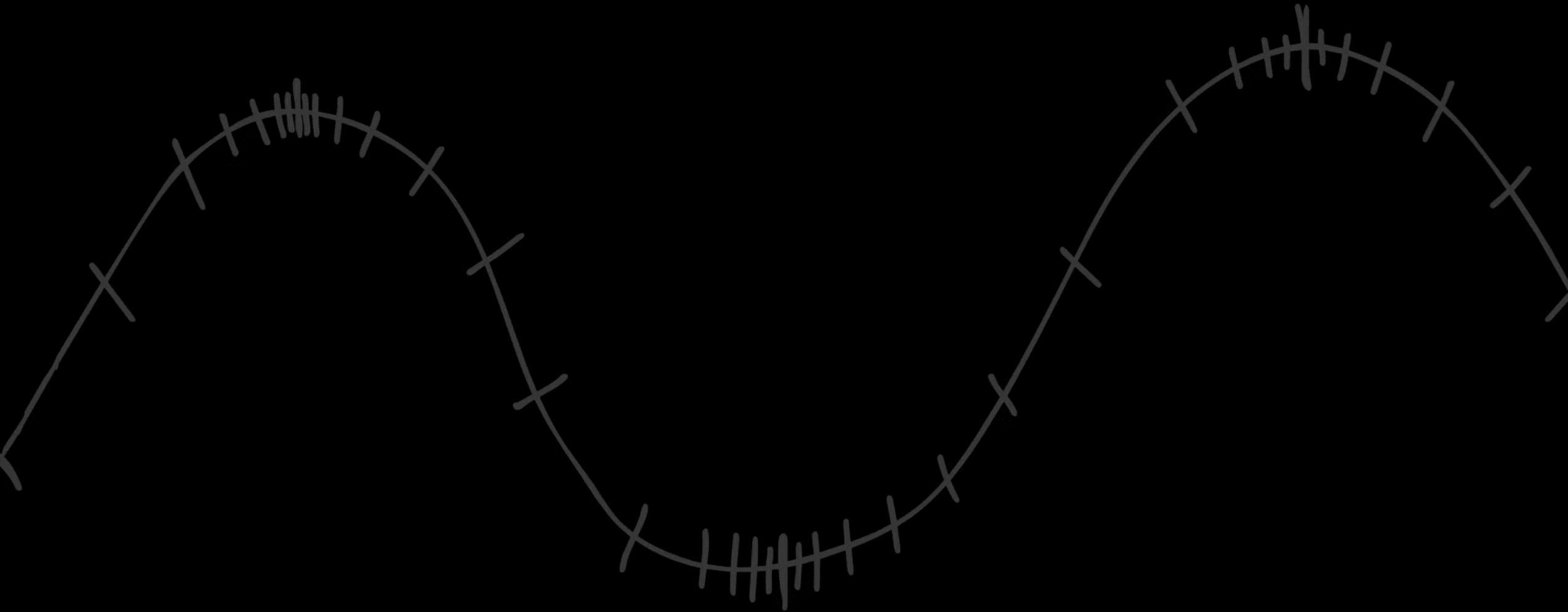




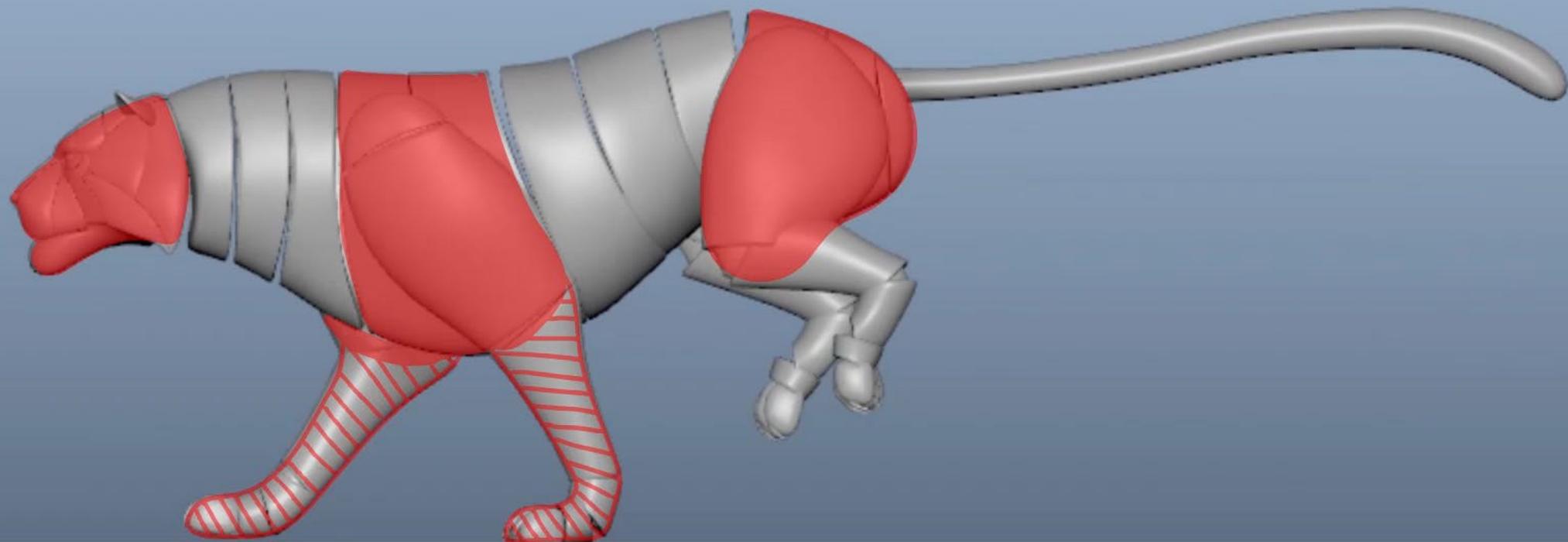
# Bachelor of Animation

















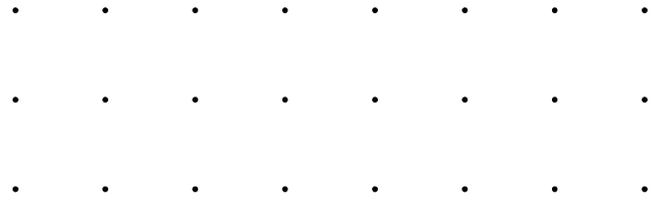




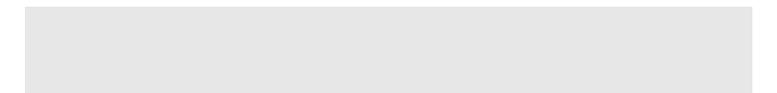








# Bachelor of Games & Interactivity



# **TECHNOLOGY, DESIGN AND AESTHETICS**

**BOARD GAME DESIGN**

**PERVASIVE PLAY**

**DIGITAL PROTOTYPING**



# TECHNOLOGY, DESIGN AND AESTHETICS

BOARD GAME DESIGN

PERVASIVE PLAY

DIGITAL PROTOTYPING



# TECHNOLOGY, DESIGN AND AESTHETICS

BOARD GAME DESIGN

PERVASIVE PLAY

DIGITAL PROTOTYPING



# TECHNOLOGY, DESIGN AND AESTHETICS

BOARD GAME DESIGN

PERVASIVE PLAY

DIGITAL PROTOTYPING



# FINAL YEAR PROJECT

ORIGINAL GAME DESIGN AND  
DEVELOPMENT PROJECT

CROSS FACULTY AND CROSS UNIVERSITY  
COLLABORATION

STUDIO ENVIRONMENT AND MENTORING



# REPS GAMES



WELCOME HOME.

WARGAMING.NET  
LET'S BATTLE

WARGAMING.NET  
LET'S BATTLE

WARGAMING.NET  
TOMB RAIDER  
RECOVERING THE LOST CITY OF GOLD  
WARGAMING.NET

PARK

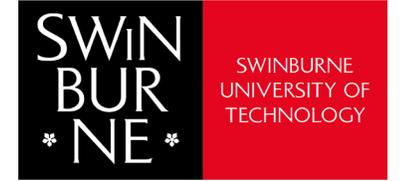
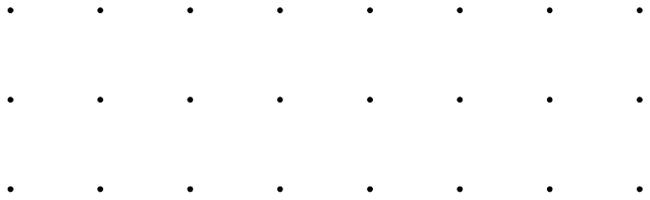
3











Thank you

