Bachelor of Games and Interactive Environments (Animation)

Choose your career path in this multibillion dollar industry. This degree allows the development of creative skills ranging from the technical to the artistic. You will gain experience in the whole process of game and interactive media development, from identification and evaluation of ideas, creation of design concepts, critique of existing and potential products, analysis of cultural impact and industry trends, through to the development and delivery of a final product.

You will learn about the games and interactive environments industries through interacting with industry members, reviewing the development process of games and related products, participating in class discussions and studying industry literature. You will discover visualisation, interaction and communication techniques as applied to games and interactive media. A strong foundation in both entertainment technology and creative skills is complemented with options in games programming, including graphics programming and game artificial intelligence. You will be introduced to generic programming concepts and problem-solving strategies, team work, and the ethical and social responsibilities of an interactive media professional.

Given the growth in small, independent game development worldwide you’ll be introduced the ideas of game development entrepreneurship from your first year of studies. You’ll gain the knowledge and skills related to succeeding as an independent game developer. In your major capstone experience you’ll work as part of a team to develop and publish your own game.

Why choose this course?

The Bachelor of Games and Interactive Environments (Animation) degree gives you practical skills in motion graphics, 3D modelling and animation. You will acquire underlying conceptual knowledge of the field of animation and develop the professional skills to effectively work within the animation industry.

You will develop a depth of understanding in the animation discipline, and be able to apply creative, critical and reflective practice and multi-disciplinary theory to game design and development problem solving processes. You’ll develop the skills to apply modelling and abstraction techniques within complex game animation domains.

You will gain experience in the whole process of game and interaction development, from identification and evaluation of ideas, creation of design concepts, critique of existing and potential products, analysis of cultural impact and industry trends, right through to the development and delivery of a final product.

This course is a collaboration between the faculties of Science and Engineering, and Creative Industries, which means you’ll have access to experts in both design and technology.

Subject prerequisites

- Maths A, B or C

You must have achieved this study at a level comparable to Australian Year 12 or in recognised post-secondary studies.

Minimum English requirements
Students must meet the English proficiency requirements.

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<th>IELTS (International English Language Testing System)</th>
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<tr>
<td>Overall</td>
<td>6.5</td>
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<tr>
<td>Listening</td>
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<td>Reading</td>
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<td>Writing</td>
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<td>Speaking</td>
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Course structure
Requirements for the completion of IN05 Bachelor of Games and Interactive Environments (Study Area A) are as follows:

- 72 credit points (6 units) of games and interactive environments core units, which includes 24 credit points (2 units) of option units* selected from an approved list.
- 120 credit points (10 units) of Major core units
- 96 credit points of complementary studies comprising of either two minors (4 unit set each); or one minor (4 unit set) plus 48 credit points of elective units.

* Unit options list - comprises a range of units from which you choose to undertake two (2). The core option choices provide you with space in your course to explore other fields such as within Games and Interactive Environment, Information Technology. These units can be used to complement your Major studies or, explore which areas you may choose for your complementary studies.

Careers and outcomes
As a graduate from the Animation major, you will develop skills enabling you to work as a 3D modeller, animator, stop motion animator, character animator, concept artist and visual development artist.

Professional recognition
If you complete a Software Technology minor as part of your degree, you may be eligible for associate membership of the Australian Computer Society (ACS).

Research pathways
You may wish to take your passion further and extend your studies with an honours research program.

Honours is an ideal pathway for high-achieving graduates to enter the doctoral program (PhD), and provides a wider range of career opportunities including research, analytic or teaching positions. Consult your course coordinator in second or third year to assess what projects may be available within your areas of interest.

To be eligible for an honours course, you must have a bachelor degree in information technology, mathematics, science or property economics (depending on the course) or its equivalent, completed within the last five years, with a minimum grade point average of 4.5 (on QUT’s 7-point scale).

Other study options
- Bachelor of Business/Bachelor of Games and Interactive Environments
- Bachelor of Games and Interactive Environments/Bachelor of Mathematics
- Bachelor of Science/Bachelor of Games and Interactive Environments

This information has been prepared for International students and temporary visa holders. For more information and to check if a course is available, visit www.qut.edu.au/international. Last updated on: 24/03/2020. Information contained in this document was correct at the time of printing. The university reserves the right to amend any information, and to cancel, change or rebate any course. CRICOS No.00213J