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 gives you the opportunity to join the growing industry of digital environments and electronic games by acquiring expertise in the development of computer games and other forms of interactive media. The course has a strong foundation in information technology, design and creative thinking.

You can choose your primary area of study, also known as your major, from:
- Animation: animation and motion graphics, 3D computer graphics and computer generated art.
- Game Design: design processes, game design tools and technologies, design for the play experience, narrative and immersion.
- Software Technologies: technical aspects of video game software development, games engine technology, game artificial intelligence.

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**Graduate showcase**

Our graduate showcase is attended by industry professionals, and exhibits the best polished and published games by our final-year students.
Bachelor of Games and Interactive Environments

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.

Assumed knowledge
Before you start this course we assume you have sound knowledge in these areas
- English
- Maths A, B or C

We assume that you have knowledge equivalent to four semesters at high school level (Years 11 and 12) with sound achievement (4, SA).

Careers and outcomes
Depending on your specialisation, graduates may find employment as a games/digital media programmer, game designer, simulation developer or designer, animator, film and television special effects developer, quality assurance tester, games/digital media reviewer, video game tester, sound designer, mobile and communications developer, web developer or digital product strategist.

Professional recognition
Students completing the Software Technologies major would be eligible for professional membership of the Australian Computer Society (ACS). Students completing any other major with a Software Technology minor would be eligible for associate membership of the Australian Computer Society (ACS).

Fees
HECS-HELP
You may be eligible for HECS-HELP, a loan scheme to help you pay your course fees, if you are an Australian citizen or hold an Australian permanent humanitarian visa. For other conditions read the HECS-HELP information.

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

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).

This information has been prepared for Australian and New Zealand citizens and those with Australian permanent resident status. Some courses are not open to international students, and entry requirements and fee information may be different. For more information and to check if a course is available, international students should visit www.qut.edu.au/international. Last updated on: 20/04/2020. 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 relocate any course. CRICOS No.00213J