Bachelor of Games and Interactive Environments

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

Graduate showcase

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

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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>
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<td>Listening</td>
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<td>Reading</td>
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**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).

**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: 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 reprice any course. CRICOS No.00213J.