



CRICOS 109411J

BACHELOR OF GAME DESIGN

Learn the complex and intriguing art of Game Design. Discover how to build games, characters and stories using cutting edge game design principles and technology, and explore the fascinating psychology behind our drive to play.

Join a like-minded community of game enthusiasts and learn to design and develop commercially viable digital games using state of the art game engines.

COURSE INFORMATION

Intake Dates

- 2 February, 2026
- 25 May, 2026
- 14 September, 2026

Location & Duration

- Full time: 3 years
- 2/3 Face-to-face, 1/3 online learning
- Offered in Sydney and Melbourne

Entry Requirements

- Completion of high school studies equivalent to an Australian Year 12
- Completion of a Certificate IV, VET Diploma or Higher Education Diploma in Australia; OR
- Completion of one year full-time study in a degree course at a higher education Australian provider; OR
- IELTS 6.0 or equivalent
- Genuine Student Requirement test

LAUNCH A VERSATILE CAREER

Become a **multi-faceted game developer**, skilled in creating both single and multiplayer games for PC and console, and ready for a professional role or to launch your career as a skilled freelancer.

BUILD AN INDUSTRY-READY PORTFOLIO

Craft a professional portfolio by developing intricate 3D environments, characters, and interactive experiences, and integrating contemporary AI workflows to produce sophisticated next-gen games.

GET HIRED WITH DIRECT INDUSTRY ACCESS

Step directly into the industry through an internship at a professional game studio. Gain entrepreneurial skills and present final projects to professionals, paving the way for the first industry job.

LAUNCH PRICING

Full Tuition Fee	\$69,000
February + May Intake Fee (2026)	\$48,300 (30% Scholarship)
Savings	\$20,700
Enrolment Fee	\$250
Material Fee	\$200
Onshore Deposit	\$1000

To enquire further on pricing or for offshore deposit details, please contact us at sales@greenwichhighered.edu.au

COURSE UNITS OF STUDY

Standard Three Year Degree

YEAR 1			
TRIMESTER 1	3D Character Lab	Screen Evolution	Visual Storytelling
TRIMESTER 2	Game Scripting	3D Animation Mechanics	3D Rigging
TRIMESTER 3	Game Development Lab*		Elective
EXIT QUALIFICATION: DIPLOMA OF GAME DESIGN			
YEAR 2			
TRIMESTER 1	Sound Design	3D Asset Development	Console Game Development
TRIMESTER 2	Multiplayer Game Development	Technical Art	Culture and Creativity
TRIMESTER 3	Cinematic Animation Lab*		Elective
EXIT QUALIFICATION: ASSOCIATE DEGREE IN GAME DESIGN			
YEAR 3			
TRIMESTER 1	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 2	Industry Launchpad	Professional Internship OR Professional Project	Forge 1
TRIMESTER 3	Forge 2**		
EXIT QUALIFICATION: BACHELOR OF GAME DESIGN			

* this subject is the equivalent in credit points to 2 subjects

** this subject is the equivalent in credit points to 3 subjects

^ Students must choose elective based on lab prerequisite outcomes

ELECTIVE OPTIONS				
IT	ANIMATION	DESIGN	FILM	GAME
Web Development	2D Animation Mechanics	Image Design	Film Mechanics	Game Design Mechanics
Principles of Programming	Concept Design	Motion Design	Screenwriting	Game Scripting
Programming I		Interface and Experience Design	Art of Cinematography	Level Design

CAREER PATHWAYS

- Video Game Designer
- Console Game Designer
- Game Animator
- Game Tester
- Game Developer
- Visual and Interaction Designer
- Level Designer
- 3D Artist/Designer
- Technical Artist
- Environment Artist
- 3D Modeller
- 3D Rigger

