

Program Name: GAME PROGRAMMING FOUNDATIONS

Host School: Charles Campbell College

National Qualification: ICT30115 Certificate III in INFORMATION, DIGITAL MEDIA & TECHNOLOGY

RTO Code: 88021



Program Description: The Game Development Foundations course will teach students how to develop a 3D game using the powerful Unity 3D game engine. Students will be introduced to industry standard tools and techniques for game development. Students will develop two games and a web page to display them; the first game introduces the student to development in Unity 3D. The final production allows the student, in small teams or individually, to create the concept, manage the scope, integrate art assets and test a game.

Pathway: Successful completion of the Certificate III will allow you to continue to develop games and will build a portfolio for entry into AIE's Advanced Diploma level courses. Career options include: Software Engineer, Network Engineer, AI Programmer, Tools Programmer, Research & Development, Engine Programmer, Database Management, Pipeline Programmer as well as careers in Simulation and Medical Visualisation using VR/AR techniques.

SACE Credits: Stage 2, 80 credits

Course Length: 1 Year (36 weeks)

Training Day & Time: Tuesdays & Thursdays 1:30 – 4:30 (Attendance at both afternoons required)

Commencement Date: Week 3 Tuesday February 12th 2019

Special Requirements: Students to supply a USB or Portable HDD

Program Cost (per student): \$1000

Location: Charles Campbell College, 3 Campbell Road, Paradise SA 5074
Catch any bus from the city to the Paradise Interchange. From the interchange catch any busy travelling along Daryl Road including 174, 176 or 177, stopping at the Newton Shopping Centre.

Program Provider Contact: Mr Andrew Fleming Ph: (08) 8165 4700
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Program Content:

Code	Name	Nominal Hours
BSBWHS304	Participate effectively in WHS communication and consultation processes	30
BSBSUS401	Implement and monitor environmentally sustainable work practices	40
ICTICT202	Work and communicate effectively in an ICT environment	40
ICTICT301	Create user documentation	20
ICTICT302	Install and optimise operating system software	20
ICTSAS301	Run standard diagnostic tests	20
BSBEBU401	Review and maintain a website	50
ICTWEB201	Use social media tools for collaboration and engagement	20
ICTWEB301	Create a simple markup language document	30

ICTWEB302	Build simple websites using commercial programs	40
ICTWEB303	Produce digital images for the web	30
CUADIG302	Author interactive sequences	40
CUADIG304	Create visual design components	30
ICTICT305	Identify and use current industry specific technologies	60
ICTICT306	Migrate to new technology	20
ICTGAM302	Design and apply simple textures to digital art	50
ICTPRG301	Apply introductory programming techniques	40
	TOTAL NOMINAL HOURS	580

Class Size: 14 – 20