

**Program Name**                      **GAME DESIGN**

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**Host School:**                      Marden Senior College

**National Qualification:**        **CUA31015** Certificate III in Screen and Media  
*(Partial but potential to complete full Certificate by completing 1 semester 3D Character Design)*

**RTO Code:**                        40046

**Program Description:** Students will research games and work in teams to generate ideas. They will investigate genres and draft a game design through storyboarding. The major final product will be the creation of a game using tools such as Gamemaker and Unreal Developing Kit (UDK) or Unity. Students will also develop 3D models, 3D environments, Logos, Sound Effects, Merchandise and Radio Advertisements to ensure that they are able to develop all elements of a game.

**Pathway:** Completion of the full certificate course (including the Twilight class) may lead to further study in Certificate IV, Graduate Certificates and Degrees in level courses in Digital Media, 3D Modelling and Animation, Game Design and Production, Game Art and Visual Effects plus provide skills to meet industry standards.

**SACE Credits:**                    Stage 2: 45 credits

**Course length:**                  Year (36 weeks)

**Training day and Time(s):**    Thursday: 8.45 am – 3.30 pm

**Commencement date:**        7 February 2019 – 14 November 2019

**Special Requirements:**        Students are required to be confident in using computers. Basic skills in Adobe Photoshop or Adobe Illustrator is not required but recommended.

**Program Cost (per student):** \$360 (or DfE school agreement) Check with VET coordinator

**GST:**                                  N/A

**Total cost (per student):**      \$360 (or DfE school agreement)

**Additional Program Costs:**    USB / external hard drive

**Location:**                          1-37 Marden Rd, Marden SA 5070

**Program Provider Contact:**    Adam Hodson Ph: (08) 8366 2869 or (08) 8366 2800

**Program Content:**

Code	Name	Nominal Hours
BSBWHS201	Contribute to health and safety of self and others	20
CUADIG304	Create visual design components	30
CUADIG504	Design games	30
BSBCRT301	Develop and extend critical and creative thinking skills	40
BSBDES302	Explore and apply the creative process to 2D forms	50
BSBDES303	Explore and apply the creative process to 3D forms	50

CUASOU202	Perform basic sound editing	30
CUAIND301	Work effectively in the creative arts industry	50
CUAWRT302	Write simple stories	30
	<b>Total nominal Hours</b>	<b>330</b>

**Work Placement Requirements:** N/A

**Class Size:** 13 – 20