



## CERTIFICATE IV IN DIGITAL AND INTERACTIVE GAMES

The Certificate IV in Digital and Interactive Games is suitable for those who want to learn how to create interactive games, 3D models, game backgrounds and game user interfaces. Students also learn about games development and scripting using the game engine Unity.

**Course code:** ICT40915

**Start date:** 29 February 2016

**Location:** Hawthorn

**Course duration:** 12 months Full time.

This guide will help you [enrol into units](#).

### Course structure

The Certificate IV in Digital and Interactive Games requires sixteen (16) units to complete.

This course is made up of four (4) core units and twelve (12) electives.

### Unit selection

- Refer to the Unit Code availabilities listed below. You have a choice when you enrol into the unit within a Teaching Period.
- Some units may be offered more than once throughout the year, in different Teaching Periods.

Core units				
Unit Code	Unit Title	Start Date	End Date	Teaching Period
BSBWHS304	Participate effectively in WHS communication and consultation processes	29/02/2016	03/07/2016	VE Semester 1 (Mar)
ICTGAM401	Produce an interactive game	03/10/2016	04/12/2016	VE Block 10
ICTICT418	Contribute to copyright, ethics and privacy in an ICT environment	03/10/2016	04/12/2016	VE Block 10
ICTICT419	Work effectively in the digital media industry	01/08/2016	04/12/2016	VE Semester 2

Elective units				
Unit Code	Unit Title	Start Date	End Date	Teaching Period

BSBDES401	Generate design solutions	29/02/2016	03/07/2016	VE Semester 1 (Mar)
CUFANM303A	Create 3D Digital Models	29/02/2016	03/07/2016	VE Semester 1 (Mar)
CUVDRA201A	Develop drawing skills	29/02/2016	03/07/2016	VE Semester 1 (Mar)
ICTPRG405	Automate processes	29/02/2016	01/05/2016	VE Block 3
ICTGAM402	Identify and apply principles of games design and game playing	02/05/2016	03/07/2016	VE Block 5
ICTPRG301	Apply introductory programming techniques	02/05/2016	03/07/2016	VE Block 5
ICTGAM302	Design and apply simple textures to digital art	01/08/2016	04/12/2016	VE Semester 2
ICTDMT403	Produce and edit digital images	01/08/2016	04/12/2016	VE Semester 2
ICTPMG401	Support small scale ICT projects	01/08/2016	04/12/2016	VE Semester 2
ICTGAM405	Write story and content for digital games	01/08/2016	02/10/2016	VE Block 8
ICTGAM406	Create visual design components for interactive games	01/08/2016	02/10/2016	VE Block 8
ICTGAM410	Develop 3-D components for interactive games	01/08/2016	02/10/2016	VE Block 8

### Practical placement

Is not a requirement of this course.

### How do I enrol into units online?

For help on how to enrol in units on your Study Plan, please refer to our online [help guide](#).

### When do my classes start?

Classes for units will commence in the week of 29 February 2016.

### Can I study a unit not listed in this guide?

If you would like to speak with someone about selecting alternative units, please contact [studentHQ](#) to make an appointment with a Course Advice Specialist.

### How do I get recognition for my existing qualifications or experience?

Learn more about [Advanced Standing \(Academic Credit\)](#).

### How will I be assessed?

You will be given a unit outline for each unit via our online learning system (Blackboard). Each unit outline explains what you will learn and how you will be assessed. Assessment methods may include: portfolios, reports, case studies, practical tasks, presentations and group work.

### Do I need any special equipment?

No special equipment is required to undertake units within this course.

### What happens if I stop studying before I complete my course?

If you do not intend to continue with your course, you must submit a Withdrawal from Course application. If you stop studying before completing the course requirements, you can request to be issued with a [Statement of Attainment](#) that lists the units you have successfully completed.

Where can I find more information about being a Swinburne student?

Our [Current Students webpage](#) contains information about managing your course, financials, results, graduations, student support, student services, life on campus and additional learning opportunities.

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### **Where can I find more information about course costs/fees?**

Our [Fees website](#) contains information on course fees, including a handy fees calculator, the types of Government assistance available, details on how to make a payment, payment due dates and more.

### **Pathways to future study**

Pathways allow you to progress from one qualification to another where the first course is recognised as an entry requirement and/or provides advanced standing. You can take advantage of pathway arrangements from one Swinburne course to another or benefit from study completed at another institution. Pathway options may be subject to academic performance. Learn more about [pathways](#).

### **What if I have any other questions?**

For further assistance please contact [studentHQ](#).

The units offered in this course have been determined based on our understanding of industry requirements and Swinburne's teaching expertise.

Swinburne will conduct all of the training and assessment for this course. There are no third party arrangements.