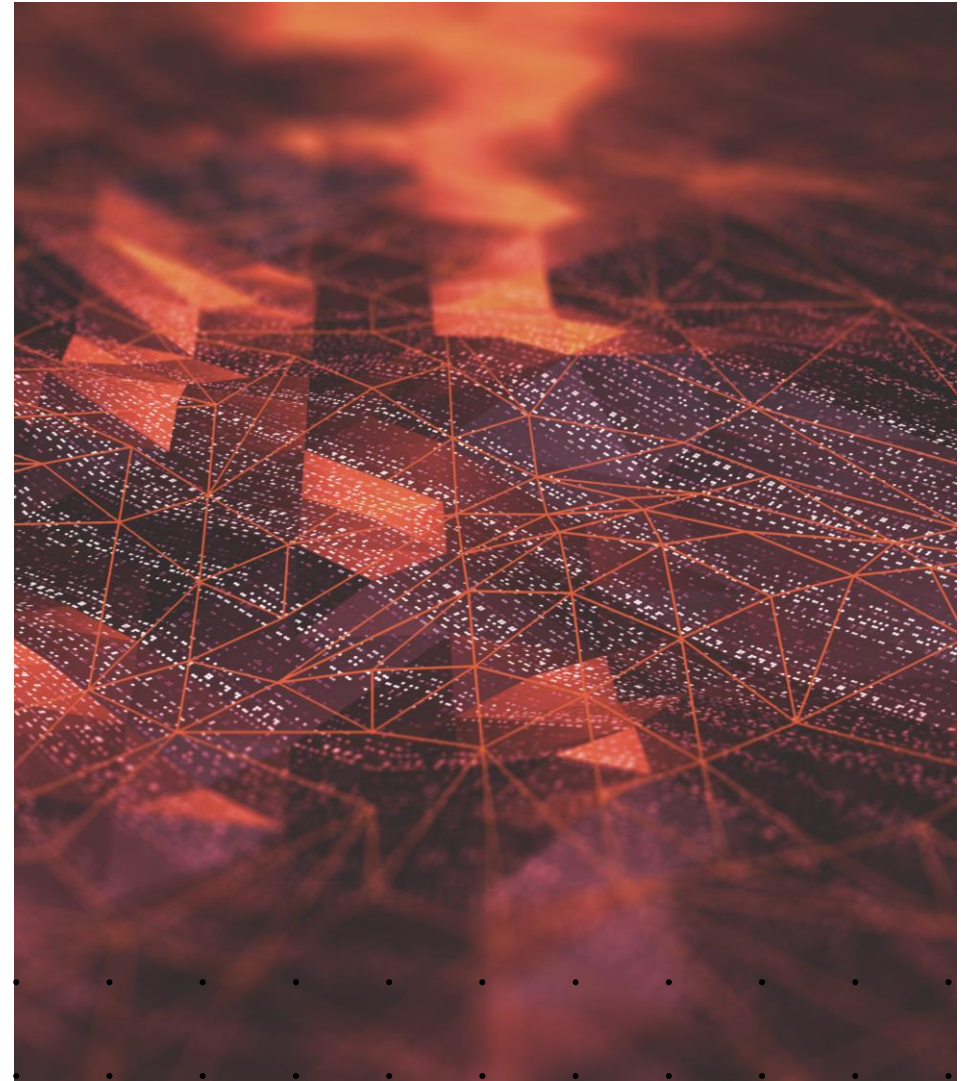


2023 Swinburne Career
Practitioners' Seminar

Games and Animation

It's not just fun and games: building worlds and careers

Dr Steven Murdoch



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Acknowledgement of Country

We respectfully acknowledge the Wurundjeri People of the Kulin Nation, who are the Traditional Owners of the land on which Swinburne's Australian campuses are located in Melbourne's east and outer-east, and pay our respect to their Elders past, present and emerging.

We are honoured to recognise our connection to Wurundjeri Country, history, culture, and spirituality through these locations, and strive to ensure that we operate in a manner that respects and honours the Elders and Ancestors of these lands.

We also respectfully acknowledge Swinburne's Aboriginal and Torres Strait Islander staff, students, alumni, partners and visitors.

We also acknowledge and respect the Traditional Owners of lands across Australia, their Elders, Ancestors, cultures, and heritage, and recognise the continuing sovereignties of all Aboriginal and Torres Strait Islander Nations.

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Courses for the Creative Industries

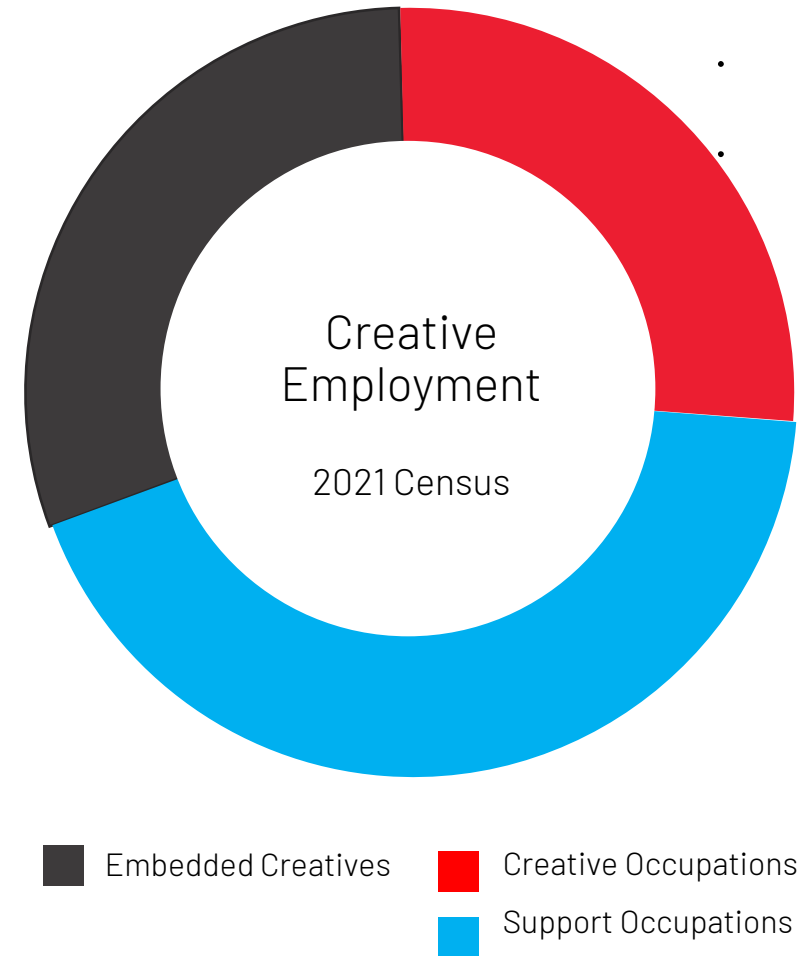
Career Opportunities

- Character, World and Level Design
- Character and Creature Animation
- Concept and Technical Art
- Software Development and Programming
- Directing (Creative and Technical)
- Game and Interface Design
- Producing and Project Management
- Storyboarding and Pre-Visualisation
- Visual Effects and Simulation
- Writing and Storytelling



Employment

- In 2021 the creative industries employed 714,632 people in Australia.
- Creative employment in Australia is growing at a rate more than 50% higher than the rest of the workforce.
- There are more people employed in creative roles in other industries than there are in the creative industries.



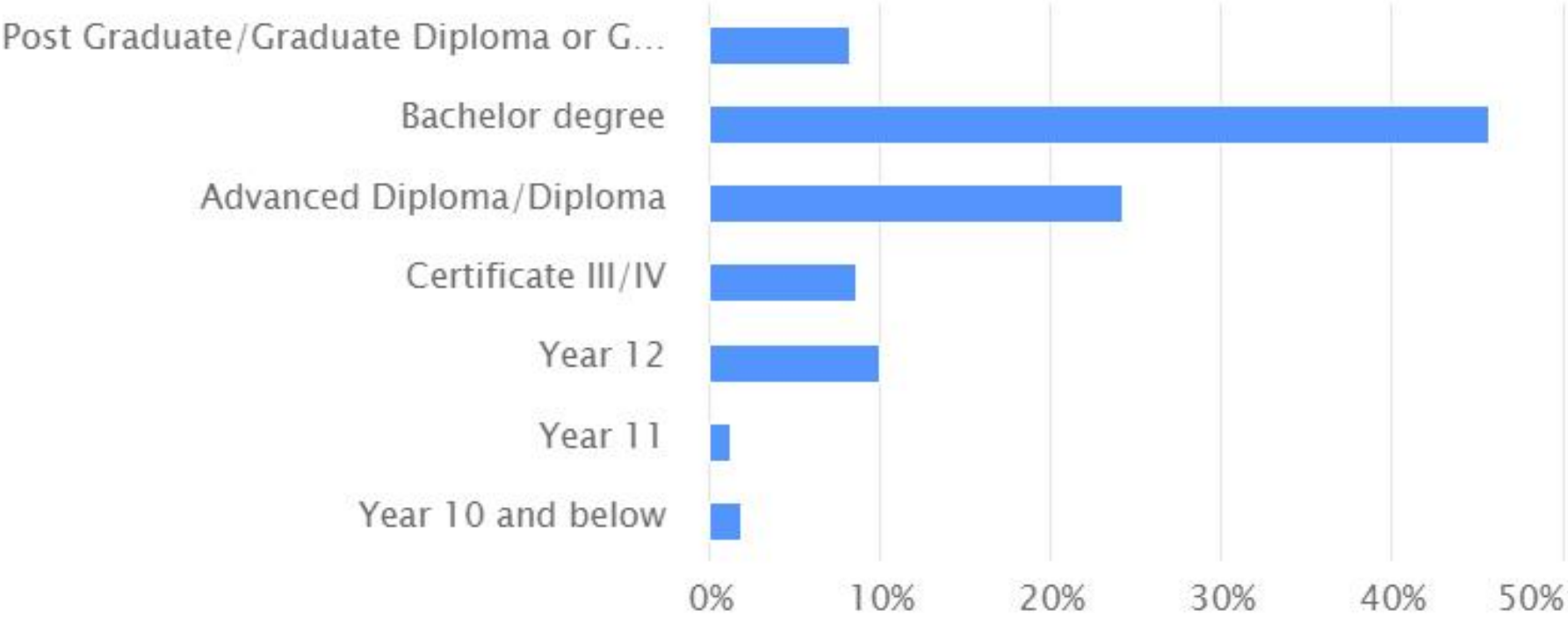
Source:
The Creative Economy in Australia: What Census 2021 Tells Us
(McCutcheon, M and Cunningham, S (2022))

Employment Hot Spots



Source: labourmarketinsights.gov.au based on 2016 Census Data

Employment Pathways



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Bachelor of Games and Interactivity



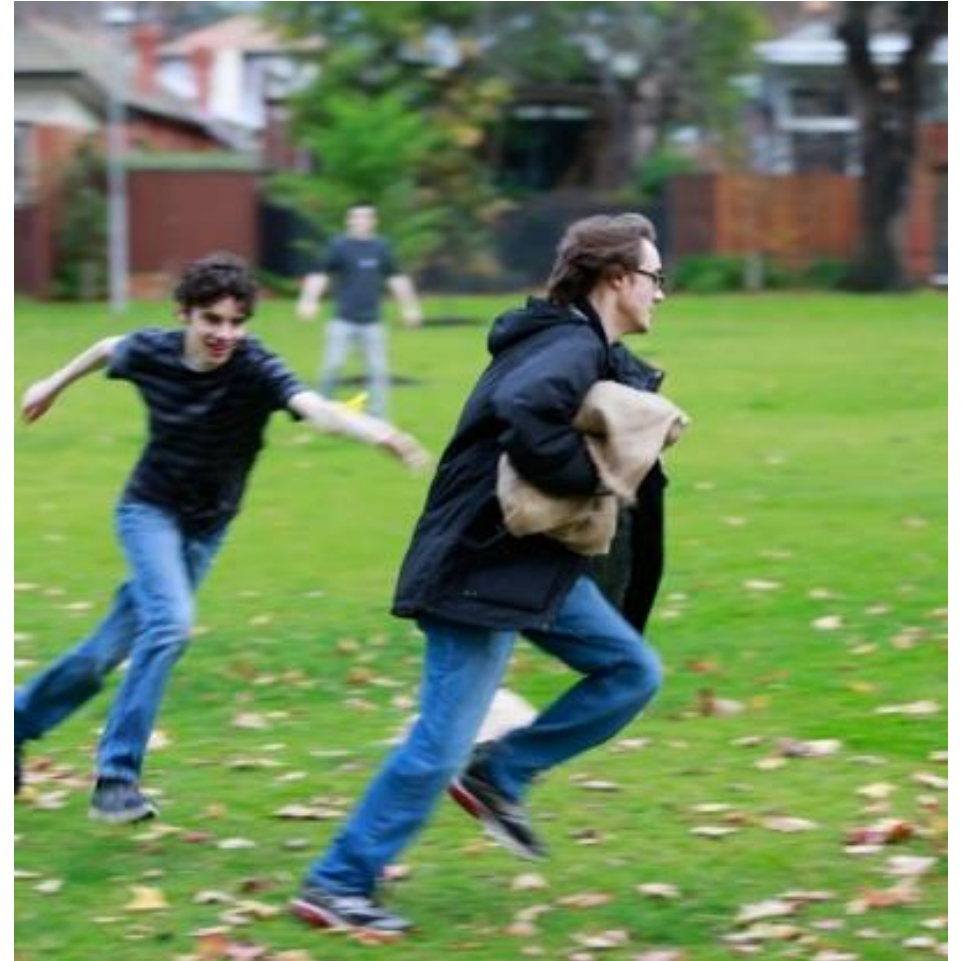
Game Design and Aesthetics

- **Board game design**
- Pervasive play
- Digital prototyping



Game Design and Aesthetics

- Board game design
- **Pervasive play**
- Digital prototyping



Game Design and Aesthetics

- Board game design
- Pervasive play
- **Digital prototyping**



Final year Capstone project

- Original game design project
- Cross faculty and cross university collaboration
 - Computer Science
 - Animation
 - Music + Sound Design (Melb.Poly)
- Studio learning environment and mentoring model



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Jarryd Worland

Bachelor of Games and Interactivity / Bachelor of Computer Science

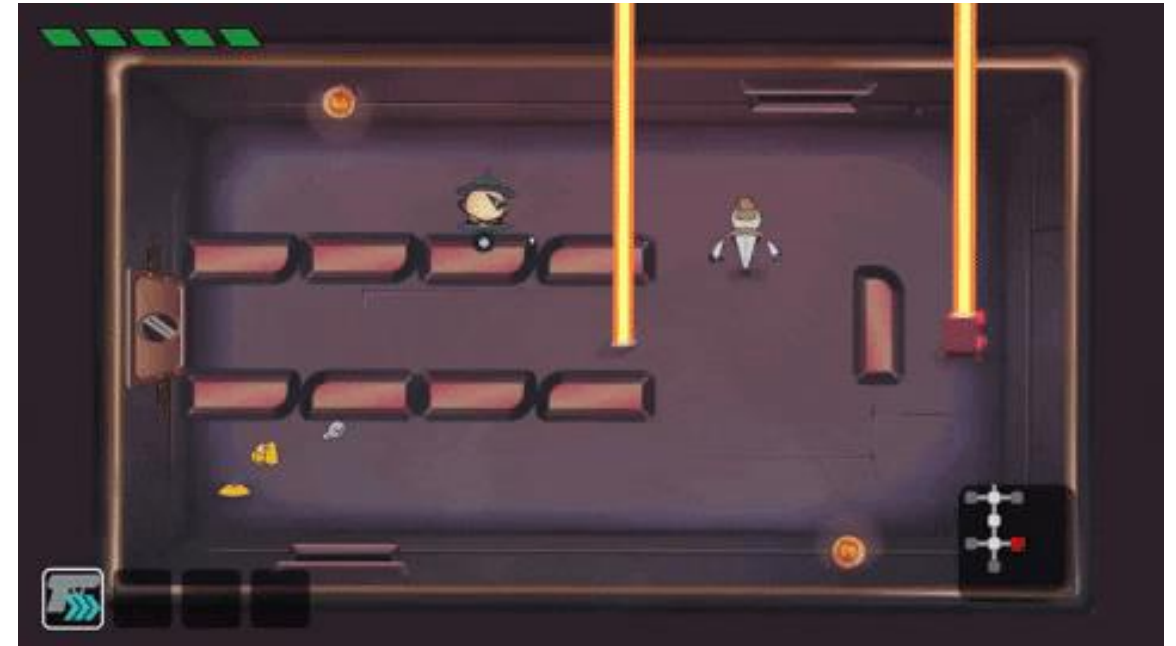


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My games projects

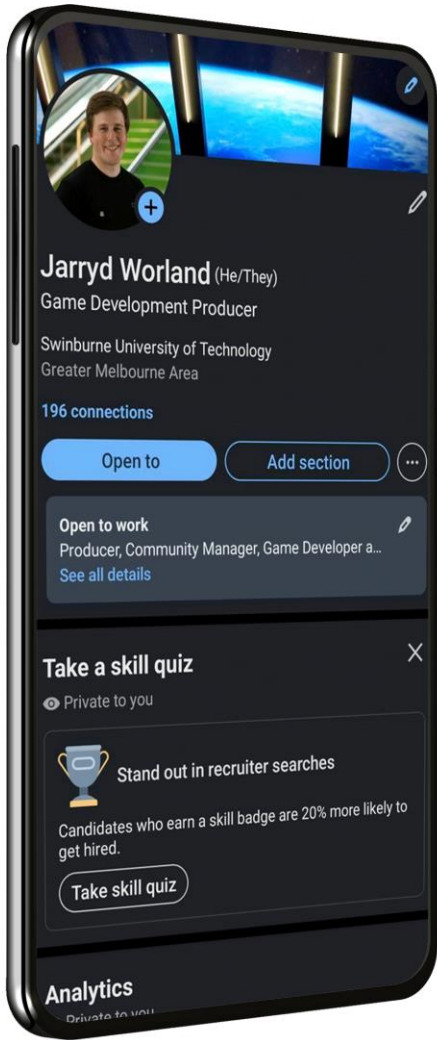
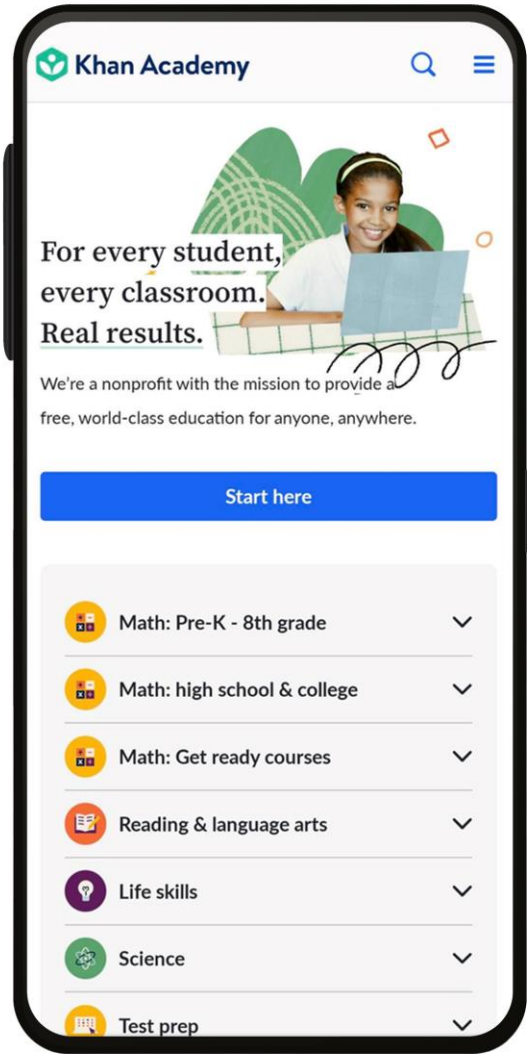
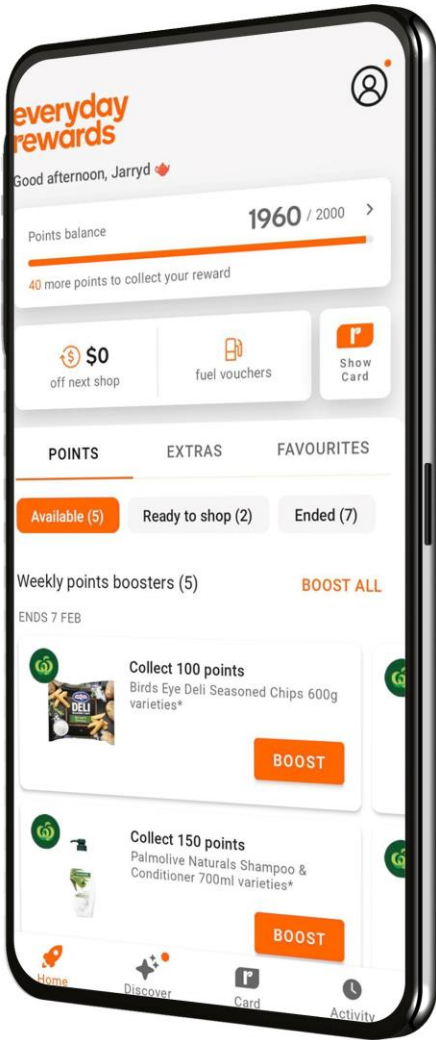


Iris
by Elemental Twist



LED: Light Extraction Droid
by Quasar Monkeys

Beyond the entertainment industry



Highlights of university



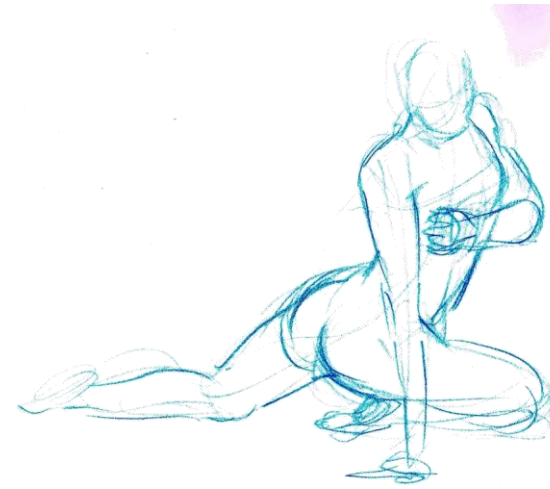
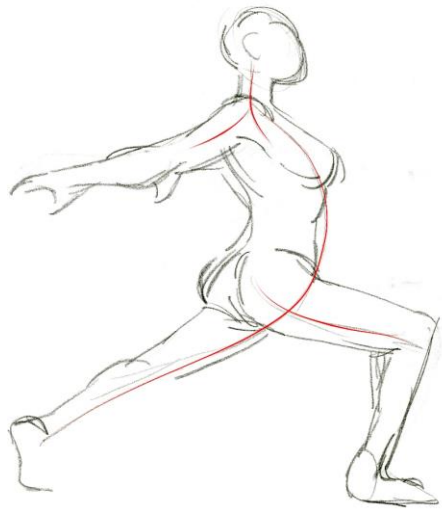
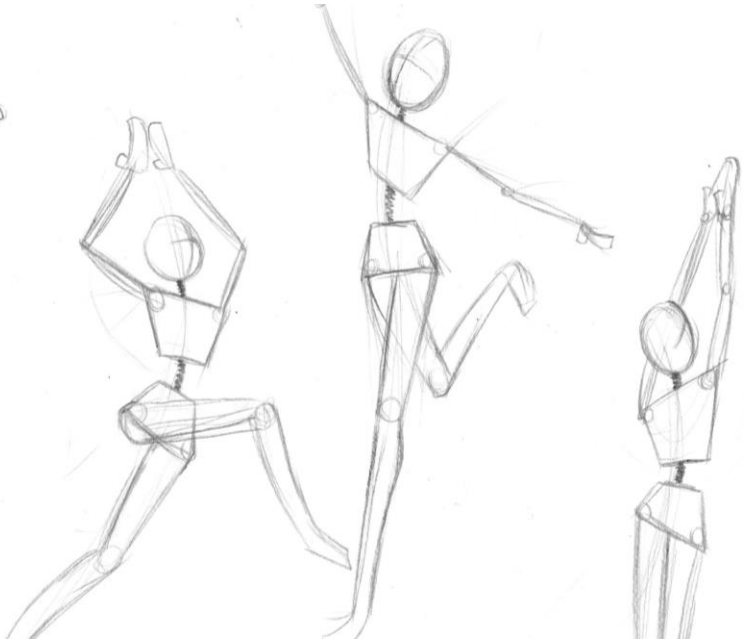
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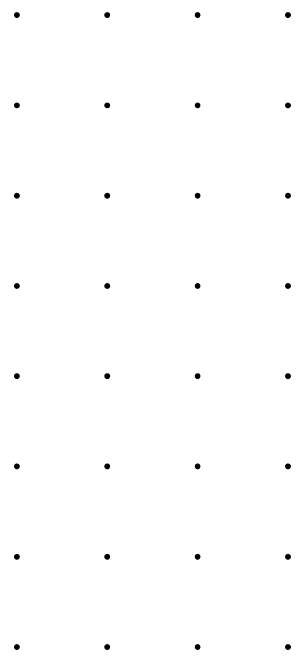
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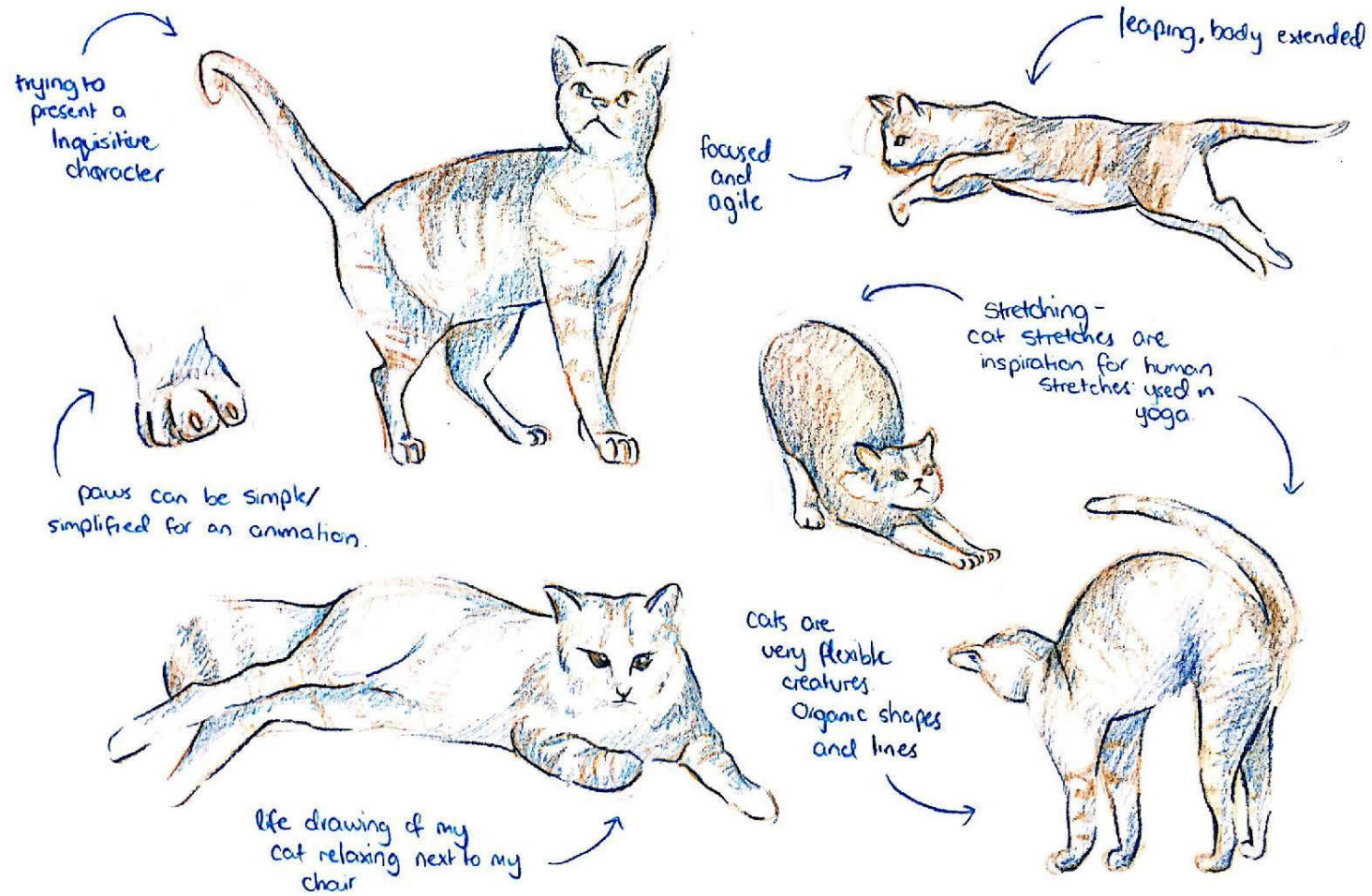
Bachelor of Animation



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In 2021-22 graduate films screened and received awards
at over 60 national and international festivals.

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Swinburne Graduates

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Steven Donnet

Supervising Environment Artist

Double Negative 'DNEG' | Montreal, Canada.

Graduate 2009



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Kiersten Casey

Co-Head of Modelling and Texturing

Method Studios | Melbourne, Australia

Graduate 2014



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Stephen Scoglio

Lead Game Designer

Wicked Witch Software | Melbourne, Australia

Graduate 2017



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Lylah D'Souza

Environment Artist

Sledgehammer Games | Melbourne, Australia

Graduate 2017



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Letoya Muraru

3D Artist

League of Geeks | Melbourne, Australia

Graduate 2018



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Tonia Ciccone

2D Animator

Flying Bark Productions | Sydney, Australia

Graduate 2019



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Mai Rose

Production Coordinator

Framestore | Melbourne, Australia

Graduate 2019



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Adam Wong

Lighting Artist
Alt.VFX | Brisbane, Australia

Graduate 2020



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Adan Staats

Technical Artist

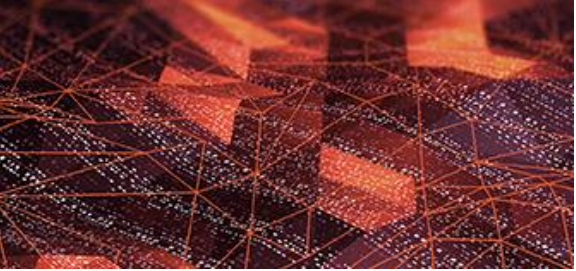
Framestore | Melbourne, Australia

Graduate 2021



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Thank you!

2023 Swinburne Career
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