



GAMES AND ANIMATION STUDY GUIDE

Course options and career opportunities

swinburne.edu.au/games

KEEN TO SCORE A CAREER IN GAMES?

Swinburne offers a number of courses to help you get to the next level.

I want to learn how to code for computer games

STUDY GAMES DEVELOPMENT

WITH A DEGREE

Bachelor of Computer Science (Professional) with a major in Games Development

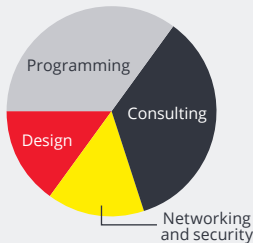
Bachelor of Computer Science with a major in Games Development

Bachelor of Games and Interactivity/Bachelor of Computer Science with a major in Games Development

Pathway to a degree:

Diploma of Information Technology (UniLink)

TO LEARN ABOUT



TO BECOME

- Digital content producer
- Games designer or programmer
- Multimedia developer
- Software designer or developer

I want to learn how to design games and engage players

STUDY GAMES AND INTERACTIVITY

WITH A DEGREE

Bachelor of Games and Interactivity

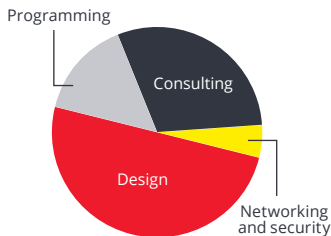
Bachelor of Games and Interactivity/Bachelor of Animation

Bachelor of Games and Interactivity/Bachelor of Computer Science

Pathway to a degree:

Diploma of Information Technology (UniLink)

TO LEARN ABOUT



TO BECOME

- Digital content producer
- Games designer or programmer
- Multimedia developer
- Online community manager

OR A DIPLOMA OR CERTIFICATE

Certificate IV in Digital and Interactive Games

Diploma of Digital and Interactive Games

TO BECOME

- Animator
- Games designer
- Games programmer

I want to learn how to design characters and environments

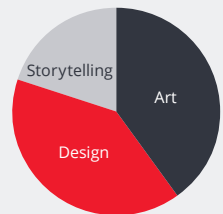
STUDY ANIMATION

WITH A DEGREE

Bachelor of Animation

Bachelor of Games and Interactivity/ Bachelor of Animation

TO LEARN ABOUT



TO BECOME

- Character designer
- Stop motion animator
- 2D or 3D animator
- Special effects artist
- Concept or storyboard artist

OR A DIPLOMA OR CERTIFICATE

Certificate IV in Screen and Media

Diploma of Screen and Media – Animation

Advanced Diploma of Screen and Media – Animation

TO BECOME

- 2D or 3D animator
- Modeller
- Special effects developer
- Concept or storyboard artist
- Motion or production designer