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

**TO LEARN ABOUT**

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 BECOME**

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

**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 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**

Programming

Consulting

Design

Networking and security

**TO BECOME**

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

**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

**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**

Design

Art

Storytelling

**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