

■ Undergraduate and TAFE

SWIN
BUR
NE

SWINBURNE
UNIVERSITY OF
TECHNOLOGY

Digital Media (including Multimedia and Games)

swinburne.edu.au



DIGITAL MEDIA DESIGN
GAMES DEVELOPMENT
MULTIMEDIA TECHNOLOGY
WEB PRODUCTION

Lead the digital revolution

The demand for more innovative, engaging and interactive information is not just a social trend: it's a huge opportunity.

The all-embracing move towards more sophisticated communication techniques is opening doors for emerging new media experts, which is exactly what you'll be after completing a course in digital media at Swinburne.

Most organisations now do business digitally, so the demand for skills in areas such as web development and web design is particularly high. There are also increasing opportunities for digital media graduates in fields such as 2D animation, 3D modelling and online content creation.

This means digital media graduates will be able to choose a career in a large (and growing) range of industry sectors. Games development, marketing and advertising, media, website development, software development and animation are just a few of the many options that will be available to you as a graduate of a digital media course.

Swinburne's digital media programs focus on the practical and applied, so you will graduate with both a theoretical understanding of the industry and the skills you will need to excel in this exciting industry.

You may enjoy a career in digital media if you're interested in:

- communication and media
- being creative
- animation – especially for the web and mobile devices
- mobile app development
- the virtual world
- computer games
- the codes and languages that help to create a website
- search engine optimisation and digital marketing.

A Swinburne digital media course can help you to build your skills in:

- visualising and conceptualising ideas
- understanding colour and form
- creativity
- understanding and using new technology
- the technical aspects of digital media
- computing
- project management
- working to deadlines
- working in a team
- communication and presentation
- problem-solving
- organisation and time management
- attention to detail
- establishing rapport with clients.

Study abroad

Swinburne offers an extensive range of international study opportunities for both TAFE and degree students.

For more information visit www.swinburne.edu.au/abroad



How we prepare you for your career

Swinburne works closely with industry groups to develop course content, which means we understand exactly what employers are looking for and can ensure the skills you learn are those employers want.

Our teachers are experienced in their industries and experts in their field, so you get the best possible chance to be skilled in the very qualities employers look for. What's more, our involvement with industry and constant monitoring of employment trends means our courses address skills shortage areas, meaning when you graduate you're likely to be highly employable.



Courses at a glance

KEY								
ATAR		PREREQUISITES		CAMPUSES		DURATION		APPLY
RC	Range of criteria	MATH METH SPEC MATH	Mathematical Methods Specialist Mathematics	H L P W	Hawthorn Lilydale Prahran Wantirna	Courses are full-time or part-time in years, unless specified as months.		V D VTAC Direct
						m F P	Months Full-time Part-time	

STUDY AREA	COURSE	ATAR	PREREQUISITES	CAMPUS	DURATION	APPLY	PAGE
DIGITAL MEDIA (INCLUDING MULTIMEDIA AND GAMES) – UNIVERSITY DEGREES							
Digital Media	Bachelor of Arts (Digital Media)	71.10	20 in English (any)	H	3F 6P	D or V	7
Digital Media Design	Bachelor of Design (Digital Media Design)	65.45	20 in English (any) and in one of Visual Communication and Design, Studio Arts or Design and Technology	P	3F 6P	D or V	7
Digital Media Design/ Business	Bachelor of Design (Digital Media Design)/ Bachelor of Business	70.20	20 in English (any) and in one of Visual Communication and Design, Studio Arts or Design and Technology	P or P and L	4F 8P	D or V	8
Digital Media and Marketing	Bachelor of Arts (Digital Media and Marketing)	71.10	20 in English (any)	H	3F 6P	D or V	8
Games and Interactivity	Bachelor of Arts (Games and Interactivity)	66.35	20 in English (any)	H	3F 6P	D or V	8
	Bachelor of Arts (Games and Interactivity)/ Bachelor of Science (Computer Science and Software Engineering)	67.70	20 in English (any) and 25 in MATH METH (either) or SPEC MATH	H	4F 8P	D or V	9
Dean's Scholarship	Dean's Scholarship – Faculty of Life and Social Sciences	–	Minimum ATAR of 95.00	H	Varies	V	11
Vice-Chancellor's Scholarship	Vice-Chancellor's Scholarship – Arts and Social Sciences, Design or Information Technology/Science	–	Minimum ATAR of 97.00	H, P	Varies	V	11
DIGITAL MEDIA (INCLUDING MULTIMEDIA AND GAMES) – TAFE COURSES							
Digital Media	Certificate IV in Interactive Digital Media	RC	VCE or mature age plus folio and interview	L, P	1F	D and V	9
Interactive Digital Media	Advanced Diploma of Screen and Media – Interactive Digital Media stream, incorporating a Diploma	RC	VCE or mature age plus folio and interview	P, W	2F	D and V	10
Multimedia	Certificate II in Creative Industries (Media)	RC	None	L	6mF	D	10
	Diploma of Information Technology (Multimedia) incorporating Certificate IV	RC	VCE or mature age	H, L, W	1.5–2F	D or V	11

University

Swinburne's personalised approach to learning puts you at the heart of everything we do. Our degrees give you the skills you need – not just the theory – so you'll have first-hand knowledge of what's needed when you start work. Our flexible course structure lets you shape your education to suit your own aspirations.

Swinburne's Professional Learning Model

Our Professional Learning Model lets you learn by doing and prepares you for professional life after university. We give you strong career skills, up-to-date knowledge of your chosen profession and as much exposure to the real world as possible as you study for your degree.

Flexible course structure

Our flexible course structure allows you to add depth and breadth to your degree, by letting you choose from an extensive range of subjects from different disciplines.

Majors

Most three-year degrees at Swinburne comprise 24 units of study. You undertake the majority of these units in your primary area of study, which becomes your major.

Your major allows you to broaden your knowledge in a particular area. The number of subjects in a major may vary between courses.

Minors

A minor is a set of subjects (shorter than a major) studied throughout a degree. The number of subjects in a minor may vary between courses.

Studying a minor will allow you to expand your career options by adding another area of expertise. You can also add depth to your qualification by studying units related to your major.

Elective units

The remaining units that make up your degree are called elective units, which you can use to explore related or non-related areas of interest.

Depending on your course structure and timetable availability, you may be able to use these units to complete a double major, a major and a minor, or a major with two minors.

Please note that some four-year degrees may not offer the same flexibility.

Summer and Winter terms

Swinburne's Summer and Winter terms give you the flexibility to spread out your study load to fit around your work and life commitments or finish your course sooner. You can also*:

- add breadth or depth to your degree by completing a minor
- undertake single units of study to explore areas of interest
- take a study tour to Kuching, Malaysia, home to Swinburne's Sarawak campus.

www.swinburne.edu.au/summer-winter

** Some of these options may not be available for all programs.*

Industry-Based Learning

Swinburne's Industry-Based Learning (IBL) program gives you real-world experience during your undergraduate degree. IBL is a six- or 12-month paid work placement in the industry you're interested in pursuing as a career path. It is an opportunity to gain real-life experience in your chosen field.

IBL gives you a distinct advantage over other graduates. Combining tertiary qualifications with practical experience can better prepare you for the opportunities and challenges of professional life, and allow you to develop practical skills and an understanding of how your chosen industry works.

Please note: IBL is not available to international students due to student visa conditions.

Final-year Capstone Projects

Capstone Projects are professionally focused, real-world team projects normally completed in your final year of study.

Capstone Projects give you a chance to identify your strengths and develop the skills you will need to succeed once you graduate.

www.future.swinburne.edu.au/capstone

Careers in the Curriculum

Swinburne's free Careers in the Curriculum program helps you develop your career-planning skills. You will develop a personal study and career plan and explore available job options, while also getting invaluable practical advice on job applications, résumé preparation and interviews.

www.future.swinburne.edu.au/careers



TAFE

Whether you are a young person preparing for your first job or an older person looking to re-train or take the first step in a career change, TAFE could be the right choice for you. TAFE courses help you to build the practical skills and technical expertise that make you employable.

At Swinburne, we offer TAFE practicality with the support of a top-ranking university environment. And with flexible study options including online, blended learning programs (a combination of on- and off-campus study), workplace delivery and part-time study, our TAFE courses can fit in with your life and work.

Choosing the right qualification

The course you choose depends on your current level of knowledge and what you want to achieve. It is also possible to pathway between levels as your skills and knowledge grow.

Foundation level

If you left school before completing Year 12 or missed out on the basics, a foundation course may suit you.

Certificate I and II

Courses at this level provide basic training in a specific industry area. The courses aim to get you started in an industry or provide the specific skills your employer wants. Many Certificate I and II courses are pre-apprenticeships.

Certificate III and IV

Certificate III and IV courses provide entry into various trades, traineeships or other jobs that require skills and knowledge beyond a basic level.

Diploma and advanced diploma

Courses at this level help you to progress to a university degree or get started in a paraprofessional job. Or they might give you the skills to get a promotion, or the confidence to handle increased expectations at work.

Preparation for your career

Swinburne's TAFE graduates are in demand by employers because they are industry ready. During your course, you'll work to real-world expectations, using the equipment and technology you'll encounter once you start your job.

All of our programs have work-based elements, which can include work placements and projects, work scenarios and simulations to ensure you are work ready.



University study skills

If you decide to progress from a TAFE diploma or advanced diploma course to a university degree, to help you make a successful transition Swinburne offers a program in Advanced University Study Skills. The program is designed to help you familiarise yourself with the typical study skills needed to best manage the pressures and challenges of degree-level study.

For more information visit www.swinburne.edu.au/uniskills

Pathways from TAFE to degree courses

Offering both TAFE and bachelor degree courses, Swinburne makes it easy to pathway from TAFE to a degree course while ensuring that you get the maximum benefit from your previous studies.

Guaranteed Entry Scheme

The Guaranteed Entry Scheme (GES) gives Swinburne diploma and advanced diploma students guaranteed entry into a selected range of Swinburne undergraduate degree courses. You'll receive credit for your studies, fast-tracking you into later stages of the degree.

Depending on the TAFE program you complete, you can choose from a selected range of undergraduate degrees. For a guide to the available degrees, see the table below, or for a full listing refer to www.swinburne.edu.au/ges

Pathways Direct

If you meet the entry requirements, you may be eligible to pathway into university via the Pathways Direct Scheme, which opens up a greater number of courses and specialisations to you. The level of credit granted depends on the relevance of your TAFE qualification to the degree program you are enrolling in. Refer to the table below for a guide to the maximum credit exemptions you may receive. Preference for entry into a degree course is given to those with a credit grade average (65% or above) and no fails in their final year of study.

Credit transfer

If you have completed a qualification at another Australian or international institution you may be eligible to receive credit and enter a degree with advanced standing. To find out if you are eligible, speak to an adviser on 1300 275 794.

KEY	
H	Hawthorn
L	Lilydale
P	Prahran
W	Wantirna
GES	Guaranteed Entry Scheme
PD	Pathways Direct

TAFE COURSE	CAMPUS	UNIVERSITY DEGREE	CAMPUS	PATHWAY SCHEME	MAXIMUM UNIT EXEMPTION	MINIMUM TIME TO COMPLETE DEGREE
DIGITAL MEDIA						
Diploma of Information Technology (Multimedia)	H, L, W	Bachelor of Business	L	GES	8 units	2 yrs
		Bachelor of Business Information Systems	H	PD	8 units	2 yrs
		Bachelor of Commerce	H	GES	8 units	2 yrs
		Bachelor of Communication	L	GES	8 units	2 yrs
		Bachelor of Information and Communication Technology	H	PD	10 units	2 yrs
		Bachelor of Information and Communication Technology (Network Design and Security)	H	PD	6 units	2.5 yrs
		Bachelor of Science (Games Development)	H	PD	4 units	2.5 yrs
		Bachelor of Science (Professional Software Development)	H	PD	4 units	3 yrs
Diploma of Interactive Digital Media	L, P	Bachelor of Arts (Digital Media)	H	GES	8 units	2 yrs
		Bachelor of Arts (Games and Interactivity)	H	GES	8 units	2 yrs
		Bachelor of Business	L	GES	8 units	2 yrs
		Bachelor of Commerce	H	GES	8 units	2 yrs
		Bachelor of Communication	L	GES	8 units	2 yrs
		Bachelor of Social Science	L	GES	8 units	2 yrs
Advanced Diploma of Screen and Media – Interactive Digital Media stream	P, W	Bachelor of Arts (Digital Media)	H	GES	12 units	1.5 yrs
		Bachelor of Arts (Games and Interactivity)	H	GES	12 units	1.5 yrs
		Bachelor of Business	L	GES	12 units	1.5 yrs
		Bachelor of Design (Digital Media Design)*	P	PD	16 units	1 yr
		Bachelor of Social Science	L	GES	12 units	1.5 yrs
Advanced Diploma of Screen and Media – Interactive Digital Media stream/Diploma of Sustainability	P, W	Bachelor of Business	L	GES	12 units	1.5 yrs
		Bachelor of Design (Digital Media Design)*	P	PD	16 units	1 yr
		Bachelor of Social Science	L	GES	12 units	1.5 yrs

* Available to students with distinction average results and no fails in final year.

Note: This table is a guide only. Please see www.swinburne.edu.au/pathways for the most up-to-date information.

Course information

- T** TAFE course
- U** University degree

Digital Media

Bachelor of Arts (Digital Media) **U**

Campus: Hawthorn

Duration: Three years full-time or equivalent part-time

Prerequisites: Units 3 and 4 – a study score of at least 20 in English (any)

Application: Direct (all intakes) or VTAC (Semester 1)

VTAC code: 34271 (CSP), 34273 (IFP)

2011 Round 1 Clearly-in ATAR: 71.10

This course incorporates an all-inclusive approach to digital media production. It provides practical skills and creative techniques spanning a broad range of areas, while equipping graduates with a solid theoretical foundation in the development of interactive narrative. The course also explores the areas of user-experience design, information architecture, multimedia technology and mobile media.

Swinburne also offers an honours (fourth) year for this program.

Major study areas

- Web production
- Search engine optimisation
- User-experience design and usability
- Audio and video production
- Radio production
- Multimedia technology
- Animation
- 3D modelling
- Mobile media

Career opportunities

You will be equipped for careers in web development, video production, 3D modelling, information architecture, CD/DVD production and multimedia project management.

Professional recognition

Students and graduates will be eligible for membership of the Australasian Interactive Media Industry Association (AIMIA).

Digital Media Design

Bachelor of Design (Digital Media Design) **U**

This degree replaces the Bachelor of Design (Multimedia Design).

Campus: Prahran

Duration: Three years full-time or equivalent part-time

Prerequisites: Units 3 and 4 – a study score of at least 20 in English (any) and in one of Design and Technology, Studio Arts or Visual Communication and Design. An interview or portfolio is not required for applicants into first year of this course.

Application: VTAC (Semester 1) or direct (Semester 2)

VTAC code: 36001 (CSP), 36003 (IFP)

2011 Round 1 Clearly-in ATAR: 65.45

This program will place you at the forefront of innovation in screen-based research. You will learn to bring together research, creative thinking and up-to-date technical skills used in applications ranging from web and handheld mobile devices to digital film and television production. The opportunity to study time-based sequence design will provide you with expertise in animation, 3D modelling, digital video, audio media and communication design for electronic media.

You will develop skills that cut across a range of media and disciplines, supporting the shape and direction of employment opportunities in a particularly exciting and evolving industry.

Students with a credit average may apply for honours. This adds a fourth year to the degree and may include industry placement, or a position at the faculty's in-house design consultancy.

Major study areas

- Design studio
- Digital design
- 2D animation
- Imaging for narrative and storyboards
- Interactive design for web technology
- Interactive design for games and web applications
- Digital video camera techniques
- Typography for screen and motion
- Contemporary design issues
- Multimedia design (new technologies and advanced technology)

Career opportunities

Graduates may pursue a diverse range of careers in digital film, video production and post-production, website design and development, animation, video games and interactive media. Careers may be found in design consultancies, design management, media and entertainment studios, and advertising agencies.

Professional recognition

Graduates are eligible to apply for membership of the Australian Graphic Design Association (AGDA), the Australian Interactive Media Industry Association (AIMIA) and associate membership of the Design Institute of Australia (DIA).

Industry-Based Learning is available in most degree programs.

Visit www.swinburne.edu.au/ibl for further information.

Course information

- T** TAFE course
- U** University degree

Digital Media Design/ Business

Bachelor of Design (Digital Media Design)/Bachelor of Business **U**

This course replaces the Bachelor of Design (Multimedia Design)/Bachelor of Business.

Campus: Design units: Prahran; business units: Lilydale; marketing units: Prahran or Lilydale

Duration: Four years full-time or equivalent part-time

Prerequisites: Units 3 and 4 – a study score of at least 20 in English (any) and in one of Design and Technology, Studio Arts or Visual Communication and Design

Application: Direct (all intakes) or VTAC (Semester 1)

VTAC code: 36011 (CSP), 36013 (IFP)

2011 Round 1 Clearly-in ATAR: 70.20

This double degree combines the creative and practical skills of digital media design with the principles of business and management. Students will be prepared to work with design for digital film production, the web and interactive media while using the key business knowledge of their chosen business area.

Major study areas

You will study design units as for the digital media design degree, plus your choice of a business major from:

- Accounting
- Advertising
- Business analysis
- Finance
- Human resource management
- Management
- Marketing
- Public relations
- Tourism management

Career opportunities

This course will equip you with the skills, knowledge and key theoretical insights required to work effectively in a broad range of contemporary business and design environments. Careers may be found in design consultancies, information technology companies, media and entertainment studios, advertising agencies, post-production and special effects, animation and web design or in your chosen area of major business study.

Digital Media and Marketing

Bachelor of Arts (Digital Media and Marketing) **U**

Campus: Hawthorn

Duration: Three years full-time or equivalent part-time

Prerequisites: Units 3 and 4 – a study score of at least 20 in English (any)

Application: Direct (all intakes) or VTAC (Semester 1)

VTAC code: 34271 (CSP), 34273 (IFP)

2011 Round 1 Clearly-in ATAR: 71.10

In this course you will develop comprehensive skills in the principles and practice of marketing along with the applied and creative aspects of digital media production. An emphasis on e-business and e-marketing is complemented by a thorough grounding in web development/programming, animation, digital video/audio, 3D modelling, DVD authoring and video game development.

Major study areas

- Web production
- Digital audio and video
- 3D animation
- Multimedia, multimedia authoring, multimedia design
- Digital content management
- Digital marketing
- Integrated marketing communication
- Marketing, marketing research, marketing strategy

Career opportunities

You will be equipped for a career in e-commerce, website development, multimedia project management, internet marketing, international marketing, consultancy, product/brand management, advertising and marketing research.

Professional recognition

You will be eligible for membership of the Australasian Interactive Media Industry Association (AIMIA).

Games and Interactivity

Bachelor of Arts (Games and Interactivity) **U**

Campus: Hawthorn

Duration: Three years full-time or equivalent part-time

Prerequisites: Units 3 and 4 – a study score of at least 20 in English (any)

Application: Direct (all intakes) or VTAC (Semester 1)

VTAC code: 34021 (CSP), 34023 (IFP)

2011 Round 1 Clearly-in ATAR: 66.35

This course focuses on the role of games in contemporary society, while providing a solid grounding in the skills required to develop games. Through a combination of media, multimedia and specialised games subjects, students gain an understanding of how games operate within society, while also developing a set of research and communications skills that are applicable across a range of industries. You will be equipped with the practical and creative skills needed to work in the rapidly evolving games industry, as well as the broader digital media sector (web, animation and digital video/audio).

While this degree would be suitable for anyone with an interest in studying games as a social phenomenon, it is particularly suited to those seeking employment in the games industry who do not wish to become high-level programmers.

Swinburne also offers an honours (fourth) year for this program.

Major study areas

- 3D animation
- Animation software
- Audio and video production
- Games development
- Games technology
- The internet

Career opportunities

You may find opportunities in interactive content creation, game design and interface design, and rapid prototyping. You may also pursue a non-games career in the broader media, multimedia and communications sectors.

Professional recognition

You will be eligible for student membership of the Games Developers' Association of Australia (GDAA). Graduates working in the games industry will be eligible for membership of the International Games Developers' Association (IGDA) as well as the GDAA. You will also be eligible for membership of the Australasian Interactive Media Industry Association (AIMIA).

Games and Interactivity/ Computer Science and Software Engineering

Bachelor of Arts (Games and Interactivity)/Bachelor of Science (Computer Science and Software Engineering) **U**

Campus: Hawthorn

Duration: Four years full-time or equivalent part-time

Prerequisites: Units 3 and 4 – English (any) and a study score of at least 25 in Mathematical Methods (CAS) or Specialist Mathematics

Application: Direct (all intakes) or VTAC (Semester 1)

VTAC code: 34721 (CSP), 34723 (IFP)

2011 Round 1 Clearly-in ATAR: 67.70

This double degree aims to provide students with a broad range of multimedia production skills (web, animation and digital video/audio), as well as the extensive skills in software engineering and development required to create games and interactive applications. The degree is designed to combine theoretical and practical knowledge through a range of teaching methods, and apply these to the development of 2D and 3D games.

Students completing this degree will possess a highly desirable combination of creative multimedia and programming skills, enabling them to work across the games industry and in the broader information and communications technology sector.

Major study areas

- 3D animation
- Computer graphics
- Games development
- Internet and multimedia
- Digital audio and video
- Immersion
- Java and C++ software development
- Programming and technology

Career opportunities

You will be qualified to find employment in the multimedia, information technology and electronic games industries, particularly in the rapid prototyping of games and in C++ and/or Java programming. With your multimedia skills, expect to be in high demand as the media industry progressively shifts its delivery to the newer high-definition digital platforms.

Professional recognition

This course is accredited at the professional level with the Australian Computer Society (ACS) and has been externally vetted by ACS, ensuring it meets the highest standards of the profession and industry. You will be eligible for student membership of the Games Developers' Association of Australia (GDAA). Graduates working in the games industry will be eligible for membership of the International Games Developers' Association (IGDA), as well as the GDAA.

Interactive Digital Media

Certificate IV in Interactive Digital Media **T**

Campus: Lilydale, Prahran

Duration: One year full-time

Prerequisite: Satisfactory completion of Year 12 or equivalent, or mature age. All applicants are required to present a folio at interview.

Application: VTAC and direct (both are required)
VTAC code: Lilydale: 70271 (VGF), 70274 (FTDP); Prahran: 78181 (VGF), 78184 (FTDP)

This course provides a comprehensive foundation in multimedia design and interactive multimedia. You are introduced to the skills necessary to initiate and develop an electronic media career path and work with digital technologies within the arts, screen design and media industries.

Major study areas

- 2D animation and 3D design
- Digital video and sound design
- Web programming
- Interactive screen design
- Media theory
- Management project
- Exhibition design
- Screen design

Career opportunities

Entry-level employment across a range of industry sectors, including multimedia design, web design, new media arts, 3D modelling, 2D and 3D animation, visual art studio practice and the screen arts industries.

The VTAC code indicates the fee type.

VGF: VET government-funded place

FTDP: Fee type determined by provider

CSP: Commonwealth supported place

IFP: International fee place

To find out which fee type you're eligible for, visit www.vtac.edu.au

Course information

- T** TAFE course
- U** University degree

Interactive Digital Media *continued*

Advanced Diploma of Screen and Media – Interactive Digital Media stream incorporating a Diploma **T**

Campus: Prahran, Wantirna

Duration: Two years full-time

Prerequisite: Satisfactory completion of Year 12 or equivalent, or mature age. Satisfactory completion of at least 12 months of an approved art, design or media course is preferable. Applicants may be required to present a folio of work at interview.

Application: VTAC and direct (both are required)
VTAC code: Prahran: 78981 (VGF), 78984 (FTDP);
Wantirna: 71091 (VGF), 71094 (FTDP)

This course aims to give students the broad-based skills and specialisations necessary for initiating and developing an electronic media career path and to work with digital technologies within the arts, screen design and media industries.

Major study areas

- 2D animation and 3D design
- Digital video and sound design
- Web programming
- Interactive screen design
- Media theory
- Management project
- Exhibition design
- Screen design

Career opportunities

Employment may be found in the areas of multimedia design, interface design, web design, new media arts, art direction, film and video post-production, 3D modelling and 2D and 3D animation, visual art studio practice, graphic design and the screen arts industries.

Students who successfully complete this qualification may apply for the Bachelor of Design (Digital Media Design) and receive an exemption of up to eight units.

Professional recognition

Graduates are eligible to apply for membership of the Australian Graphic Designers Association.

Multimedia

Certificate II in Creative Industries (Media) **T**

Campus: Lilydale

Duration: Six months full-time

Prerequisite: There are no formal entry requirements

Application: Direct

This course provides you with a basic foundation in multimedia design and interactive multimedia. You will use industry-standard interactive multimedia software applications, which will provide you with entry-level skills for the media industry and further training courses.

Major study areas

- Design process
- Occupational health and safety
- Industry knowledge
- Screen and digital media

Career opportunities

Employment may be found in the areas of multimedia design, web design, new media arts, 2D animation, visual art studio practice and the screen arts industries. Graduates are also eligible to apply for the Certificate IV in Interactive Digital Media.

Tobias Willis **Advanced Diploma of Screen and Media**

"I chose to undertake a TAFE program because I felt the course offered a great range of opportunities to learn a variety of skills. I believe this course will make me a better, well-rounded candidate for industry work.

Swinburne offers a lot more than other institutions and the staff are more helpful and welcoming."



Diploma of Information Technology (Multimedia) incorporating Certificate IV*

Campus: Hawthorn, Lilydale, Wantirna
Duration: Eighteen months to two years full-time. Students commencing in February will complete a two-year program incorporating the Certificate IV. Students commencing mid year will complete an 18-month program and will graduate with only the diploma.

Prerequisites: Satisfactory completion of Year 12 or equivalent, or mature age

Application: Direct (all intakes) or VTAC (February start)

VTAC code: Hawthorn: 77161 (VGF), 77164 (FTDP); Lilydale: 70281 (VGF), 70284 (FTDP); Wantirna: 71141 (VGF), 71144 (FTDP)

This course has been developed with industry assistance to provide a broad range of skills required for entry into the IT and multimedia industries. Emphasis is placed on practical skills using a hands-on approach. The course includes units covering multimedia presentations, visual design, web design, web programming, database integration, 2D and 3D animation and multimedia project management. In the final semester, student groups complete a major project for clients.

Students undertaking the two-year (February intake) program can qualify for a Certificate IV in Information Technology (Multimedia) after the first year, and receive the Diploma of Information Technology (Multimedia) on successful completion of the second year. Students undertaking the 18-month (July intake) program will graduate with only the Diploma of Information Technology (Multimedia).

Major study areas

- Visual design and imaging
- Video design
- Visual effects design
- 2D and 3D animation
- Multimedia programming
- Web programming
- Games design and programming
- Database development
- Dynamic website development
- Project management

Career opportunities

Entry-level positions in the IT, multimedia and web development industries with specialisation in multimedia programming, video and animation authoring and dynamic website development.

** The title of this course may change in 2012.*

Dean's Scholarship

Dean's Scholarship – Faculty of Life and Social Sciences

Campus: Hawthorn

See relevant course entry in this brochure for specific duration and prerequisite information.

Application: Students must apply through VTAC.

VTAC code: 34891

Minimum ATAR: 95.00

Under this program, students may select a single bachelor degree in digital media or games and interactivity offered at the Hawthorn campus. Recipients will receive a waiver from student contribution payments for the duration of their course (subject to academic performance and other scholarship conditions).

Vice-Chancellor's Scholarship

Vice-Chancellor's Scholarship – Arts and Social Sciences, Design or Information Technology/Science

Campus: Hawthorn or Prahran

Please see individual course entries for specific duration and prerequisite information.

Application: Students must apply through VTAC

VTAC codes: 34101 (Arts and Social Sciences), 34131 (Design), 34621 (Information Technology/Science)

Minimum ATAR: 97.00

Under this program, students may select a single or double degree in the arts and social sciences, design, information technology or science areas and receive a waiver from student contribution amount payments for the duration of their course (subject to academic performance and other scholarship conditions).

Industry-Based Learning is available in most degree programs.

Visit www.swinburne.edu.au/ibl for further information.

■ KEY DATES

21 August 2011
Swinburne Open Day
Hawthorn, Lilydale and Prahran
swinburne.edu.au/openday

16–21 December 2011
Change of Preference period
swinburne.edu.au/cop

■ ANY QUESTIONS?

1300 275 794
study@swinburne.edu.au
swinburne.edu.au



swinburne.edu.au/facebook



swinburne.edu.au/twitter



swinburne.edu.au/youtube

■ CAMPUSES

Hawthorn campus
John Street, Hawthorn

Prahran campus
144 High Street, Prahran

Lilydale campus
Melba Avenue, Lilydale

Croydon campus
12–50 Norton Road, Croydon

Wantirna campus
369 Stud Road, Wantirna

Sarawak campus
Kuching, Sarawak, Malaysia



CRICOS Provider Code: 00111D

The information contained in this course guide was correct at the time of publication, July 2011.

The university reserves the right to alter or amend the material contained in this guide. The information in this guide does not apply to international students. For information about courses for international students please go to: www.international.swinburne.edu.au

Production information:

Printed with vegetable-based inks on paper manufactured under the ISO14001 environmental management systems standard.

SP1251-19-0711