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Creative
Technology
Educators

2D Animation

3D Design

Film & Video

Game Design

Digital Design

IT – Mobile Apps Development

IT – Games Programming

2020

COURSE GUIDE

Higher Education Course Guide

Operating since 1999, AIT has educated thousands of students from all over the world who have gone on to build successful careers in the IT & digital industries.

AIT's courses are delivered using the latest industry tools and supported by specialist educators that are passionate about the industry. We are committed to ensuring our students develop the right knowledge, skills and attitudes to complete their courses and confidently enter the workforce.

Our academic team are specialists in our course disciplines and have a deep level of engagement within the broader digital industry. We strive to support our students to become active members of the growing creative digital community. We look forward to welcoming you to AIT and helping you launch your creative career.

Our locations

Sydney

Our Sydney campus is conveniently located in the heart of Sydney's educational precinct, close to Central Station, Broadway Shopping Centre and Chinatown. It is a lively and safe area, with an energetic vibe. Our funky warehouse campus is friendly, with lots of spaces for relaxing and creative exchange.

Melbourne

Located opposite Southern Cross Station, in Melbourne's CBD, AIT Melbourne is a purpose-built space that is conducive to creativity and learning. With industry-standard facilities, like MAC labs, PC labs, a Green Screen room and dedicated student spaces, our warm community atmosphere means that you'll feel right at home learning at AIT.

Online

We deliver the Diploma of Digital Design through our online learning portal.

This is where we have our expert educators dedicated to helping our students through their studies online.



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“ THE TRUE SIGN OF INTELLIGENCE IS NOT KNOWLEDGE BUT IMAGINATION ”

Albert Einstein

The right course for you

Our courses are continually updated to ensure we remain at the forefront of emerging technologies and industry trends. Courses are designed to deliver the best outcomes for students to support their career aspirations.

AIT is recognised as a high-quality tertiary education provider by the Australian Government's Tertiary Education Quality & Standards Agency (TEQSA). We maintain very high standards of academic governance to ensure our students receive qualifications of the highest standard.

Our courses are designed in a way that allows students to gain a broad exposure to a wide range of creative digital disciplines, as well as developing a deep understanding of their chosen specialisations.

AIT courses are of the highest quality and recognised by all relevant bodies. We are an approved Higher Education Provider.

FEE-HELP

The quality difference at AIT



Hands-on, progressive approach to learning with a strong emphasis on practical application to complement theory.



Dedicated time for students to work on their portfolio, which they can then present to prospective employers.



Dedicated industry liaison who connects students to internships and mentorships, whilst raising student profiles across prospective employers.



Regular opportunities for students to network with industry, get their work recognised and gain feedback from industry practitioners in The Forge and Advanced Studio.



First-class events including Master Talks with high-profile artists and annual awards evenings that give industry recognition to students and their work.



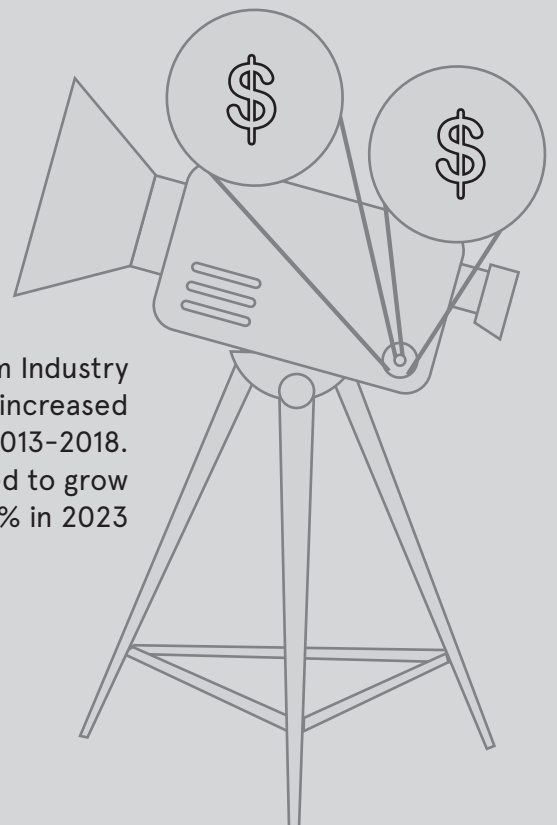
Extensive and continually expanding network of industry partners and affiliates.



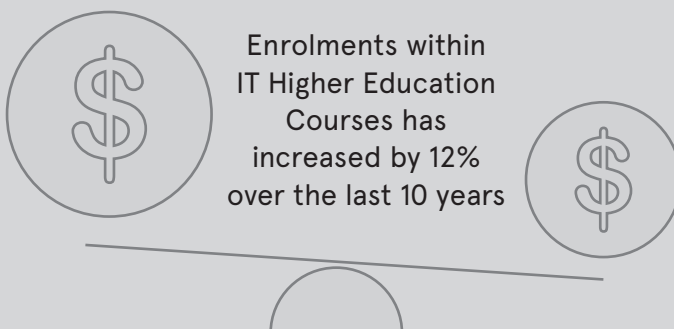
Is this the industry for you?



78% of workers in digital media have studied a Bachelor's Degree or higher

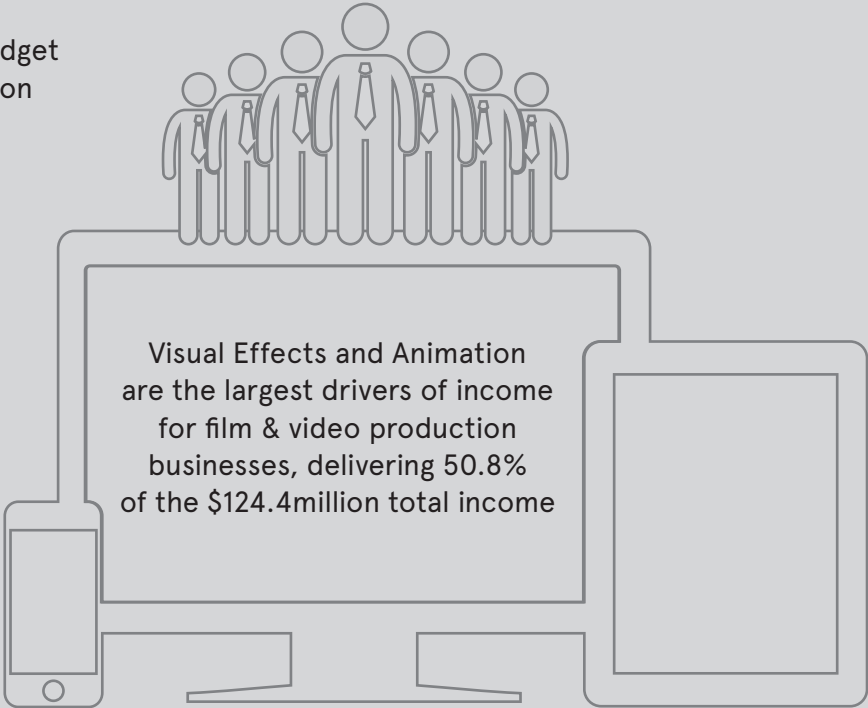
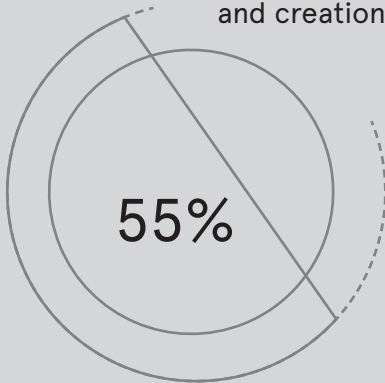


The Film Industry in Australia has increased by 2.4% from 2013-2018. This is expected to grow by 4.8% in 2023

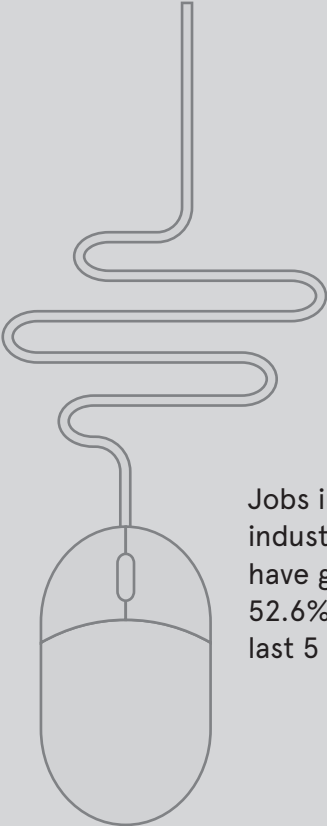


Enrolments within IT Higher Education Courses has increased by 12% over the last 10 years

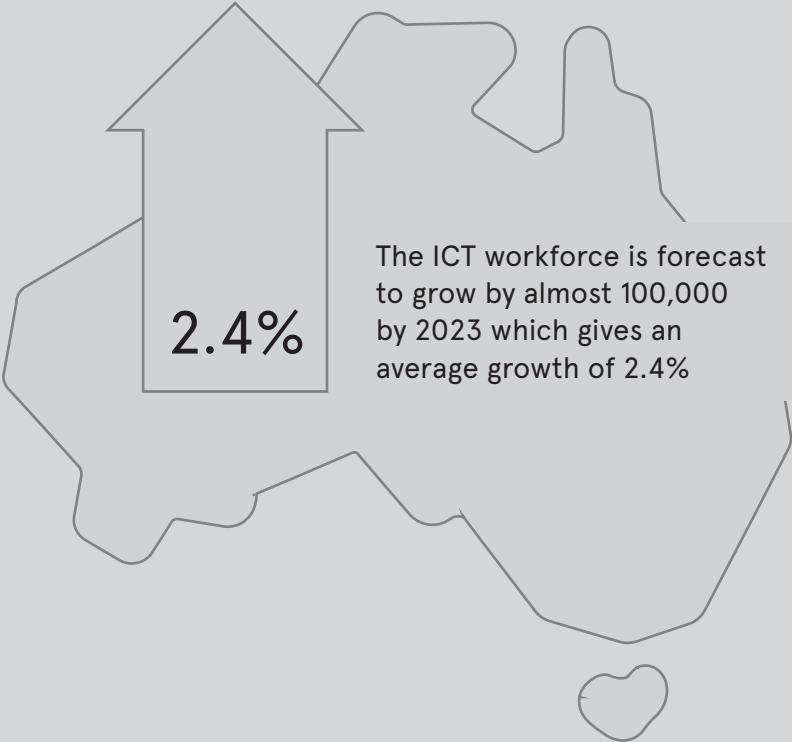
On average, companies with 250+ employees spend 55% of their annual marketing budget on content production and creation



Visual Effects and Animation are the largest drivers of income for film & video production businesses, delivering 50.8% of the \$124.4million total income



Jobs in digital industries have grown by 52.6% in the last 5 years



2.4%

The ICT workforce is forecast to grow by almost 100,000 by 2023 which gives an average growth of 2.4%

We connect students to industry

At AIT, we don't just teach students, we connect with them and we connect them to industry to help them land the job of their dreams when they graduate. Here's how:



Industry Events

AIT has hosted some of the biggest names in the business on our campus for master talk presentations and industry events. Previous events have included presentations from concept art teams such as Creative Art Director, Damien Drew (Alien: Covenant), Colin Gibson (Mad Max), Deborah Riley (Game of Thrones), Lewis Morley (The Matrix, Star Wars), Disney Animator Jose Velaya (The Lion Guard, The Simpsons), Virtual Reality meet-ups and more!



.Motion – Film & Animation Showcase

AIT's annual .Motion student showcase is a red carpet event where we honour the best work from our talented filmmakers and animators. It is attended by The Australian Production Design Guild, The Australian Cinematography Society, The Australian Screen & Sound Guild, Australian Directors Guild, Australian Writers Guild and more along with star-studded artists from within the industry.



.ink – Galley Exhibition

AIT's annual .ink exhibition is a showcase of the year's best work from our finest concept artists, designers, photographers, multimedia artists and illustrators with awards presented across a range of categories to recognise the most outstanding student work. It is attended by industry, providing a valuable opportunity for students to get recognised.



Games Night

AIT Games Night features some of the best games created by students in the last year. The 12 best games are pitted against each other in a battle royale to determine who built the year's most addictive game. Industry also attend this event to critique student work and network with the next wave of game designers and developers.

activAIT Internship Program

We believe that a good internship can be your doorway to a career, which is why we will assist you to engage in meaningful work that develops your skills in your chosen field. The **activAIT Internship program** has been developed in collaboration with industry-leading companies and you can expect to be supervised by an expert in your field while enjoying a worthwhile learning experience aligned with your studies. activAIT internships are competitive and interns will undergo a rigorous interview and training process.

For the duration of the internship, you will be personally mentored by our activAIT Internship Director who will ensure that your goals are balanced with the needs of your employers. An internship is not only your chance to get ahead but also an opportunity for you to shape the industry from the ground up.

Forge your career

AIT's – The Forge Program creates strong, enduring and successful employees from its raw material, graduating students. It fashions skills and knowledge into expertise, it tempers attitudes whilst strengthening character. In short it prepares graduates for the workplace.

Students graduate only if they have sufficient knowledge and skills, but this is not sufficient in the workplace. The final ingredient, the one that employers talk about most, is attitude. In The Forge, we help students to consolidate and practice their knowledge and skills. We focus on developing their attitude in order to help them maximise their productivity and fulfilment.

In The Forge, students will work in groups on project briefs from the industry. After which, they are then finally critiqued by industry professionals.

Let AIT be your Launchpad

Sometimes, being creative just isn't enough. To score a dream job and get ahead in a career we also need to be business savvy. This is where our Launchpad program comes in. A final year subject for all Bachelor of Interactive Media and Bachelor of Digital Design students, Launchpad will give you the skills you need to not only land a great job but also to advance your career in an industry where self-promotion can be everything. Launchpad focuses on how to build your career in the digital media landscape, from portfolio development to creating a brand identity for graduating students.

Some key skills this unit focuses on include:

- Preparing a resume
- Portfolio development
- Self marketing
- Branded collateral
- Interview techniques
- Ethics and attitude
- Workplace skills
- Conflict resolution
- Workplace strategy
- SWOT analysis

Diploma Courses

We deliver accredited Higher Education Diplomas



Diploma of Interactive Media

087677B

Campus: Sydney, Melbourne



Diploma of Information Technology

094330D

Campus: Sydney, Melbourne

Our Diploma of Information Technology gives you a solid grounding in Information Technology. This is a one year, hands-on course that provides plenty of practical experience in programming, software engineering, and web development.

You will also gain valuable exposure to a variety of interactive media techniques and multimedia skills. Graduates will be able to move into entry level jobs or continue with our Bachelor of IT (Mobile Apps Development), or our Bachelor of IT (Games Programming).



Diploma of Digital Design

086327K

Campus: Sydney, Melbourne and Online*

The Diploma of Digital Design teaches you the basic principles of design. This Diploma combines hands-on education with theory to give you a solid foundation in Digital Design. Upon completion of this Diploma, you will be able to continue your studies by entering the second year of the Bachelor of Digital Design.

Course Duration

1

YEAR

2

TERMS OF
15 WEEKS

4

SUBJECTS
PER TERM

16

FACE-TO-FACE
HOURS PER WEEK

*Course duration is 80 weeks, no breaks, comprising of 4 study blocks, each of which is 20 weeks long.

Bachelor Courses



Bachelor of Interactive Media

Standard 073206D/Accelerated 073205E
Campus: Sydney, Melbourne



Focus areas include:

2D Animation, 3D Design,
Film & Video or Game Design.



The Bachelor of Interactive Media is a three year degree (or two year accelerated program). In this degree, you will gain multi-disciplined and hands-on experience that is underpinned by theoretical knowledge. You will become competent across many digital platforms, allowing you to combine a broad skill set designed to increase employment opportunities. Whether you want to merge animation with traditional film-making by rendering large crowd scenes, or give smooth motion to immersive games, this course will give you a solid grounding in the latest digital media tools.



Bachelor of IT (Games Programming)

Standard 094327K/Accelerated 094327K
Campus: Sydney, Melbourne

From creating games for entertainment and education to paving the way for an unknown future in virtual reality, the Bachelor of IT (Games Programming) will allow you to combine your passion for code and games to develop a rewarding career as a game programmer.

The Bachelor of IT (Games Programming) will provide you with a foundation in core IT disciplines including database systems, networking, systems analysis and design & making your own games.



Bachelor of Digital Design

Standard 086324B/Accelerated 086325A
Campus: Sydney, Melbourne

The Bachelor of Digital Design is an evolution of a traditional graphic design qualification. The Bachelor of Digital Design focuses on the emergence of digital tools and capabilities. Students can hone their design skills and learn how to translate content into visual form for effective communication and arm themselves with the skills to establish a career in the burgeoning design industry.



Bachelor of IT (Mobile Apps Development)

Standard 080428J/Accelerated 080429G
Campus: Sydney, Melbourne

Bring mobile Apps from idea to reality with our Bachelor of IT (Mobile Apps Development). This course focuses on the skills necessary to ensure the product is interactive, user-friendly and stable. This course allows you to create apps for iOS and Android giving you the ability to cross into other realms of digital media, 2D interactivity, virtual world creation and other relevant fields. Learn the very best coding techniques and create a strong portfolio of apps & websites that showcase your skills and knowledge.

Course Duration

3

YEARS

6

TERMS OF
15 WEEKS

4

SUBJECTS
PER TERM

16

FACE-TO-FACE
HOURS PER WEEK

After two years of study, students may graduate at this point with an Associate Degree in Interactive Media, Information Technology or Digital Design.



Bachelor of Interactive Media 2D ANIMATION



Bachelor of Interactive Media
Focus on 2D Animation
Diploma of Interactive Media

Subject Highlights

2D Animation
Motion Graphics
3D Animation
Typography for Screen and Motion
Creative Drawing
Digital Images
Digital Audio Design

Potential Careers

2D Artist
Animator
Character Animation
Concept Artist
Content Creator
Creative and Art Director
Creative Designer
Game Designer
Illustrator
Motion Graphics Designer
Producer
Storyboard Artist
Visual Artist

2D storytelling is loved all over the world because of its ability to engage and appeal universally. The creative possibilities of 2D animation extends beyond the early Disney movies and anime to cover numerous industries such as advertising, games, education and entertainment.

2D animation combines traditional artistic skills with digital tools and is perfect for students interested in drawing, character development, character animation and directing.



 **WATCH**

HackyJack
Joel Surdich

SENSE

BY RORY HULME



NICOLE LOUISE

Bachelor of
Interactive Media
2D Animation
Australia

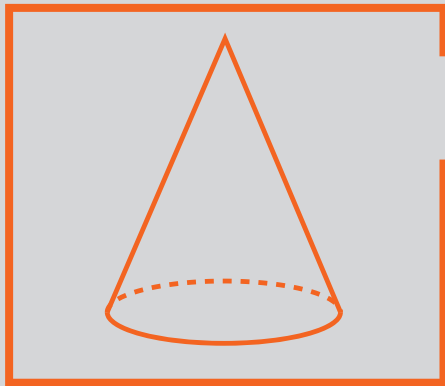
“What I enjoyed most about my time at AIT is the close-knit community, range of different classes and friendly teachers. Everyone’s always helping each other out on their creative projects and being supportive of each other comes naturally to most of the students. I’ve met friends at the school who I know I will definitely work with in the future.

I’ve always wanted to study 2D animation and in my time at AIT I’ve grasped a better understanding of the pipeline and have learnt skills I can take with me into my career. I found that if I really applied myself I could learn a lot from the teachers here and build up my portfolio. I had no idea it was possible to like a school this much!”





Bachelor of Interactive Media 3D DESIGN



**Bachelor of Interactive Media
Focus on 3D Design
Diploma of Interactive Media**

Subject Highlights

2D Animation
3D Modelling
3D Animation
Decoding Media
Digital Pathways
Concept Art Illustration
Intro to VFX
Motion Capture
Virtual Worlds

Potential Careers

3D Artist
3D Modeller
3D Lighter
3D Technical Director
Animator
Compositor / VFX Artist
Character Designer
Concept Artist
Content Creator
Creative and Art Director
Creative Designer
Digital Video Editor
Game Designer
Illustrator / Cartoonist
Motion Graphics Designer

As technology advances, the need for industry qualified 3D artists increases. 3D content is employed to create incredible stories, characters and worlds in a variety of media industries such as entertainment, gaming, medical advertising, architecture and education.

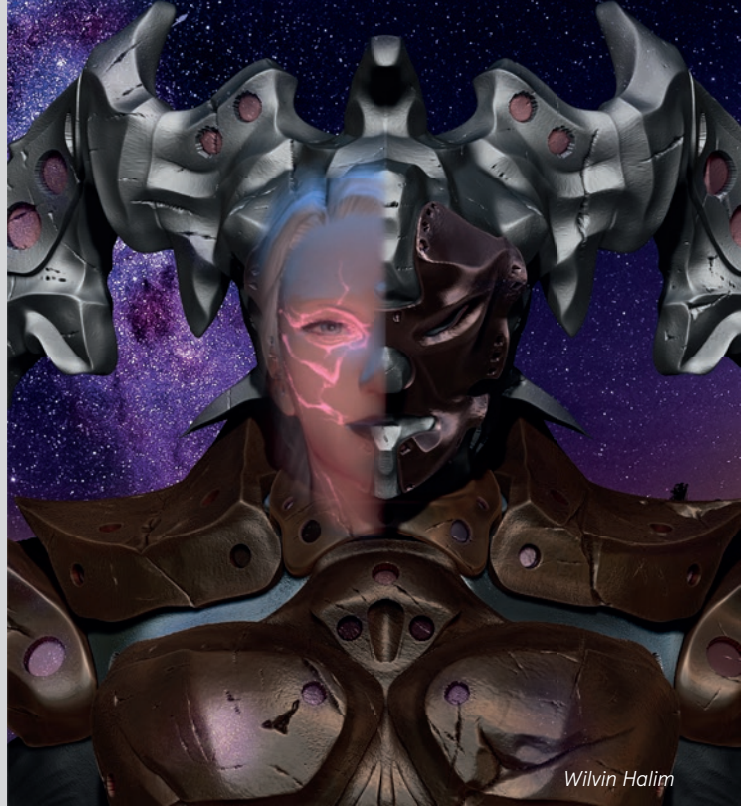
Students will learn industry standard software such as Maya, ZBrush and 3ds Max. You will receive a solid grounding in the industry such as 3D modelling, texturing, lighting and animation.



Victor Limsila



Stephan Gize



Wilvin Halim



Jacob Robinson

BERAT AKDEMIR

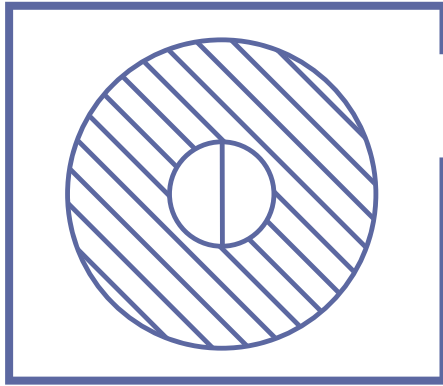
Bachelor of
Interactive Media
3D Design
Turkey

"I started drawing at a very young age and continued to develop my skills as years went past. I eventually got into digital art and afterwards I wanted to continue in the field of 3D design. I worked as a Concept Artist in game design for a while and realised I wanted to project my art more in the 3D realm. In order to accomplish this I started studying at AIT. During my short time at AIT, I have learned so much. With the help of my teachers, I can now convert my drawings into 3D. My dreams are becoming a reality!"





Bachelor of Interactive Media **FILM & VIDEO**



**Bachelor of Interactive Media
Focus on Film & Video
Diploma of Interactive Media**

Subject Highlights

Cinematography
Screen Production
Motion Graphics
Digital Storytelling
Documentary Production
Visual Effects (VFX)
Commercial Film
Typography for Screen and Motion



Potential Careers

**Cinematographer
Compositor
Digital Content Producer
Director
Editor
Film Producer
Multimedia Manager
Motion Graphics Designer
Post-Production Manager
Producer
Production Assistant
Script Writer
Software Developer
Storyboarder
Visual Effects (VFX) Artist**

In recent years, digital technology has completely transformed the film industry. Graduates from the Bachelor of Interactive Media, with a focus on Film & Video, will receive a foundation in digital media processes as well as traditional film theory—a highly sought after combination in the industry. Each term, you will have the opportunity to write and direct original stories for the screen through the development and production of independent and team-based projects. Get hands-on and learn the entire process of film-making, including script writing, cinematography, directing, documentary production, advertising, producing and editing.

Roan Sajko
Angharad Nettle Smythe
Mary Zumbo
Tomas Curda

navis

ASHLEIGH STEWART
NĀTANA POA

SIXTH PLANET PRODUCTION PRESENTS "NAVIS"

PRODUCED BY MARY ZUMBO DIRECTED BY ROAN SAJKO SCREENPLAY BY ANGHARAD NETTLE-SMYTHE ASSISTANT DIRECTOR DENIZ CELIK CINEMATOGRAPHY PEEJAY SVOBODA PRODUCTION DESIGNER TOMAS CURDA
CONCEPT ARTIST FERI WIJAYA GRAPHIC DESIGNER WEI LIU WWW.NAVIS-SHORTFILM.COM.AU

TONIA RIFANNI

Bachelor of
Interactive Media
Film & Video
Indonesia

"I've been studying AIT's Film & Video degree over the last 2 years. During this time I've been able to learn so much from the teachers and mentors here. My greatest achievement to date was being part of the 2017 AIT Oscars where my project won the Best Documentary. I love film-making, and the art of cinematography itself. AIT has helped me a lot during my studies in film-making. I've been able to further my skills in cinematography and directing simultaneously. AIT has helped me continue exploring my passion in cinematography! I'm excited to see what's next for me."





Bachelor of Interactive Media GAME DESIGN



**Bachelor of Interactive Media
Focus on Game Design
Diploma of Interactive Media**

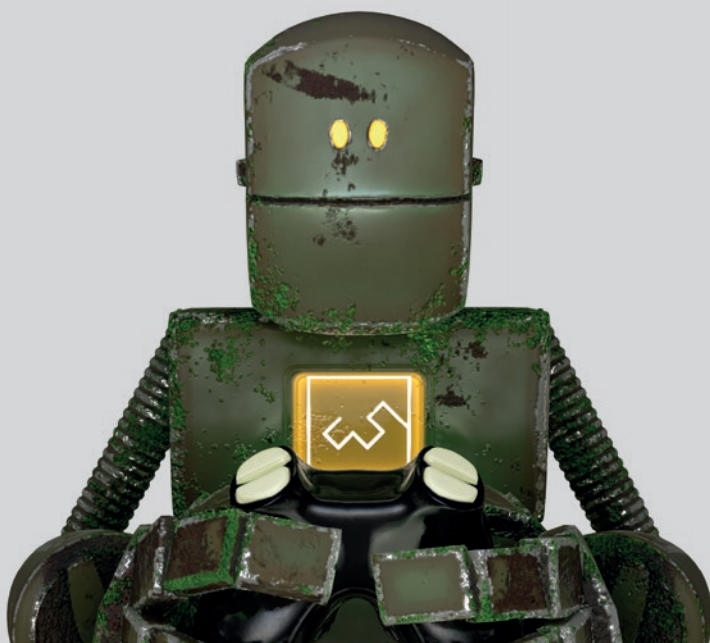
Subject Highlights

Introduction to 3D
2D Interactivity
Advanced Game Asset
Game Development
Game Assets
Game Design
Advanced Game Development

Potential Careers

**2D Game Artist
Animator
AR / VR Developer
Game Designer
Game Programmer
Illustrator / Cartoonist
Level Designer
Mobile Developer**

By its very definition, game development is a broad process involving multiple aspects of digital media, including but not limited to: audio, video, film, 2D/3D graphics, animation, storytelling, script writing and programming. Whether you are an aspiring Interface Designer, 3D Artist or want to get into game development through programming, our Bachelor of Interactive Media (with a focus on Game Development), will prepare you for a career in numerous aspects within the entertainment industry. Developed in consultation with industry experts, our course complements theory with hands-on skills.





Troy Gowland



Andi Ciputra, Thao Nguyen and Effendy Setiady

ALEXANDER BINSKIN

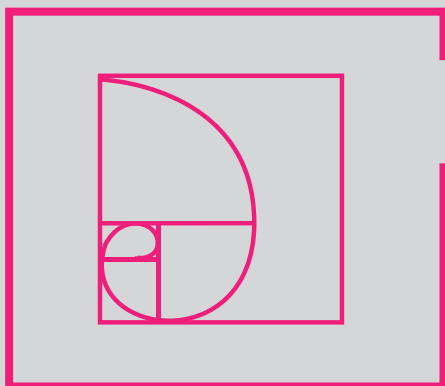
Bachelor of
Interactive Media
Game Design
Australia

"I have been a student at AIT for 3 years now. Some of the things I have taken away from AIT are skills, friends and confidence in this strange new world called the 'Game Industry.' The greatest thing about AIT compared to other Universities is the campus itself. It's small and easy to get around. The classes and lectures are always engaging and practical, which adds an exciting learning experience. The work and projects have great outcomes when you put effort into them. Perfect for working on your own projects for portfolio work. Before AIT I was unsure of this idea of making games and making this my career, but AIT has taught me so much as for me to now say, "I am ready."





Bachelor of DIGITAL DESIGN



Bachelor of Digital Design
Diploma of Digital Design

Subject Highlights

Design Principles
Interface Design
Digital Images
Creative Drawing
Intro to Web Design
Digital Illustration
Motion Graphics
Print and Publication
Prototype Illustration
Design Thinking and Processes
Typography
Advertising and Brand Design

Potential Careers

Art Director
Brand Consultant
Content Producer
Creative Advertiser
Creative and Art Director
Creative Technologist
Digital Content Producer
Digital Designer
Digital Illustrator
Graphic Artist
Graphic Designer
Interactive Designer
Marketing Professional
Motion Graphics Artist
Production Manager
UX/UI designer
Web Designer

Our world is made by designers. Everything we see, from websites and advertisements, to games, films and brand logos, have been carefully considered by a designer that manipulates colour, style and layout to communicate important messages to the audience. Our design course focuses on both traditional and digital design principles. Hone your design skills and learn how to translate content into visual form for effective communication and arm yourself with the portfolio to establish a career in the growing design industry. This course gives you the flexibility to be creative by choosing three electives from a range of specialised digital subjects.



Design by Sarah Barber

About 36 football fields worth of trees are lost every minute ...

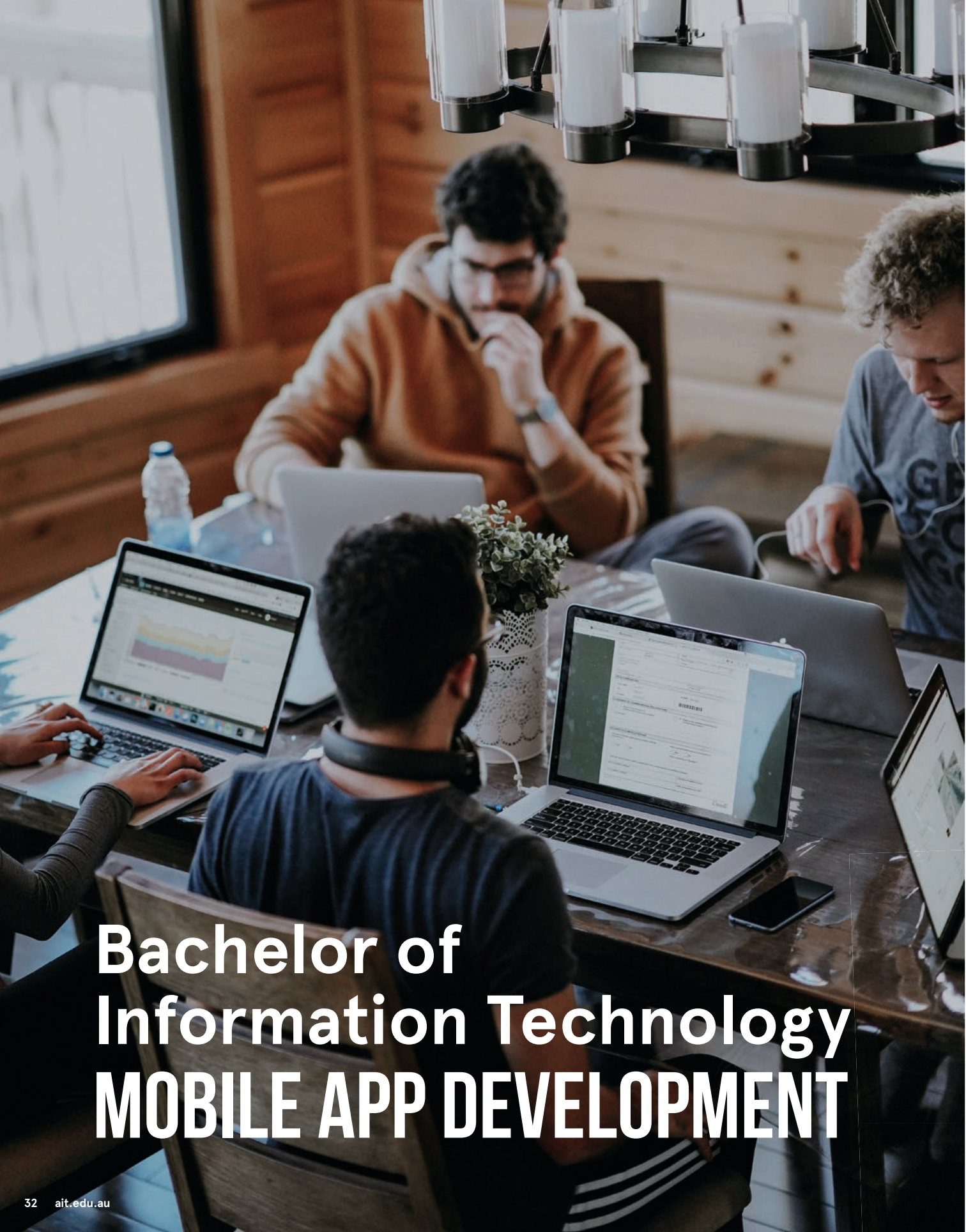


LOUISE CASAGRANDE

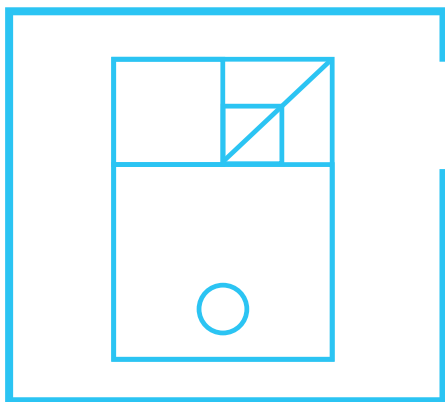
Bachelor
of Digital Design
Italy

“Coming from a very traditional Italian family, full of artists and law professionals, entering AIT to study the Bachelor of Digital Design was the best choice I made towards my career development. Every semester is full of creative subjects and excellent mentors. From ethics and legislation to creative and technical drawing, animation and motion graphics – the degree offers everything needed to excel as a designer. During my course, I had the opportunity to enter the design market as Marketing and Events Intern, developing graphic/web design and social media content. This experience opened so many doors for me and my future.”





Bachelor of Information Technology MOBILE APP DEVELOPMENT



Bachelor of Information Technology
Mobile App Development
Diploma of Information Technology

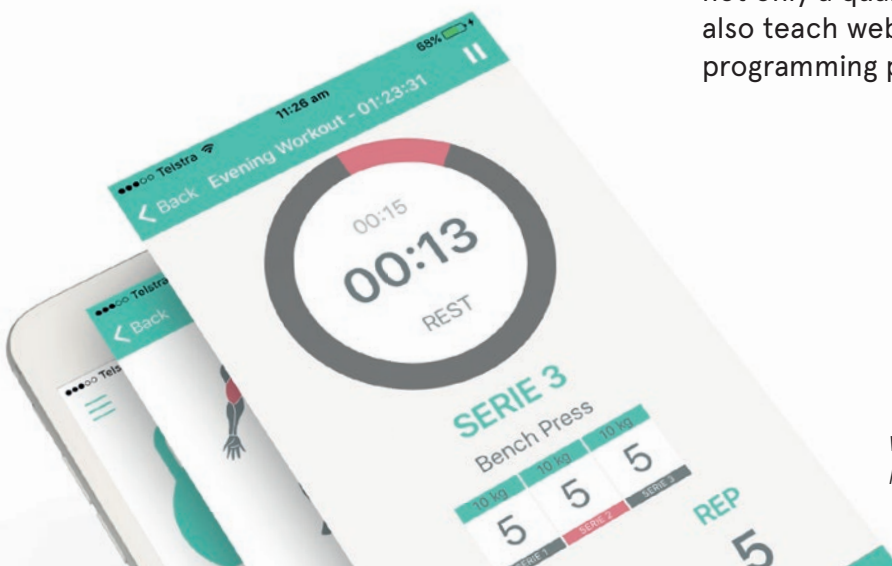
Subject Highlights

Foundation Networks
Digital Project Management
Systems Analysis and Design
Advanced Web
Mobile Apps Android
Mobile Apps iOS
Cross-Platform Applications
Data-Driven Apps

Potential Careers

App Designer
App Developer
E-Commerce Developer
Information Architect
ICT Consultant
ICT Support Engineer
ICT Project Manager
Interaction Programmer
Mobile Games and App Developer
Robot Programmer
System Administrator
Software Developer
Software Engineer
Web Developer

This course is the first of its kind in Australia and is designed to enable you to become a successful developer for web and mobile platforms. The Bachelor of IT (Mobile Apps Development) will allow you to design, build and publish iOS and Android mobile apps from scratch and graduate with a portfolio of work. You commence with the foundation languages required and move onto learning advanced coding techniques before undertaking real-life industry projects that develop your portfolio, readying you for entry into the workforce. Our goal is to make you not only a qualified programmer, but also teach web design skills from a programming perspective.



Workout App
Pierre Thierry Valere



AIT Success in Information Technology

We are very proud of the work our IT students create during their time at AIT. Their hard work and efforts have been recognised at a State and National Level over the last few years.

In 2016, our IT students Daniel Schofield, Chiaki Iwamoto and Luiz Cavalieri were recognised as the NSW State Winners of the iAwards for their project AITendance. They created an automated attendance marking system which is an alternative solution to replace manual attendance marking sheets. They came up with the innovative ideas after experiencing the bottleneck that this routine task created. They were awarded the National Prize, winning the Undergraduate Tertiary Category before flying out to Taiwan to represent Australia.

In 2017, we again had great success at the NSW State Awards, taking out the 'NSW Undergraduate Tertiary Student' category. Mino (pictured right), represented AIT at the State and National Awards for his project - Wisdom - an app that allows users to view or keep track of their progress while they're meditating in order to reduce stress and become mindful.

Our students continue to strive in their projects and take the opportunity to showcase their work at a State and National level. We can't wait to see what you can do at AIT!

PHOUMANY CHANTHACHACK (MINO)

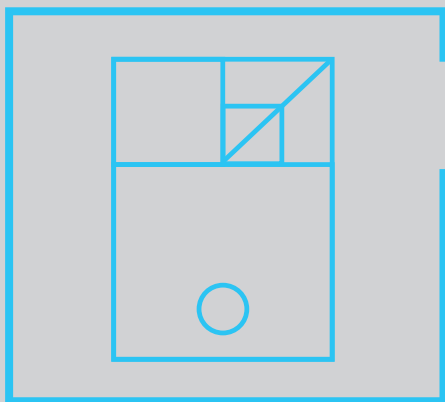
Bachelor of
Information Technology
Mobile App Development
Laos

“As a student of AIT, I’ve learnt so many things. The things that I like the most from what I’ve learnt is believing in your possibility. Winning the NSW iAward is a big proof for myself that I can become so much more than I expected. I’ve never thought before that I could achieve this big. But once I’ve learnt from AIT, I believed.”





Bachelor of Information Technology GAMES PROGRAMMING



**Bachelor of Information Technology
Games Programming
Diploma of Information Technology**

Subject Highlights

Basic and Advanced Game Engine
Programming JAVA
Interface Design (UX/UI)
Artificial Intelligence
Game Development
Augmented Reality
Advanced Game Project

Potential careers

**Games Designer
Games Programmer
ICT Consultant Engineer
ICT Project Manager
Information Architect
Interaction Programmer
Mobile Games Developer
Multimedia Developer
Robot Programmer
Software Developer
System Administrator
Systems Architect
Web Developer**

The Bachelor of IT (Games Programming) will provide you with a foundation in core IT disciplines including database systems, networking, systems analysis and design, as well as professional practice. Throughout the course you will apply widely-recognised software development lifecycle practices, from design through to implementation and testing. In the process, students must consider all stakeholder requirements.

Graduates of the AIT Bachelor of IT (Games Programming) will find employment opportunities in a range of IT, digital content and creative industry roles. Graduates with work experience in application development may also establish their own businesses.



Fabulous Joe

Some of your teachers



Nik Sutula

I'm a passionate teacher who cares about seeing students create great things! My favourite part of my job is seeing students surprised at their own outcomes after taking one of my classes. If you're in love with 2D animation and games and really want to create something epic, then I believe I'll be seeing you soon!

Sharon Sanders

I have been fortunate to work within the creative industries for most of my adult life, and with a passion for animation, design, costume, textures, colour and storytelling, I appreciate the quirky and interesting things in life. I enjoy being part of the vibrant and diverse AIT community as it is very rewarding to help students discover what they are passionate about, and where they want to go with it. It also gives me the opportunity to continue working within these industries, creating my own artwork and being part of a larger network of creative people.



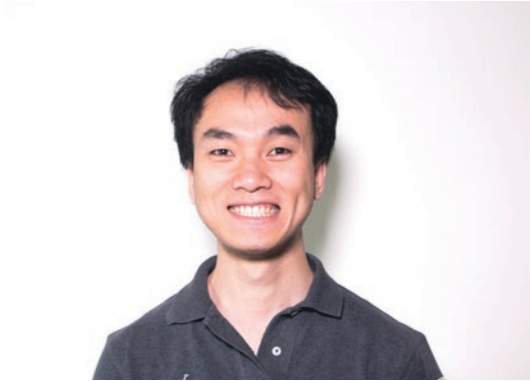
Kriss Mahatumaratana

Kriss joined the faculty at AIT in 2012 and draws on his extensive professional experience to teach software development. As well as a Masters Degree in IT and Software Engineering, he has worked on IT development projects such as: inventory control management, customer relationship management, in-house mobile apps and systems for call centres. He has also conducted training in an IT training centre and special courses for client, database and data warehouse systems, database admin, Unix programming, e-commerce and web programming and other web languages.

Helen Goritsas

Dr Helen Goritsas is Senior Lecturer of Screen Studies and Production and Course Coordinator of the Bachelor of Interactive Media at AIT. Helen has served as President of Women in Film & Television NSW, Program Manager for the Media Mentorship for Women and Screen Composers initiatives with APRA-AMCOS, and Director of the Greek Film Festival. Helen has also exhibited the photographic work Crystal Desert, Iceberg Series for the Rocks Market Art Prize and Associate Produced the Australian feature film, Alex & Eve (2015). Helen's research interests include film aesthetics, VR and screen craft. Recently Helen established Screen Mosaics, with the view of developing screen craft and connecting screen practitioners, through creative collaborations.





Joseph Tagudin

Joseph is an enthusiastic IT professional with over 14 years tertiary teaching experience. He's completed both a Master of IT degree and a Master of Science in Internetworking. He has also worked as an independent systems developer. Joseph is a lifelong learner himself and is currently studying for a master's degree in data science, with a particular interest in machine learning and data visualisation. He is undertaking this extra study to help him grow as a mentor and educator, and complement his ability to guide and assist all his students from real life experience. This all helps him to see things from a student's point of view and provide his students with a better learning experience.



Carlton Zhu

Carlton began his career as a multimedia freelancer. He has been involved in various projects, from front-end web development to graphic design for product branding and 3D character animations for private companies. He is heavily involved with the Australian games community and is a contributor to Global Game Jam and the Independent Game Developers of Australia (IGDA). Carlton has created several successful games, such as the mobile games "Draw a Box" and "Cell Surgeon".



Colin Perry

Dr Colin Perry has lectured in documentary and fiction film for twenty years, and has produced and directed television commercials and has produced programs for cable television. He holds a PhD in media and is currently the Academic Manager of the Melbourne Campus of the Academy of Information Technology (AIT). He has also lectured at Holmesglen TAFE, Deakin University and the University of Canberra. Doctor Perry has also managed a sound studio, worked as a musician and live sound engineer, and worked as a freelance film editor. His research interests include video content in social media, virtual reality narrative and online media education.

Roshan Weerasuriya

Roshan is our Mobile Application Development, Robotics and Software Engineering lecturer, based in Melbourne. Working in the industry, he is a Corporate Trainer in the field of Computing with experience as a Business Analyst and Senior Software Engineer. Over the last 19 years, Roshan has been involved in multiple large multinational projects such as Axis C++, used by IBM, Amazon and AWS.

*AIT has over 20 industry based teachers





AIT Students in the Game Dev Club



Open Day

AIT's Open Day is perfect for those wanting to explore the endless opportunities available in the growing creative industry. Find out more about the courses we have available to get you started in the career you want!

The day will include opportunities for you to meet our students, participate in demos across the different areas of study we have available and listen to different presentations from our teachers.



Info Nights

We encourage you to attend one of our Info Nights. We host these sessions to give students and parents the opportunity to visit us on campus and talk to both staff and students. Info Nights are the perfect first step to anyone considering a career in Digital Media & IT.



Personalised Campus Tours

You are invited to a personalised campus tour to discuss your goals & how we can help you get there.



Tiana - Digital Painting Short course student



Participants after a High School Workshop

Short Courses

Participate in one of our hands-on short courses to learn a new skill or build on your current skills. From Digital Narrative Painting to Augmented Reality and more, keep an eye on our website to see our next intake dates and courses available in Sydney and Melbourne.

High School Workshops

Throughout the year, we run various high school workshops for students to give them an insight into the world of digital design, interactive media and IT. The workshops run for 1-2 days at a time, are fun and innovative and give students something to brag about to their friends!

Bring your high school class to AIT!

Our high school workshops can be customised to beginners, intermediates or advanced students depending on their skill group levels and software knowledge.

We can create workshops in the areas of:

- 3D Modelling with ZBrush
- Game Development and Unity 3D
- App Inventor and Coding
- Creative Drawing to Concept Art
- Film with Adobe Premier Pro
- Photoshop and Digital Design

Speak to our Student Advisors for more information and pricing. Contact us on info@ait.edu.au or call 02 9211 8399 (Sydney) or 03 9005 2328 (Melbourne)





How do I apply? APPLICATION PROCESS

Regular Intakes: MARCH | JULY | NOVEMBER

Mid-term Intakes: JANUARY | MAY | SEPTEMBER

Domestic Applications

Applications can be submitted directly to AIT unless you are currently registered with VTAC, in which case you must follow the process outlined at vtac.edu.au. To apply directly, simply complete the online application form at ait.edu.au. Alternatively, you can submit your completed form via email, mail or in person at our campus.

Entry Requirements:

Higher Education Diploma and Bachelor Degree

- Completion of Australian year 12 or equivalent (no minimum ATAR required); OR
- Certificate IV, VET Diploma or Higher Education Diploma (completion); OR
- Successful completion of one year of full time study in a degree course with a higher education provider; OR
- In exceptions admission via non-academic criteria may include demonstrated interest or experience in relevant fields or work. Students may be asked to demonstrate this through a short written piece, interview and/or portfolio

If you are unsure as to whether you meet any of the criteria outlined above, please contact us to schedule an interview for assessment.

Please note, students who have completed studies in a language other than English will be required to demonstrate English competency prior to admission. Demonstration of English competency can be achieved via a formal test such as an Academic IELTS test (IELTS 5.5 for the Diploma and IELTS 6.0 for the Degree) or an internal English test via Greenwich English College.

Fees

You can pay your fees upfront. FEE-HELP is also available. Please see studyassist.gov.au for details about government loans.

Scholarships

The initial scholarship is for new undergraduate students (domestic only) commencing an AIT Bachelor Degree. Recipients of this scholarship will be awarded a discount on their tuition fees. Please refer to our website (www.ait.edu.au/scholarship) for more details on eligibility criteria and how to apply.

International Applications

It is recommended that international students apply for entry through their nominated agent. Alternatively, they may apply directly to AIT. International students must hold a current student visa to study at AIT. For more information, please visit the Australian Department of Home Affairs website at immi.homeaffairs.gov.au.

Entry Requirements:

Higher Education Diploma

- Completion of year 12 or equivalent; OR
- Completion of a Certificate IV, VET Diploma or Higher Education Diploma; OR
- Successful completion of one year of full time study in a degree course with a higher education provider; OR In exceptions admission via non-academic criteria may include demonstrated interest or experience in relevant fields or work. Students may be asked to demonstrate this through a short written piece, interview and or portfolio; AND
- Academic IELTS 5.5 (no individual score below 5.0), or equivalent.

Bachelor Degree

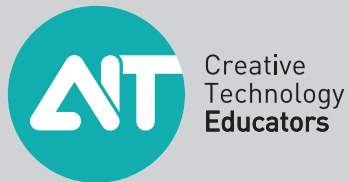
- Completion of year 12 or equivalent; OR
- Completion of a Certificate IV, VET Diploma or Higher Education Diploma; OR
- Successful completion of one year of full time study in a degree course at a higher education provider; OR
- In exceptions admission via non-academic criteria may include demonstrated interest or experience in relevant fields or work. Students may be asked to demonstrate this through a short written piece, interview and or portfolio; AND
- Academic IELTS 6.0 (no individual score below 5.5), or equivalent.

IELTS or equivalent tests must have been undertaken within the previous 12 months.

Students who do not meet direct entry due to English language criteria may be eligible to package with Greenwich English College to meet this.

Important information

Tuition fees and payment requirements are outlined in the offer letter issued to all students. Fees are subject to change. For current fees, please visit ait.edu.au Supporting documentation will be required as part of your application including certified copies of academic transcripts, English proficiency results, translation of non-English documents, current identification information, such as passports, and current visa information.







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Cover art by Marine Lucienne Daniele Ecuyer

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