ANIMATION & GAMING DEGREES 2026

Animation and games design courses offer students a range of opportunities to be exposed to, and develop their skills in, subjects such as *computer coding, computer programming, broad IT skills, simulation and modelling, computer-based 2D and 3D, interactive information design, and virtual environments,* to name but a few. Below is a list of some undergraduate degrees offered at Victorian Universities and a few Private Institutions.

For a comprehensive list of courses (including the many double-degree options) on offer at Victorian universities, TAFEs, and Private Providers, visit VTAC.

INSTITUTION	COURSE NAME	VCE PREREQ'S	MAJOR STUDIES IN 2026
DEAKIN	Film, Television and Animation	Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL.	**Animation (major only), Animation and motion graphic (minor only)**, Film studies (minor only), Screen content production (minor only), Screen development, Screen production (major only), Scriptwriting (minor only), Visual effects and virtual production (minor only).
JMC ACADEMY	Creative Arts (Animation)	Satisfactory completion of a Year 12.	Animation, Animation (2D), Animation (3D), Character Design, Compositing, Concept Art, Concept Development, Creative Process, Digital Art, Digital Sculpture, Modelling (3D), Motion Capture, Motion Design, Production Art, Professional + Industry Development, Rendering, Screen Literacy, Studio Skills, Traditional Animation (2D), Visual Narrative, Visual Storytelling.
MONASH	Design	Units 3 and 4: a study score of at least 25 in English as an Additional Language or at least 25 in English other than EAL.	**Animation**, Automotive design, Collaborative design, Communication design, Computer-aided design (CAD), Design, Design theory, Digital media, Furniture design, Graphic design, Illustration, Industrial design, Interactive design, Materials technology, Product design and development, Spatial design, Transportation design, Visual communication, Web design.
RMIT	Animation and Interactive Media	Units 3 and 4: a study score of at least 25 in English other than EAL or at least 27 in EAL.	2D, 3D, Animation, Computer animation, Concept art, Design, Digital arts, Illustration, Imaging and sound, Motion design, Visual effects.
	Design (Games)	Units 3 and 4: a study score of at least 25 in English other than EAL or at least 27 in EAL.	3D, **Animation**, Design, Digital art, Game development and programming, Games, Graphic design.
SAE	Animation	Satisfactory completion of a Year 12.	2D and 3D Character Animation, 3D Modelling, Animation, Business and Leadership Skills, Computer-Generated Visual Effects, Drawing and Composition, Employability Skills in Screen Industry Contexts, Histories and Theories, Media and Cultural Studies, Production for Screen and Games, Project Management, Realtime and Offline Rendering, Screen Industry Best Practices, Texturing and Shaders.
SWINBURNE	Animation	Units 3 and 4: a study score of at least 25 in English other than EAL or at least 30 in EAL.	2D and 3D production techniques for animation, Acting for animation, Action analysis and locomotion, Advanced character design for animation, Character and environment design, Genre and the moving image, History of animation, Producing and production management, Sound design and acquisition, Writing and directing for animation.
	Games and Interactivity/Animation	Units 3 and 4: a study score of at least 25 in English other than EAL or at least 30 in EAL.	2D and 3D production techniques for animation, 3D modelling for objects and environments, Acting for animation, Action analysis and locomotion, Behaviour and motivation in games, Character and environment design, Character design for animation, Development and pre-production, Digital game prototyping, Genre and the moving image, History of animation, Pervasive game design, Principles of game design, Producing and production management for animation, Production and post-production, Screen writing, Sound design and acquisition, User-centred design and evaluation, Writing for interactive narratives.
	Games and Interactivity	Units 3 and 4: a study score of at least 20 in English other than EAL or at least 25 in EAL.	3D modelling for objects and environments, Behaviour and motivation in games, Digital game prototyping lab, Introduction to game studies, Introduction to games production, Pervasive game design lab, Principles of game design, Sound design and acquisition, User-centred design and evaluation, Writing for interactive narratives.
UNI MELBOURNE	Fine Arts (Animation)	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	Animation.

FILM & TELEVISION COURSES IN 2026

There are a number of institutions offering film and/or television courses in Victoria, and some of these courses are included below. For a comprehensive list, including those offered by TAFEs and other private colleges, visit VTAC.

Note: For the most part, an English or EAL is the only prerequisite VCE subject, and often entry into these courses involves submission of a folio and/or participation in an interview.

Note: Film and Screen Studies is often offered as a *major* or *minor* in some Bachelor of Arts degrees.

INSTITUTION	COURSE	MAJOR STUDIES IN 2026
Deakin University	Bachelor of Film, Television and Animation	Animation (major only), Animation and motion graphic (minor only), Film studies (minor only), Screen content production (minor only), Screen development, Screen production (major only), Scriptwriting (minor only), Visual effects and virtual production (minor only).
JMC Academy	Bachelor of Creative Arts (Film and Television)	Broadcasting, Camera Operation, Camera and Lighting, Cinematography, Directing (Film), Directing (Television), Documentary Production, Film Audio, Film Composition, Film Editing, Filmmaking, Industry and Professional Development, International Cinema, Lighting Design, Mise en scene, Motion Graphics, Multi-cam Broadcasting, Music Videos, Popular Culture, Post Production, Producing (Film), Producing (Television), Screen History, Screen and Genre Studies, Screenwriting, Short Films, Sound Design, Sound Recording and Design, Television Broadcasting, Television Studio Production.
RMIT University	Bachelor of Communication (Media)	Asian studies, Cinema, Communication, Film, Literature, Media, Politics, Popular Culture, Production, Radio, Social media, Television (TV), Video.
	Associate Degree in Screen and Media Production	Camera production, Cinema studies, Compositing and animation, Digital audio and video production, Digital media, Digital television production, Digital video, Directing (television), Documentary production, Editing, Emerging media practices, Film and media studies, Film and television (production), Genre studies, Management, Post production, Production lighting, Production planning, Professional practices, Screen studies, Screenwriting, Sound recording and production, Storytelling, Television and broadcasting, Visual effects.
	Diploma of Screen and Media	Industry knowledge, Post-production, Remote and virtual productions, Single camera operation, Multi-camera operation, Vision switching, Sound recording, Studio lighting, Studio production skills (include skills-shortage areas of EVS and CCU operation), Visual effects, Work health and safety.
SAE Creative Media	Bachelor of Film (Production)	Aesthetics and Techniques, Business and Leadership Skills, Creative Production Approaches, Employability Skills in Screen Industry Contexts, Film, Media and Cultural Studies, History and Theory, Production Methods and Techniques, Production and Post-Production Workflows, Project Management, Screen Industry Best Practices, Screenwriting and Drafting, Story Concept Development.
	Associate Degree in Film	Aesthetics and Techniques, Business and Leadership Skills, Creative Production Approaches, Employability Skills in Screen Industry Contexts, Film, Media and Cultural Studies, History and Theory, Post-Production Methods and Techniques, Production and Post-Production Workflows, Project Management, Screen Industry Best Practices, Screenwriting and Drafting, Story Concept Development.
Swinburne University	Bachelor of Film and Television (Honours)	Cinematography and lighting: Broadcast video, Cinematography and lighting: Film production, Experimental screen production, Genre and the moving image, Hollywood cinema, Movies and research methods, Post-production and editing, Production management, Production techniques, Screen literacy and contemporary cinema, Screen research and writing, Scriptwriting and directing: Non-fiction production, Scriptwriting and directing: Short film production, Scriptwriting and directing: Short narrative film, Short form screen production, Sound design and acquisition, The Australian Screen.
	Bachelor of Screen Production	Digital narratives, Digital post-production techniques, Digital video and audio, Episodic narratives for online platforms, Experimental screen production, Introduction to digital imaging, Post-production and editing, Pre-visualisation for screen, Production for digital platforms, Radio audio and podcasting, Screen franchising and innovation, Sound design and acquisition, Sound design for screen, Visual effects production.
University of Melbourne	Bachelor of Fine Arts (Film and Television)	Actor direction, Film projects, Screen studies, Screenwriting.
Victoria University	Bachelor of Screen Media	Screen media.

GAMES DESIGN COURSES IN 2026

Games Design courses are offered at a number of universities in Victoria. *Often, they are specialised courses, other times games design is offered as a major in Computer Science and/or Information Technology degrees (see separate Matrices)*. Some courses have a specific maths requirement, so students are encouraged to browse the links provided. A number of these bachelor courses are included below, but for a comprehensive list, including all those offered by TAFEs and Private Institutions, visit VTAC.

Note: *New* from 2026, Game Design is offered as a *major* in the Bachelor of Design at the University of Melbourne.

INSTITUTION	COURSE	MAJOR STUDIES IN 2026
JMC Academy	Bachelor of Creative Arts (Game Design)	Art History, Art and Animation History, Character Modeling, Character design (2D), Clay sculpture, Colour and Design, Concept Art, Concept Development, Digital Sculpture, Digital concept art, Drawing, Environment Design (2D), Figure modelling, Game Design, Game Studies, Game asset creation (3D) , Game engine scripting [Programming], Game production, Game-play mechanics, Interactive Multimedia, Level design (Games), Motion Capture, Motion Graphics, Pixel art, Production (Games), Prototyping, Rendering, Scriptwriting, Sprite animation (2D), Studio skills, User Interface Design (Games).
RMIT University	Bachelor of Design (Games)	3D, Animation, Design, Digital art, Game development and programming, Games, Graphic design.
	Bachelor of Design (Digital Media)	App design, Augmented reality, Content creation, Design, Digital audio, Digital media, Digital product design, Digital video, Interactive media, Interface design, Internet and multimedia, Motion graphics, Sound design and composition, User experience design, Virtual reality, Web design.
SAE Creative Media Institute	Bachelor of Games Development	Business and Leadership Skills, Employability Skills in Screen Industry Contexts, Game Asset Production and Visual Effects, Game Design Principles, Game Scripting and Game Engine Architecture, Games Industry Best Practices, Project Management, Prototyping, User Experience and User Testing, User Interface Design.
	Associate Degree in Games Development	Business and Leadership Skills, Employability Skills in Screen Industry Contexts, Game Asset Production and Visual Effects, Game Design Principles, Game Scripting and Game Engine Architecture, Games Industry Best Practices, Project Management, Prototyping, User Experience and User Testing, User Interface Design.
Swinburne University	Bachelor of Games and Interactivity	3D modelling for objects and environments, Behaviour and motivation in games, Digital game prototyping lab, Introduction to game studies, Introduction to games production, Pervasive game design lab, Principles of game design, Sound design and acquisition, User-centred design and evaluation, Writing for interactive narratives.
	Bachelor of Games and Interactivity / Bachelor of Animation	2D and 3D production techniques for animation, 3D modelling for objects and environments, Acting for animation, Action analysis and locomotion, Behaviour and motivation in games, Character and environment design, Character design for animation, Development and pre-production, Digital game prototyping, Genre and the moving image, History of animation, Pervasive game design, Principles of game design, Producing and production management for animation, Production and post-production, Screen writing, Sound design and acquisition, User-centred design and evaluation, Writing for interactive narratives.
	Bachelor of Games and Interactivity/Bachelor of Applied Innovation	3D modelling for objects and environments, Behaviour and motivation in games, Digital game prototyping lab, Exploring creativity and innovation, Fundamentals of innovation practice, Innovation for challenges of today, Innovation for the future, Innovation sandpit, Introduction to game studies, Introduction to games production, Leadership and facilitation of innovation, Pervasive game design lab, Principles of game design, Responsible innovation futures, Sound design and acquisition, User-centred design and evaluation, Writing for interactive narratives.
	Bachelor of Games and Interactivity / Bachelor of Computer Science	Artificial intelligence, Cyber security, Data science, Games and interactivity, Games development, Internet of Things, Software development.

GRAPHIC, FINE ARTS, INTERIOR & VISUAL DESIGN DEGREES IN 2026

UNIVERSITY	VCE PREREQUISITE SUBJECTS	SELECTION & ATAR FOR 2026
ACU M – Melbourne	***Creative Arts*** (Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL)	L/N (M) **Selection: ATAR**
	Visual Arts and Design (Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL)	59.10 (M) **Selection: ATAR**
DEAKIN G – Waurn Ponds M – Melbourne	***Creative Arts*** (Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL)	61.05 (M) **Selection: ATAR**
	Design (Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL)	60.55 (G); 60.00 (M) **Selection: ATAR**
FEDERATION B – Ballarat	***Visual Arts*** (Units 3 and 4: a study score of at least 20 in any English.)	Range of Criteria (B) **Selection: Supplementary Form, Folio & Folio Presentation, and Interview**
LA TROBE B – Bendigo	***Visual Arts*** (Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL)	58.10 (B) **Selection: ATAR**
MONASH C – Caulfield	***Design*** (Units 3 and 4: a study score of at least 25 in English (EAL) or at least 25 in English other than EAL)	70.40 (C) **Selection: ATAR**
	Fine Art (Units 3 and 4: a study score of at least 25 in English (EAL) or at least 25 in English other than EAL)	Range of Criteria (C) **Selection: Folio & Folio Presentation**
RMIT B - Brunswick C – City C/B – City/Brunswick	***Fine Art*** (Units 3 and 4: a study score of at least 27 in English (EAL) or at least 25 in English other than EAL)	Range of Criteria (C) **Selection: Fine Art Selection Task, Folio Presentation (some)**
	Graphic Design (Units 3 and 4: a study score of at least 27 in English (EAL) or at least 25 in English other than EAL)	Range of Criteria (C) **Selection: Graphic Design Selection Task**
	Graphic Design Associate Degree (Units 3 and 4: a study score of at least 23 in English (EAL) or at least 20 in English other than EAL)	Range of Criteria (B) **Selection: Selection Task**
	Industrial Design (Units 3 and 4: a study score of at least 27 in English (EAL) or at least 25 in English other than EAL)	65.85 (C/B) **Selection: ATAR**
	Interior Design (Units 3 and 4: a study score of at least 27 in English (EAL) or at least 25 in English other than EAL)	Range of Criteria (C) **Selection: Interior Design Selection Task, Folio Presentation**
	Interior Decoration & Design Associate Degree (Units 3 and 4: a study score of at least 23 in English (EAL) or at least 20 in English other than EAL)	Range of Criteria (C) **Selection: Selection Task**
SWINBURNE H – Hawthorn	***Communication Design*** (Units 3 and 4: satisfactory completion in one of Art Creative Practice, Product Design and Technologies, Media, Creative and Digital Media (VCE VET) I, Art Making and Exhibiting or Visual Communication Design; Units 3 and 4: a study score of at least 25 in English as an Additional Language (EAL) or at least 20 in English other than EAL.)	75.25 (H) **Selection: ATAR**
	Design *(prerequisites same as for Communication Design)*	60.30 (H) **Selection: ATAR**
	Industrial Design *(prerequisites same as for Communication Design)*	66.65 (H) **Selection: ATAR**
UNI MELBOURNE P – Parkville VCA – Southbank	***Design*** (Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL) * **For the major in Graphic Design or Interior Design (*new*)**	85.00 (P) **Selection: ATAR**
	Fine Arts (Visual Art) (Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL	Range of Criteria (VCA) **Selection: Supplementary Form, Folio & Folio presentation, and Interview**

MEDIA, COMMUNICATION & JOURNALISM DEGREES IN 2026

Many universities in Victoria offer ***advertising, media, media & communication, and/or journalism*** degrees, and many of these are listed below. These areas of interest are often also offered as majors/minors in Bachelor of Arts degrees.

This is the case for the University of Melbourne: Bachelor of Arts, ATAR 85.00.

Note: An English is usually the only prerequisite subject for entry.

For a comprehensive list of all courses (including double-degree options) visit VTAC.

INSTITUTION	COURSE NAME	MAJOR STUDIES IN 2026	ATAR 2026
DEAKIN G – Waurn Ponds M – Melbourne	Communication	Advertising, Creative advertising (minor only), Digital and social media, Digital media (minor only), Indigenous studies (minor only), Journalism, Photojournalism (minor only), Public Relations Strategy (minor only), Public relations, Social media (minor only), Strategic advertising (minor only).	**61.50 (G)** **60.05 (M)**
	Communication (Advertising)	Advertising.	**70.35 (M)**
	Communication (Digital and Social Media)	Digital and social media.	**65.20 (M)**
	Communication (Journalism)	Journalism.	**66.16 (G)** **61.45 (M)**
	Communication (Public Relations)	Public relations.	**L/N (G)** **66.30 (M)**
LA TROBE M – Melbourne	Media & Communication	Creative and professional writing, Journalism, Marketing, Sports media.	**60.20 (M)**
	Creative & Prof. Writing	Creative and professional writing.	**L/N (M)**
	Journalism	Journalism.	**62.70 (M)**
	Marketing	Marketing.	**60.20 (M)**
	Sports Media	Sports Media.	**60.10 (M)**
MONASH C – Caulfield	Media Communication	Journalism, Media, Public relations, Screen.	**72.80 (Ca)**
RMIT C – City	Communication (Journalism)	Communication, Fact checking, Journalism, Media, News, News practice, Podcasting, Radio, Television (TV), Visual and audio journalism.	**64.15 (C)**
	Communication (Media)	Asian studies, Cinema, Communication, Film, Literature, Media, Politics, Popular Culture, Production, Radio, Social media, Television (TV), Video.	**63.30 (C)**
	Professional Communication (majoring in *Advertising, Digital Communication and Public Relations*)	Advertising Strategy, Asian studies, Business and Technology, Cinema studies, Client Management, Communication, Creative Advertising, Digital Communication, Digital content development, Entrepreneurship, Gender studies, Journalism, Law and Emerging Technology, Literary Studies, Marketing, Media, Photography, Politics and communication, Popular Culture, Professional communication, Public Relations, Social media, Strategic Communication.	**63.35 (C)**
SWINBURNE H – Hawthorn * Professional Degree An excellent pathway course into the B Media & Communication is the Diploma of Screen and Media - Sports Media.	Media & Communication	Advertising, Cinema and screen studies, Creative writing and publishing, Immersive media, Journalism, Public relations, Social media.	**55.50 (H)** **75.85 (H) ***

MUSIC PRODUCTION COURSES IN 2026

There are numerous courses on offer in Victoria for students who wish to study music production courses. A selection of bachelor degrees is listed below but for a comprehensive list of all similar courses on offer – including double-degrees – visit **VTAC.**

UNIVERSITY	MAJOR STUDIES IN 2026	SELECTION CRITERIA
AIM (M) – Melbourne	**Music (Creative Technology):** Composition, Creative Technology, Performance	**Selection:** Folio and Folio Presentation, Resume (M)
BOX HILL INSTITUTE (B) – Box Hill	**Music Industry (Audio Production):** Live Sound, Mastering, Mixing, Post Production, Sound for Media, Studio Recording.	**Selection:** Folio and Folio Presentation, Interview (B)
	Music Industry (Music Production): Artistic direction, Creative collaborations, DJ'ing and performing with technology, Immersive and interactive music production, Music production technology and aesthetics, Releasing music, Song production.	**Selection:** Folio and Folio Presentation, Interview (B)
COLLARTS (C) – Collingwood	**Music Production:** Mastering; Applied Digital Marketing; Creative Entrepreneurship; Producing Styles and Genres; Advanced Production Project;Entertainment Law and Ethics, Music Theory; Composing and Sequencing; Production Foundations; Mixing Foundations; Critical Thinking; Audio Theory; Creative Software Practice;, Smartphone Filmmaking + Elective; Global Music Composition; Remixing and Arranging;, Technology in Performance; Recording Foundations; Critical Survey; Sound Studies; Sound Design and Music for the Moving Image; Collaborative Recording.	**Selection:** Year 12 pass, and Interview (C)
JMC ACADEMY (M) – Melbourne	**Audio Engineering and Sound Production:** Acoustic Design, Acoustics Theory, Audio, Audio + Sound Theory, Audio Engineering, Audio Industry, Audio Post Production, Audio System Design, Electronic Music, Electronics, Foley, History of Western Recording, Live Sound, Music Business, Music History, Music Production, Music Production Analysis, Musical Instrument Digital Interface (MIDI), Recording, Research Project, Sound Art, Sound Design, Sound Recording, Spacial Recording, Studio Recording, TV, Radio + Film Audio.	**Selection:** Year 12 pass, and Interview (M)
MELBOURNE POLYTECHNIC (F) – Fairfield	**Songwriting and Music Production:** Songwriting, Music composition, Music Production, Music Industry, Context and culture.	**Selection:** Year 12 pass, with a Study Score of 20 in any English, and an Interview (F)
RMIT (C) – City	**Music Industry:** DJing, Humanities, Media, Music, Music industry, Music production, Music technology, Popular Culture, Popular music.	**Selection:** Units 3 and 4: a study score of at least 25 in English other than EAL or at least 27 in EAL. ATAR: 60.90 (C)
	Associate Degree in Screen and Media Production: Camera production, Cinema studies, Compositing and animation, Digital audio and video production, Digital media, Digital television production, Digital video, Directing (television), Documentary production, Editing, Emerging media practices, Film and media studies, Film and television (production), Genre studies, Management, Post production, Production lighting, Production planning, Professional practices, Screen studies, Screenwriting, Sound recording and production, Storytelling, Television and broadcasting, Visual effects.	**Selection:** Units 3 and 4: a study score of at least 20 in English other than EAL or at least 23 in EAL. plus a Selection Task (C)
SAE (M) – Melbourne	**Creative Industries:** Animation, Audio Engineering, Communication, Creative Media, Creative Processes, Creative Production, Design, Digital Media, Entrepreneurship, Film, Game Development, Industrial Practices, Project Management, Remote Practice.	**Selection:** Year 12 pass, and an Interview (M)
	Music : Acoustic and Electronic Music, Music Industry and Business Practices, Music Production Practice, Music and Audio Technology, Performance Recording Technique, Principles of Sound, Songwriting Strategies.	**Selection:** Year 12 pass, and a Folio and Folio Presentation (M)

PERFORMANCE: ACTING, DRAMA, THEATRE, DANCE DEGREES IN 2026

The range of degrees listed below are performance-related: in ***acting, drama, theatre, dance*** **and** ***music performance***, and offered by Victorian tertiary institutions. Some Bachelor of Arts degrees offer theatre, performance studies, dance, or drama as minor/major studies.

Most courses have a range of selection criteria, such as submission of a supplementary form, an audition, an interview, etc. and only a limited number of courses require only an ATAR. The only VCE prerequisite for the courses listed below is an English/EAL.

For a comprehensive list of all courses with performance-related subjects, visit www.vtac.edu.au.

UNIVERSITY	MAJOR STUDIES IN 2026	SELECTION CRITERIA FOR 2026
ACU Melbourne	***Creative Arts:*** Design and Technologies, ***Drama***, English, ***Music***, Visual Arts.	**Selection:** ATAR L/N
BOX HILL INSTITUTE Nelson Campus	***Musin Industry (Perforance):*** Aural and theoretical skills, Creative projects, Ensemble skills, Individual instrument lessons, Live and recorded performances, Repertoire and genre studies, Technical skills.	**Selection:** Interview and Audition.
DEAKIN Melbourne	***Creative Arts:*** 2D Practices in the Visual Arts (minor only), 3D Practices in the Visual Arts (minor only), Creative writing (minor only), ***Dance***, Gender and sexuality studies (minor only), Indigenous studies (Online, minor only), Literature (minor only), Photography (major only), Photography (minor only), Professional writing (minor only), Scriptwriting (minor only), Technical production (minor only), ***Theatre***, Visual arts (major only), Writing (major only).	**Selection:** ATAR 61.05 *Dance major* ATAR L/N *Theatre major* ATAR 66.95
FEDERATION Camp Street, Ballarat	***Music Theatre and Acting:*** Acting, Dance, Musical theatre, Performing arts, Voice.	**Selection:** Supplementary Application Form, and Audition.
MONASH Clayton	***Music:*** Composition and music technology, ***Music***, ***Performance*** (Classical or Jazz), Popular music (Voice or Popular music instrument).	**Selection:** Music Audition Registration Form, Audition, and ATAR also used for selection.
RMIT City	***Music Industry:*** DJing, Humanities, Media, ***Music***, Music industry, Music production, Music technology, Popular Culture, Popular music.	**Selection:** ATAR 60.90
SWINBURNE Prahran (National Institute of Circus Arts)	***Circus Arts:*** Anatomy and Biomechanics, Foundation Studies in Circus Arts, Performance and Movement, Physiology, History of Circus Arts, Technical Aspects of Circus Production, Circus History and Culture.	**Selection:** Audition,Interview, and Medical Assessment.
UNI MELBOURNE VCA Southbank	***Fine Arts (Acting):*** Acting and performance making, Body and voice, Concepts and creativity, Performance practice.	**Selection:** Supplementary form, and Audition. Shortlisted applicants: a call-back and interview/group workshop, ATAR.
	Fine Arts (Dance): Body mind practices, Choreography, Dance technique: Contemporary dance and ballet, Performance.	**Selection:** Supplementary form, and Audition. Shortlisted applicants: an interview and group workshop, ATAR.
	Fine Arts (Music Theatre): Acting studies, Dance studies, Music theatre combination class, Music theatre contextual studies, New work performance project, Voice studies.	**Selection:** Supplementary form, and Audition. Shortlisted applicants: a call-back audition, and workshop, ATAR.
	Fine Arts (Theatre): Acting and performance making, Body and voice, Concepts and creativity, Performance practice.	**Selection:** Supplementary form, and Audition. Shortlisted applicants: a call-back audition, interview and/or workshop, ATAR.
	Music: Composition, Interactive composition, Jazz and improvisation, Music studies, Musicology and Ethnomusicology, Performance.	**Selection:** Supplementary form, Audition, and/or Interview, ATAR.
VICTORIA (FN) – Footscray Nicholson	***Applied Music:*** Music.	**Selection:** VTAC Personal Statement. Applicants must have at least two years' experience playing an instrument/or singing.

PHOTOGRAPHY COURSES IN 2026

Photography courses are offered at a number of institutions in Victoria. Many of these courses are listed below. **Log onto VTAC to find out more about these courses and many others on offer.**

UNIVERSITY	COURSE & VCE PREREQUISITE SUBJECTS	SELECTION CRITERIA FOR 2026
Collarts	***Bachelor of Arts (Photography)/Diploma of Arts (Photography)*** (Successful completion of Year 12)	**Selection:** Completion of Year 12, and an Interview
Deakin University	***Bachelor of Creative Arts (Photography Major)*** (Units 3 and 4: a study score of at least 25 in EAL or at least 20 in English other than EAL.)	**Selection:** ATAR L/N Bachelor of Creative Arts ATAR 61.05
LCI Melbourne	***Bachelor of Design Arts - Major in Filmmaking and Photography*** (A pass in one of the following would be an advantage: Applied Fashion Design and Technology (VCE VET), Art Creative Practice, Art Making and Exhibiting, Creative and Digital Media (VCE VET), Media, Product Design and Technologies, Visual Arts (VCE VET), Visual Communication Design)	**Selection:** Completion of Year 12, and an Admissions Consultation.
Northern College of the Arts and Technology	***Certificate IV in Photography and Digital Imaging/Diploma of Photography and Digital Imaging*** (Successful completion of Year 12)	**Selection:** Application form, Interview, Folio and Folio presentation
Photographic Studies College	***Bachelor of Photography and Digital Imaging*** (Successful completion of Year 12)	**Selection:** Interview, Folio and Folio presentation
	Diploma of Photography (Successful completion of Year 12)	**Selection:** Interview, Folio and Folio presentation
RMIT University	***Bachelor of Photography*** (Units 3 and 4: a study score of at least 25 in English other than EAL or at least 27 in EAL.	**Selection:** Selection task, Folio presentation and Interview (some)
	Certificate IV in Photography and Photo Imaging (Successful completion of Year 12 useful)	**Selection:** VTAC Personal statement (some)
Swinburne University	***Diploma of Photography and Digital Imaging*** (Successful completion of Cert IV in Photographyy	**Selection:** Pre-Training Review (PTR)
	Certificate IV in Photography and Digital Imaging (Successful completion of Year 11 at a minimum)	**Selection:** Pre-Training Review (PTR)
University of Melbourne	***Bachelor of Fine Arts (Visual Art)*** ***(major in Photography)*** (Units 3 and 4: a study score of at least 30 in EAL or at least 25 in English other than EAL)	**Selection:** Supplementary form, Interview and Folio presentation