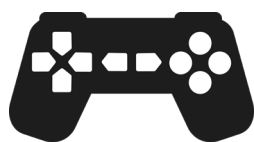
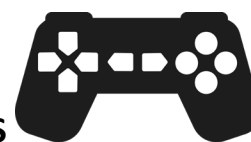


## MATRICES 2019



### ANIMATION & GAMING COURSES



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.

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
DEAKIN	Design (3D Animation)	Units 3 and 4: a study score of at least 25 in English (EAL) or at least 20 in English other than EAL.	2D animation, 3D animation, Animation, Audio and visual effects, Character design and rigging, Compositing, Creative arts, Documentary and experimental filmmaking, Film and television, Film studies, Film titling, Interactive art, Media, Modelling, Motion capture, Narrative, Photography, Project management, Screen production, Screen studies, Stereoscopy, Stop motion animation, Storyboarding, Visual communication design.
FEDERATION	Games Development	Units 3 and 4: a study score of at least 20 in any English; Units 3 and 4: a study score of at least 20 in one of Maths: Mathematical Methods or Maths: Specialist Mathematics.	3D Modelling & Animation, Agile Coding, Big Data & Analytics, Cloud & Enterprise Computing, Communications & Technology, Computer Games Design, Data Modelling, Game Development Fundamentals, Game Programming, IT Problem Solving, IT Professional Engagement, IT Project Management Techniques, Mobile Development Fundamentals, Networking & Security, Professionalism & Entrepreneurship, Systems Modelling, Understanding the Digital Revolution, User Experience, Web Design.
MONASH	Design/Media Communication	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	Animation, Automotive design, Collaborative design, Communication design, Computer-aided design (CAD), Design, Digital humanities, Digital media, Furniture design, Graphic design, Illustration, Industrial design, Interactive design, Journalism, Materials technology, Media, Product design and development, Public relations, Screen, Spatial design, Transportation design, Visual communication, Web design.
RMIT	Animation and Interactive Media	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	2D animation, 3D animation, Animation, Animation design and production, Computer animation, Concept art, Design, Digital arts, Illustration, Imaging and sound, Motion design, Projection mapping, Visual effects.
	Games Design	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	3D animation, 3D design, Arts (contemporary), Computer graphics, Computer programming, Digital animation (games), Digital art and design, Digital imaging, Entrepreneurship, Games design, Games development, Games programming, Games technology, Graphic design.
	Games and Graphics Programming	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL; Units 3 and 4: a study score of at least 25 in one of Maths: Mathematical Methods or Maths: Specialist Mathematics.	Animation (games), Animation (modelling), Animation software, Artificial intelligence, Computer animation (computer graphics), Computer graphics, Computer programming, Design (3D), Digital imaging, Games programming, Internet and multimedia, Multimedia and digital arts, Networking and multimedia technology, Programming (C), Programming (Java), Software engineering.
SWINBURNE	Animation	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	2D 3D and Stop-motion animation, Animation history and theory, Character and environment design, Character locomotion and performance, Conceptual sketching and life-drawing, Human and animal anatomy, Producing and production management, Screenwriting, Sound design.
	Games and Interactivity	Units 3 and 4: a study score of at least 30 in English (EAL) or at least 25 in English other than EAL.	3D modelling and animation, Audio and video production, Game design, Games development, Games technology, Narrative design, User experience design.
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.