



Dates to Diarise in Term 4



Reminder: VTAC 2026 Upcoming Key Dates



ATARs Released	Thursday 11 December 2025
Change of Preference (CoP) closes	Saturday 13 December 2025
December Round Offers	Tuesday 23 December 2025
January Round One Offers	Tuesday 13 January 2026
January Round Two Offers	Tuesday 27 January 2026
February Offer Rounds	Tuesday 3 February 2026 onwards

Students applying for courses with **essential requirements** (i.e., submitting a folio, a pre-selection kit, arranging an interview, etc.) are reminded that failure to meet the deadline date for these means students may no longer be eligible for selection into that course.

For a full list of cancelled, amended, and new courses, visit [VTAC Course Updates](#).

The VTAC website is www.vtac.edu.au



Swinburne 2026 Study Expo

When: 4.30pm–6pm, Tuesday 11 November 2025

Where: AMDC, Level 3, Swinburne Hawthorn campus

The Study Expo provides students with the opportunity to explore a range of study options at Swinburne, including apprenticeships, certificates, diploma or bachelor degrees. They'll have the opportunity to compare course options and speak directly with academics to gain valuable insights into their study and career pathways.

Visit [Swinburne 2026 Study Expo](#) for details and to register now.

[Bachelor of Nursing](#): ATAR now 60.

[Bachelor of Midwifery](#): launching in Berwick, 3 yrs full-time or 6 yrs part-time.

[Bachelor of Social Work](#): available at Berwick and Mt Helen campuses.

[Bachelor of IT](#): online delivery at Gippsland due to low face-to-face demand. On-campus delivery will remain for Mt Helen and Berwick.

Relaunched specialised Science courses:

[Bachelor of Science](#) and [Bachelor of Science \(Advanced\)](#)

[Bachelor of Biomedical Science](#)

[Bachelor of Biomedical Science \(Gippsland Partnership Program\)](#)

[Bachelor of Food and Nutrition](#)

Changes to Engineering courses:

[Bachelor of Engineering \(Electrical\) \(Honours\)](#):

Delivered via block-mode (flexible) delivery plus intensive 4-day week of classes per month allowing students to have greater flexibility (remaining a 4 yr course).

[Bachelor of Engineering \(Civil\) \(Honours\)](#):

Not offered at Gippsland in 2026 due to low student numbers. Future review for possible block-mode (flexible) delivery.



Guaranteed Pathways for Bachelor of Design Students

All University of Melbourne [Bachelor of Design](#) graduates who continue into a Melbourne School of Design graduate program will have **guaranteed entry**—no portfolio or personal statement required.

To qualify, students must:

1. Achieve a minimum 65% WAM in the Bachelor of Design.
2. Complete the corresponding major for their preferred Master's program.
3. Apply within 2 semesters of completion of the Bachelor of Design.

Examples include:

- Architecture major pathway into the Master of Architecture
- Construction major pathway into the Master of Construction Management

- Landscape Architecture major pathway into the Master of Landscape Architecture
- Property major pathway into the Master of Property
- Urban Planning major pathway into the Master of Urban Planning.

Find out more at [Guaranteed and Flexible Undergraduate to Graduate Degree Pathways](#).



Foundation Studies at ACU

Foundation Studies offers a pathway for students without a recognised Year 12 qualification.

The program develops subject knowledge across key areas while preparing students for university-level study. Delivered in a supportive environment, students receive all required resources and guidance for a smooth transition to undergraduate study. The program can be completed on campus or online, and ACU covers the full cost.

Students who have a Year 12 qualification have the option to complete the program via accelerated mode (one-semester full-time) or part-time (two-semesters).

Find out more at [ACU Foundation Studies](#).



Psychiatrists and Psychologists: What's the Difference?

According to the *Your Health in Mind* website, there are three main differences between psychiatrists and psychologists:

- *Psychiatrists are medical doctors, psychologists are not.*
- *Psychiatrists prescribe medication, psychologists can't.*
- *Psychiatrists diagnose illness, manage treatment and provide a range of therapies for complex and serious mental illness.*
- *Psychologists focus on providing psychotherapy (talk therapy) to help patients.*

It would seem many people get psychiatrists and psychologists confused with each other. Both psychiatrists and psychologists understand how the brain works, our emotions, feelings and thoughts. Both can treat mental illness with psychological treatments (talking therapies).

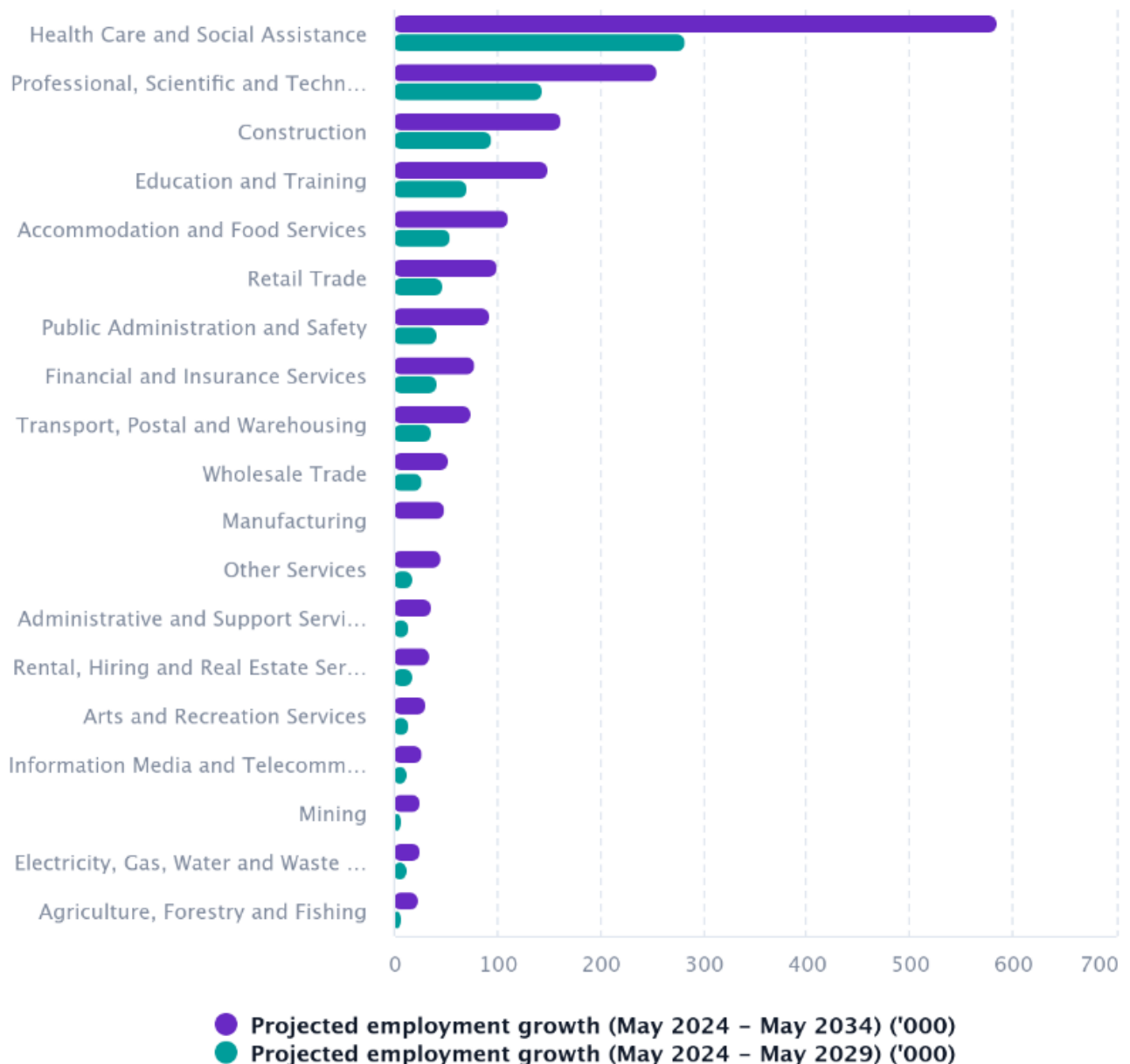
However, psychiatrists attend medical school and become medical doctors before doing specialist training in mental health – with up to 11 years of training. As they are doctors, psychiatrists understand the links between mental and physical problems, and they can also prescribe medications.

Further information can be found at [Your Health in Mind](#).

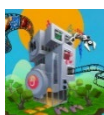


Employment Projections

Jobs and Skills Australia's (JSA) employment projections are useful for understanding the impact of the current economic and labour market outlook on Australia's future workforce needs. The projections give insights into trends and growth areas in the labour market and are used by industry and governments to inform policy decisions and workforce planning activities.



Students are recommended to stay across important information provided by Jobs and Skills Australia's (JSA), to stay informed. Visit [Jobs and Skills Australia's \(JSA\) employment projections](#).



Games Design Courses in Victoria in 2025

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.

INSTITUTION	COURSE	MAJOR STUDIES IN 2025
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, Design, Digital audio, Digital media, Digital product design, Digital video, Interactive media, Interface design, Internet and multimedia, Motion graphics, Sound design and effects, Special effects, User experience design, Virtual reality, Visual effects, 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.



Snapshot of Melbourne Polytechnic in 2025

- Melbourne Polytechnic has been delivering vocational training since 1912 and today offers a diverse range of innovative, hands-on TAFE (VET) and Higher Education (Degree) programs.
- In October 2014, the Northern Melbourne Institute of TAFE (NMIT) changed its name to Melbourne Polytechnic.
- There are over 170 [courses](#) to pick and choose from at Melbourne Polytechnic including pre-apprenticeships, apprenticeships and traineeships, and bachelor's degrees and short courses too.
- Melbourne Polytechnic offers students a range of [services and support](#), facilities and learning resources across its campuses. There are a number of libraries, as well as learning services, conference facilities, restaurants and much more.
- Melbourne Polytechnic has seven [campuses](#), one training centre, and a [Skills and Job Centre](#).
- Melbourne Polytechnic also participates in the [Free TAFE](#) course options.
- A number of [scholarships](#) are available to a range of students, and they differ from semester to semester and year to year so students are encouraged to keep an eye on what may be available to them.

