INSTITUTION	COURSE	MAJOR STUDIES IN 2020
Box Hill Institute	Certificate IV in Digital and Interactive Games	3D Modelling and Animation, Game Design, Programming.
Federation University	Bachelor of Information Technology (Games Development)	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.
RMIT University	Diploma of Digital Media Technologies	Animation (2D), Animation (3D), Audio and video production, Augmented Reality (AR) design, Cinema language, Design for mobile devices, Digital imaging, Digital media, Games design, Graphic design, Interactive media, Interface design, Mixed Reality design, Motion graphic design, Scripting and development, Social media, Virtual Reality (VR) design, Web design.
	Bachelor of Design (Games)	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.

	[Bachelor of Information Technology (Games and Graphics Programming)](#)	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 University	[Diploma of Digital and Interactive Games](#)	2D animation, 2D concept art, 3D animation and modelling, Digital imaging, Game theory and design, Games development, Project management.
	[Bachelor of Games and Interactivity](#)	3D modelling and animation, Audio and video production, Game design, Games development, Games technology, Narrative design, User experience design.
	[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 animation, Development and pre-production, Digital game prototyping, Genre and the moving image, History of animation, Pervasive game design, Physics of games and animation, Principles of game design, Production and post-production, Production management for animation, Screen writing, Sound design and acquisition, User-centred design and evaluation, Writing and directing for animation, Writing for interactive narratives.
	[Bachelor of Games and Interactivity/Bachelor of Computer Science](#)	Cybersecurity, Data science, Games and interactivity, Games development, Internet of Things, Network design, Software design, Software development.