Game design & development careers
designed to win

Diploma of Digital and Interactive Games (Programming)
Diploma of Digital and Interactive Games (Art)

These qualifications provide the opportunity to develop advanced design, graphic/digital media and programming skills required to work professionally in the industry either as a small independent specialist or as part of a larger games development team. The qualification also provides opportunities to work in new and emerging games genres, such as online game development, mobile device gaming, interactive internet and TV game development.

This Diploma is recognised by many universities and can attract up to a years credit for graduates!
Programming content includes: Multiple programming languages including C++ and VB.Net – Designing 2D and 3D games – Creating 2D and 3D assets for games – Mathematics for game applications – Database technologies – Video and Audio editing.
Art content includes: Designing models for a 3D environment, creating advanced particles, fluids and bodies for 3D digital effects, animating a 3D character, rigging in 3D animation, combining 3D digital games and components and creating complex 3D characters for games.
Employment options: 2D/3D artist, animator, designer, games developer, graphic/media designer, interactive digital media developer, PC games programmer, mobile games programmer, web designer

Certificate IV in Digital and Interactive Games (Programming), Certificate IV in Digital and Interactive Games (Art)
This entry level course will qualify you for positions supporting the design, development and/or programming of basic digital games briefs as part of a larger development team.

Programming content includes: Applying artificial intelligence in game development, building a GUI, introductory programming, automating processes, object-oriented language skills, using a library or pre-existing components, object-oriented design, and mathematical techniques for software development.
Art content includes: 2D/3D digital animations, models, visual effects and textures, produce/edit digital images, 3D characters and digital models and image rendering processes.
Employment options: support 2D/3D artist, assistant animator, assistant designer, support games developer, assistant graphic/media designer, interaction media developer, support digital media developer, assistant PC games programmer, support web designer

Certificate III in Information, Digital Media and Technology (Multimedia)
This is a preparatory qualification which will give advanced users competence in a wide range of ICT technical functions. It covers the basics in design, development and utilisation of multimedia with skills in 2D/3D modelling, animation, games development and animation sequencing.

Got a career dream?
Bring it to life

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