



Creative  
Technology  
Educators

# COURSE GUIDE

2D Animation

3D Design

Film & Video

Game Design

Digital Design

IT - Mobile Apps Development

IT - Games Programming

# 2018/19



# Welcome to AIT

Operating since 1999, AIT has educated thousands of students from all over the world who have gone on to build successful careers in the IT & the digital industries.

AIT's courses are delivered using the latest industry tools and supported by specialist educators that are passionate about the industry. We are committed to ensuring our students develop the right knowledge, skill and attitude to complete their courses and confidently enter the workforce.

Our academic team are specialists in our course disciplines, and have a deep level of engagement within the broader digital industry. We strive to support our students becoming active members of the growing creative digital community. We look forward to welcoming you to AIT and helping you launch your creative career.

## Our locations

### Sydney

Our Sydney campus is conveniently located in the heart of Sydney's educational precinct, close to Central Station, Broadway Shopping Centre and Chinatown. It is a lively and safe area, with an energetic vibe. Our funky warehouse campus is friendly, with lots of spaces for relaxing and creative exchange.

### Melbourne

Located opposite Southern Cross Station, in Melbourne's CBD, AIT Melbourne is a purpose built space conducive to creativity and learning. With industry-standard facilities, like Mac Labs, Green Screen Room and Makerspace dedicated student spaces and a warm community atmosphere, you'll feel right at home learning with AIT.

### Online

After recently launching our online learning portal, we currently deliver the Diploma of Digital Design.

We have expert staff members solely dedicated to our students studying online to help them through their studies.

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"It starts with a simple question: "What does AIT do?", and I like to look beyond the immediate, apparent answer: "We teach, and hand out qualifications." because what we actually do is affect lives. We can change people from being naive, with limited prospects, to having the knowledge skills and attitudes needed to flourish, even beyond this we can imagine the positive effect our graduates might have on employers and audience. It's only when you stand back like this do you properly understand what AIT can do for you."

**Peter Cameron**  
**Academic Dean of Studies**





The true sign of intelligence is not knowledge but imagination.

## The right course for you

Our courses are continually updated to ensure we remain at the forefront of emerging technologies and industry trends. Courses are designed to deliver the best outcomes for students to support their career aspirations. AIT is recognised as a high-quality tertiary education provider by the **Australian Government's Tertiary Education Quality & Standards Agency (TEQSA)**. We maintain very high standards of academic governance to ensure our students receive qualifications of the highest standing. Our courses are designed in a way that allows students to gain a broad exposure to a wide range of creative digital disciplines, as well as developing a deep understanding of their chosen specialisations.

AIT courses are of the highest quality and recognised by all relevant bodies. We are an approved Higher Education Provider. Our courses are accredited in accordance with the **Australian Qualifications Framework (AQF)** and are also registered with the **Commonwealth Register of Institutions and Courses for Overseas Students (CRICOS)**.

To obtain government registration, AIT is subject to rigorous scrutiny and review by TEQSA (PRV12005).

**This means we must be able to prove:**

- Outstanding academic quality
- Solid student outcomes
- Sound corporate governance
- Good financial management
- Measures and policies to ensure fair treatment and protection of students
- Excellent facilities and services that support students



## The quality difference at AIT



Active approach to educating students in cutting-edge technologies



Dedicated time for students to work on their portfolio to present to future employers



Hands-on approach to ensuring students receive practical experience in their selected area of study



Vibrant and creative campuses in central Sydney and Melbourne



Committed to assisting students gain exposure to industry employers and be ready to confidently commence their careers



Innovative courses to teach a broad skill set to compliment specialist interest areas



Dedicated liaison officer to assist students with internship placements



Established reputation with over 15 years of operation



Passionate specialist educators who are actively engaged in the creative industries and are committed to mentor students throughout their studies.

## AIT Internship Program

We believe that a good internship can be your doorway to a career, which is why we will assist you to engage in meaningful work that develops your skills in your chosen field. We'll ensure photocopying and filing will be low on the task list. The activAIT Internship program has been developed in collaboration with industry leading companies and you can expect to be supervised by an expert in your field while enjoying a worthwhile learning experience aligned with your studies. activAIT internships are competitive and interns will undergo a rigorous interview and training process. For the duration of the internship you will be personally mentored by our activAIT Internship Director who will ensure that your goals are balanced with the needs of your employers. AIT believes that internships aren't just your chance to get ahead but an opportunity for you to shape the industry from the ground up.

## Companies we work with

"AIT interns have brought a refreshing level of enthusiasm to work and learn during their placements with The Development Factory. The energy that they exhibit when faced with new tasks has been extremely beneficial for a growing company like ours."

**Paul Sharrat**  
Managing Director The Development Factory

"The AIT students we have had at RED CARTEL and SIMOSITY have proven to not only be bright and dedicated young talent, and it clear that AIT has prepared and taught them well to move into a studio environment. It is a real pleasure to have them here, actively contributing to our projects. In short, they are awesome. Well done AIT!"

**Craig Saunders**  
Producer Red Cartel



In 2016, workers who moved jobs in Australia possessed skills in IT, Web Programming and Graphic Design



## Why should I study digital media?

39.6%

The NSW creative industries are the largest of the other States and Territories, counting for 39.6% of national employment in the creative industries.

Film & Video Production total income rose from \$2,194.2mil in 2011-12 to \$2,302.5mil in 2015-16

Digital Designers earn up to an average of \$15,000-20,000 more compared to Graphic Designers

On average, companies with 250+ employees spend 55% of their annual marketing budget on content production and creation alone.

55%

2016  
\$337,500

Digital game developers are producing more sophisticated mobile and web platform games with the average cost for this production type rising from \$74,000 in 2011-12 to \$337,500 in 2015-16.

2011  
\$74,000

640,000

There has been a boom in the growth of Australia's information and communications technology (ICT) workforce in recent years, from around 600,000 workers in 2014 to more than 640,000 workers in 2016.

1.4%

2.0%

Strong growth in the ICT workforce represents average annual growth of 2.0%, compared to 1.4% for the Australian workforce as a whole.



# Diploma Courses

We deliver accredited Higher Education Diplomas



## Diploma of Interactive Media

087677B  
Campus: Sydney, Melbourne



## Diploma of Digital Design

086327K  
Campus: Sydney, Melbourne and Online



## Diploma of Information Technology

094330D  
Campus: Sydney, Melbourne

Our Diploma of Information Technology gives you a solid grounding in IT. This is a one-year, hands-on course that provides plenty of practical experience in programming, software engineering, and web development. You will also gain valuable exposure to a variety of interactive media techniques and multimedia skills. Graduates will be able to move into entry level jobs or continue with our Bachelor of IT (Mobile Apps Development), or our Bachelor of IT (Games Programming).

### Course Duration

1	2	4	16
YEAR	TERMS OF 15 WEEKS	SUBJECTS PER TERM	FACE-TO-FACE HOURS P/WEEK

This Diploma teaches the basic principles of Design. Combining hands-on education with digital design thinking, this Diploma will prepare you for a career in the design industry or enable you to continue your studies by entering the second year of the Bachelor of Digital Design.

Every artist  
was first an  
amateur.

# Bachelor Courses



## Bachelor of Interactive Media

Standard 073206D/Accelerated 073205E  
Campus: Sydney, Melbourne



Focus areas include:  
**2D Animation, 3D Design, Film & Video or Game Design.**



The Bachelor of Interactive Media is a three-year degree (or two-year accelerated program). In this degree, you will gain multi-disciplined and hands-on experience that is underpinned by theoretical knowledge. You will become competent across many digital platforms, allowing you to combine a broad skill set designed to increase employment opportunities. Whether you want to merge animation with traditional film-making by rendering large crowd scenes, or give smooth motion to immersive games, this course will give you a solid grounding in the very latest digital media tools.



## Bachelor of IT (Games Programming)

Standard 094327K/Accelerated 094327K  
Campus: Sydney, Melbourne

From creating games for entertainment and education to paving the way for an unknown future in virtual reality, the Bachelor of IT (Games Programming) will allow you to combine your passion for code and games to develop a rewarding career as a game programmer.

The Bachelor of IT (Games Programming) will provide you with a foundation in core IT disciplines including database systems, networking, systems analysis and design, as well making their own games.

### Course Duration

3	6	4	16
YEARS	TERMS OF 15 WEEKS	SUBJECTS PER TERM	FACE-TO-FACE HOURS P/WEEK

After two years of study, students may graduate at this point with an Associate Degree in either Interactive Media, Information Technology or Digital Design.



## Bachelor of Digital Design

Standard 086324B/Accelerated 086325A  
Campus: Sydney, Melbourne

The Bachelor of Digital Design is an evolution of a traditional graphic design qualification which offers limited career prospects in a world that's fuelled by the continual emergence of new digital tools and capabilities. Taking you from core principles to advanced techniques, the Bachelor of Digital Design will cover a broad range of skills to prepare you for any creative task. Strengthen your design thinking while covering all facets of digital design. Whether you're interested in studying traditional design principles, branding for products, web interface or even creating imagery for interactive game worlds, this course will build your design skills in the digital arena.



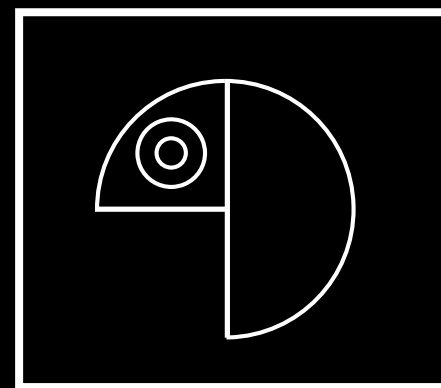
## Bachelor of IT (Mobile Apps Development)

Standard 080428J/Accelerated 080429G  
Campus: Sydney, Melbourne

Bring mobile Apps from idea to reality with our Bachelor of IT (Mobile Apps Development). This course focuses on the skills necessary to ensure the product is interactive, user-friendly and stable. This course allows you to create apps for iOS and Android giving you the ability to cross into other realms of digital media, 2D interactivity, virtual world creation and other relevant fields. Learn the very best coding techniques and create a strong portfolio of apps & websites that showcase your skills and knowledge to future employers or take directly to market.



# Bachelor of Interactive Media *2D Animation*



Diploma of Interactive Media  
Bachelor of Interactive Media  
Focus on 2D Animation

## Subject Highlights

2D Animation  
Motion Graphics  
3D Animation  
Typography for Screen and Motion  
Creative Drawing  
Digital Images  
Digital Audio Design

## Potential Careers

2D Artist  
Animator  
Character Animation  
Concept Artist  
Content Creator  
Creative & Art Director  
Creative Designer  
Game Designer  
Illustrator  
Motion Graphics Designer  
Producer  
Storyboard Artist  
Visual Artist

Some of the greatest stories ever told were the cartoons and animations that have stood the test of time. 2D story telling is loved all over the world for its simplicity, depth of character and creative possibilities. These days, 2D animation extends beyond the staples of Disney and childhood heroes. Japanese anime and manga are global phenomena and 2D content is used in many industries, including advertising, video games, web promotion and brand creation. 2D animation is for those who want to learn animation using traditional 2D techniques but with modern tools. Students who take this path will have interests such as drawing, character development, character animation, storytelling and directing.



Kei & Winston  
Paige Viewers





WATCH

BY RORY HULME



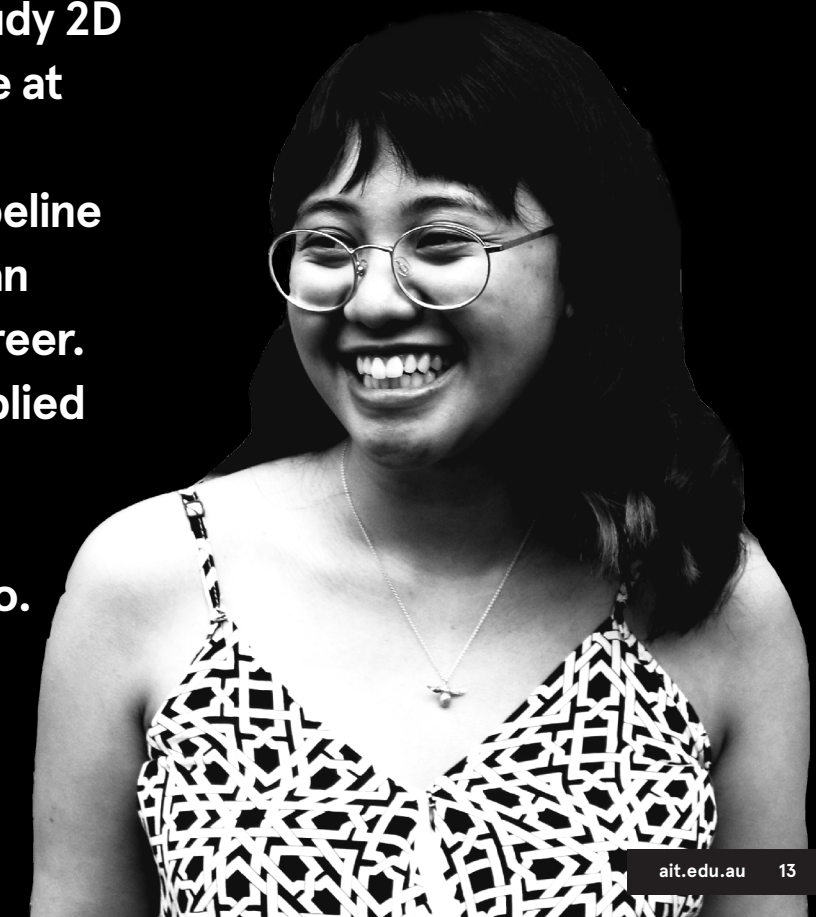
*Sense by Rory Hulmn*

## Nicole Louise

Bachelor of  
Interactive Media  
2D Animation

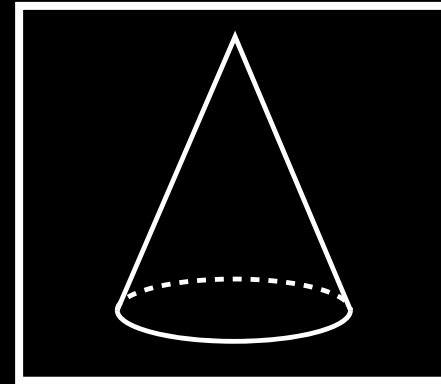
“What I enjoyed most about my time at AIT is the close-knit community, range of different classes and friendly teachers. Everyone’s always helping each other out on their creative projects and being supportive of each other comes naturally to most of the students. I’ve met friends at the school who I know I will definitely work with in the future.

I’ve always wanted to study 2D animation and in my time at AIT I’ve grasped a better understanding of the pipeline and have learnt skills I can take with me into my career. I found that if I really applied myself I could learn a lot from the teachers here and build up my portfolio. I had no idea it was possible to like a school this much!”





# Bachelor of Interactive Media *3D Design*



Diploma of Interactive Media  
Bachelor of Interactive Media  
Focus on 3D Design

## Subject Highlights

2D Animation  
3D Modelling  
3D Animation  
Decoding Media  
Digital Pathways  
Concept Art Illustration  
Intro to VFX  
Motion Capture  
Virtual Worlds



## Potential Careers

3D Artist  
3D Modeller  
3D Lighter  
3D Technical Director  
Animator  
Compositor / VFX Artist  
Character Designer  
Concept Artist  
Content Creator  
Creative & Art Director  
Creative Designer  
Digital Video Editor  
Game Designer  
Illustrator / Cartoonist  
Motion Graphics Designer

As technology advances, there is a growing need in the industry for qualified 3D artists. 3D content is increasingly employed to create incredible stories, characters and worlds in an industry where the impossible is everyday. 3D artists now work in every part of the media landscape from the traditional print and screen to the exploding world of interactive games and the augmented and virtual realities of tomorrow. You will learn industry standard softwares such as Maya and Zbrush as well as 3DS Max. You will learn skills to get a solid grounding in the 3D pipeline such as 3D modelling, texturing, lighting and animation. Such skills are valuable in many 3d-related industries such as entertainment, gaming, medical, automotive, advertising, architecture, ebooks and education.





Stephan Gize



Paige Viewers

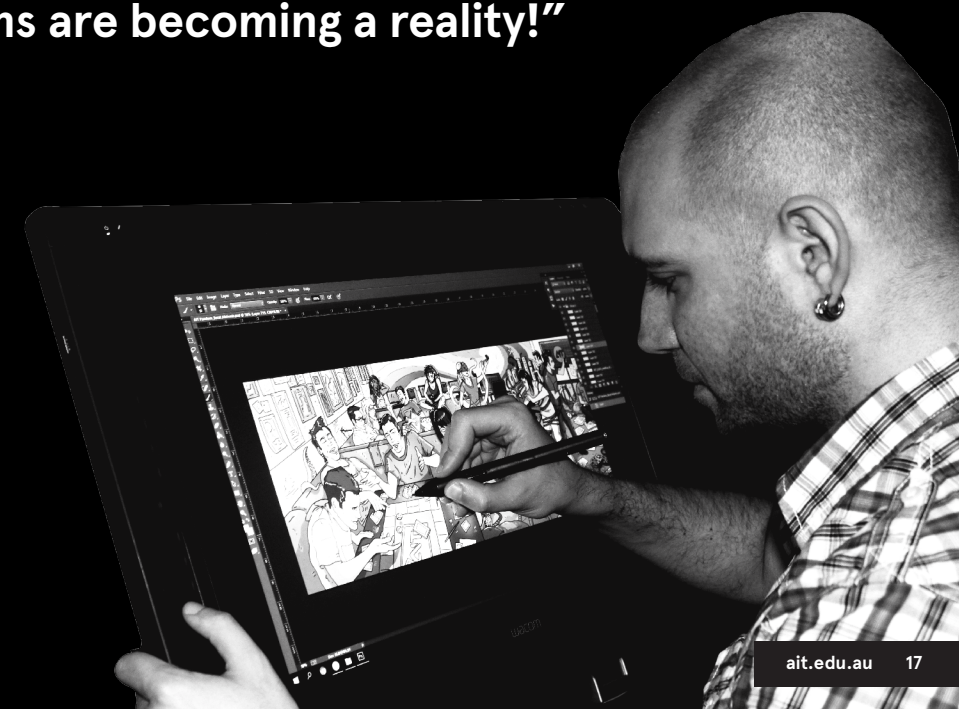
*Berat Akdemir*

Bachelor of  
Interactive Media  
3D Design

“I started drawing at a very young age and continued to develop my skills as years went past. I eventually got into digital art and afterwards I wanted to continue in the field of 3D design. I worked as a Concept Artist in game design for a while and realised I wanted to project my art more in the 3D realm. In order to accomplish this I started studying at AIT. During my short time at AIT, I have learned so much. With the help of my teachers, I can now convert my drawings into 3D. My dreams are becoming a reality!”

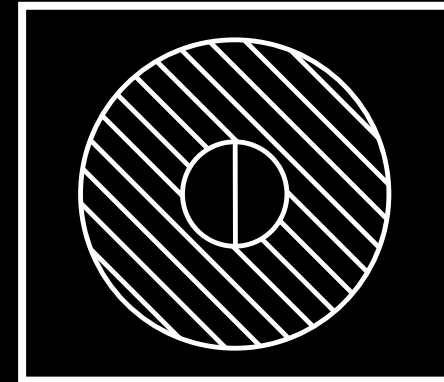


Jacob Robinson





# Bachelor of Interactive Media *Film & Video*



**Diploma of Interactive Media**  
**Bachelor of Interactive Media**  
**Focus on Film & Video**

## Subject Highlights

Cinematography  
Screen Production  
Motion Graphics  
Digital Storytelling  
Documentary Production  
Visual Effects (VFX)  
Commercial Film  
Typography for Screen and Motion

## Potential Careers

Cinematographer  
Compositor  
Digital Content Producer  
Director  
Editor  
Film Producer  
Multimedia Manager  
Motion Graphics Designer  
Post-Production Manager  
Producer  
Production Assistant  
Script Writer  
Software Developer  
Storyboarder  
Visual Effects (VFX) Artist

In recent years, digital technology has completely transformed the film industry. Graduates from the Bachelor of Interactive Media, with a focus on Film & Video, will receive a foundation in digital media processes as well as traditional film theory – a highly sought after combination in the industry. Each term, you will have the opportunity to write and direct original stories for the screen through the development and production of independent and team-based projects. Get hands-on and learn the entire process of film-making, including script writing, cinematography, directing, documentary production, advertising, producing and editing.





Roan Sajko  
Angharad Nettle Smythe  
Mary Zumbo



# NAVIS

ASHLEIGH STEWART  
NĀTANA POA

SIXTH PLANET PRODUCTION PRESENTS "NAVIS"

PRODUCED BY MARY ZUMBO DIRECTED BY ROAN SAJKO SCREENPLAY BY ANGHARAD NETTLE-SMYTHE ASSISTANT DIRECTOR DENİZ CELİK CINEMATOGRAPHY PEEJAY SVOBODA PRODUCTION DESIGNER TOMAS CURDA  
CONCEPT ARTIST FERI WIJAYA GRAPHIC DESIGNER WEI LIU WWW.NAVIS-SHORTFILM.COM.AU

*Tonia Rifanni*

Bachelor of  
Interactive Media  
Film & Video

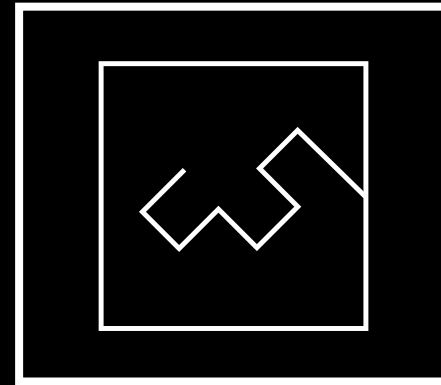
"I've been studying AIT's Film & Video degree over the last 2 years. During this time i've been able to learn so much from the teachers and mentors here. My greatest achievement to date was being being part of the 2017 AIT Oscars where my project won the Best Documentary. I love film making, and the art of cinematography itself. AIT has helped me a lot during my studies in film making. I've been able to further my skills in cinematography and directing simultaneously. AIT has helped me continue exploring my passion in cinematography! I'm excited to see what's next for me."





# Bachelor of Interactive Media

## *Game Design*



**Diploma of Interactive Media**  
**Bachelor of Interactive Media**  
**Focus on Game Design**

### Subject Highlights

Introduction to 3D  
2D Interactivity  
Advanced Game Asset  
Game Development  
Game Assets  
Game Design  
Advanced Game Development

### Potential Careers

**2D Game Artist**  
**Animator**  
**AR / VR Developer**  
**Game Designer**  
**Game Programmer**  
**Illustrator / Cartoonist**  
**Level Designer**  
**Mobile Developer**

By its name, game development is a broad process involving multiple aspects of digital media, including but not limited to: audio, video, film, 2D/3D graphics, animation, storytelling, script writing and programming. Whether you are an aspiring Interface Designer, 3D Artist or want to get into game development through programming our Bachelor of Interactive Media, with a focus on Game Development will prepare you for a career in numerous aspects of this growth sector within the entertainment industry. Developed in consultation with industry experts, our course covers the latest in design theory as well as the hands-on skills that are the hallmark of AIT.







*Trystin Sinnott, Anthony Phankham, Corey Gascoigne*



*Andi Ciputra, Thao Nguyen and Effendy Setiady*

*Alexander Binskin*

Bachelor of  
Interactive Media  
Game Design

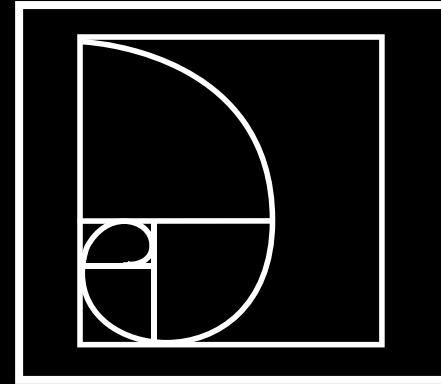
"I have been a student at AIT for 3 years now. Some of the things I have taken away from AIT are skills, friends and confidence in this strange new world called the 'Game Industry.' The greatest thing about AIT compared to other Universities is the campus itself. It's small and easy to get around. The classes and lectures are always engaging and practical, which adds an exciting learning experience. The work and projects have great outcomes when you put effort into them. Perfect for working on your own projects for portfolio work. Before AIT I was unsure of this idea of making games and making this my career, but AIT has taught me so much as for me to now say, "I am ready.""





# Bachelor of Digital Design

## Digital Design



Diploma of Digital Design  
Bachelor of Digital Design

### Subject Highlights

Design Principles  
Interface Design  
Digital Images  
Creative Drawing  
Intro to Web Design  
Digital Illustration  
Motion Graphics  
Print & Publication  
Prototype Illustration  
Design Thinking & Processes  
Typography  
Advertising & Brand Design

### Potential Careers

Art Director  
Brand Consultant  
Content Producer  
Creative Advertiser  
Creative & Art Director  
Creative Technologist  
Digital Content Producer  
Digital Designer  
Digital Illustrator  
Graphic Artist  
Graphic Designer  
Interactive Designer  
Marketing Professional  
Motion Graphics Artist  
Production Manager  
UX/UI designer  
Web Designer

Our world is made by designers. Everything we see, from websites and advertisements, to games, films and brand logos, has been carefully considered by a designer that manipulates colour, style and layout to communicate important messages to the audience. Our design course focuses on both traditional and digital design principles. Hone your designs skills and learn how to translate content into visual form for effective communication and arm yourself with the portfolio to establish a career in the growing design industry. This course gives you the flexibility to be creative by choosing three electives from a range of specialised digital subjects.



Design by Sarah Barber



About 36 football fields worth of trees are lost every minute ...



*Louise Casagrande*

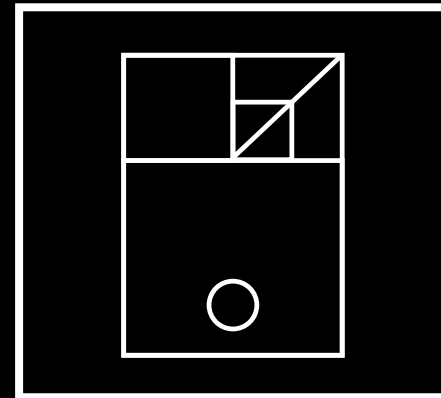
Bachelor of  
Digital Design

“Coming from a very traditional Italian family, full of artists and law professionals, entering AIT to study the Bachelor of Digital Design was the best choice I made towards my career development. Every semester is full of creative subjects and excellent mentors. From ethics and legislation to creative and technical drawing, animation and motion graphics – the degree offers everything needed to excel as a designer. During my course, I had the opportunity to enter the design market as Marketing and Events Intern, developing graphic/web design and social media content. This experience opened so many doors for me and my future.”





# Bachelor of Information Technology *Mobile App Development*



Diploma of Information Technology  
Bachelor of Information Technology  
Mobile App Development

## Subject Highlights

Foundation Networks  
Digital Project Management  
Systems Analysis and Design  
Advanced Web  
Mobile Apps Android  
Mobile Apps iOS  
Cross-Platform Applications  
Data-Driven Apps

## Potential Careers

App Designer  
App Developer  
E-Commerce Developer  
Information Architect  
ICT Consultant  
ICT Support Engineer  
ICT Project Manager  
Interaction Programmer  
Mobile Games & App Developer  
Robot Programmer  
System Administrator  
Software Developer  
Software Engineer  
Web Developer

This course is the first of its kind in Australia and is designed to enable you to become a successful developer for web and mobile platforms. The Bachelor of IT (Mobile Apps Development) will allow you to design, build and publish iOS and Android mobile apps from scratch and graduate with a portfolio of work. You commence with the foundation languages required and move onto learning advanced coding techniques before undertaking real-life industry projects that develop your portfolio, ready to enter the workforce. Our goal is to make you not only a qualified programmer, but also teach web design skills from a programming perspective.



*Workout App  
Pierre Thierry Valere*





# AIT Success in Information Technology

We are very proud of the work our IT students create during their time at AIT. Their hard work and efforts have been recognised at a State and National Level over the last few years.

In 2016, our IT students Daniel Schofield, Chiaki Iwamoto and Luiz Cavallieri were recognised as the NSW State Winners of the iAwards for their project AITendence. They created an automated attendance marking system which is an alternative solution to replace manual attendance marking sheet. They came up with the innovative ideas after experiencing the bottleneck that this routine task created. They were awarded the National Prize, winning the Undergraduate Tertiary Category before flying out to Taiwan to represent Australia.

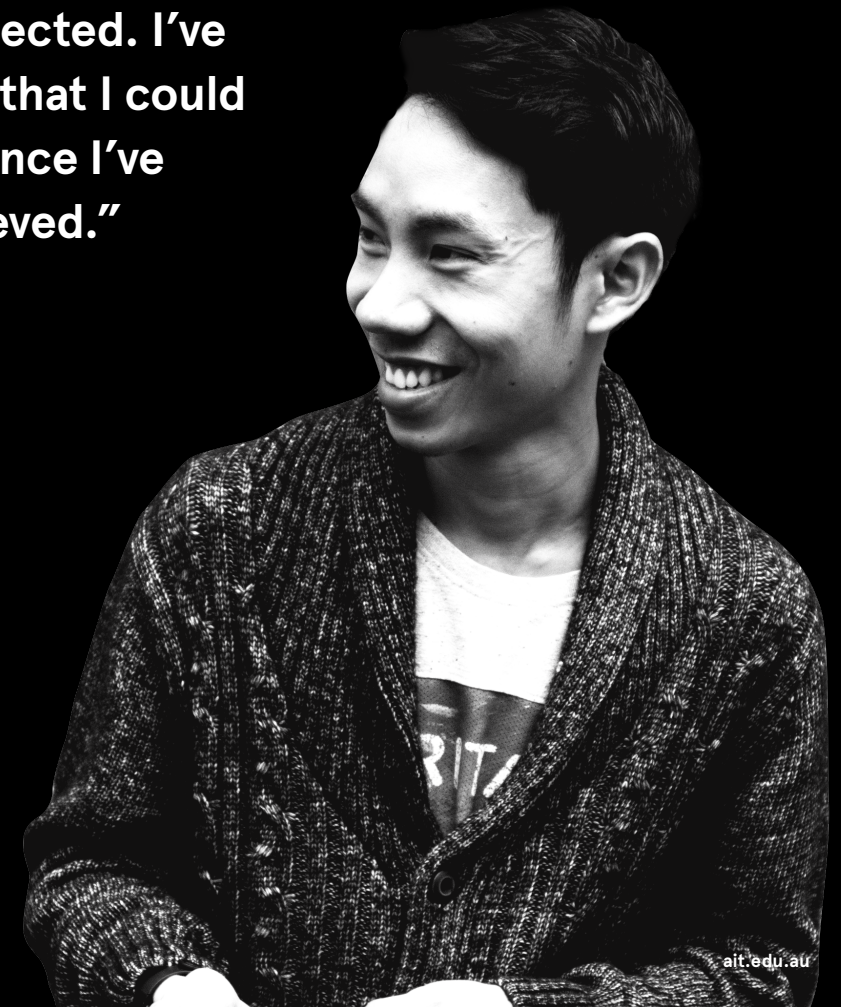
In 2017, we again had great success at the NSW State Awards, taking out the 'NSW Undergraduate Tertiary Student' category. Mino (pictured left), represented AIT at the State and National Awards for his project - Wisdom - an app that allows users to view or keep track of their progress while they're meditating in order to reduce stress and become mindful.

Our students continue to strive in their projects and take the opportunity to showcase their work at State and National scales. We can't wait to see what you can do while at AIT!

*Phoumany Chanthachack (Mino)*

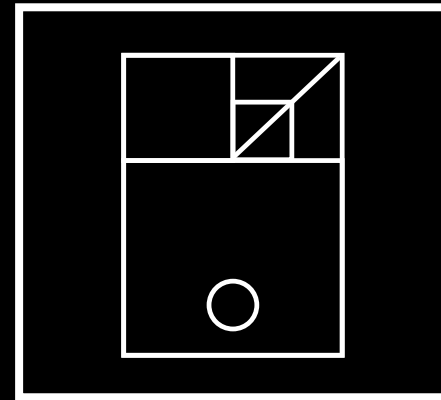
Bachelor of  
Information Technology  
Mobile App Development

**"As a student of AIT, I've learnt so many things. The things that I like the most from what I've learnt is believing in your possibility. Winning the NSW iAward is a big proof for myself that I can become so much more than I expected. I've never thought before that I could achieve this big. But once I've learnt from AIT, I believed."**





# Bachelor of Information Technology *Games Programming*



Diploma of Information Technology  
Bachelor of Information Technology  
Games Programming

## Subject Highlights

Basic and Advanced Game Engine  
Programming JAVA  
Interface Design (UX/UI)  
Artificial Intelligence  
Game Development  
Augmented Reality  
Advanced Game Project

## Potential careers

Games Designer  
Games Programmer  
ICT Consultant Engineer  
ICT Project Manager  
Information Architect  
Interaction Programmer  
Mobile Games Developer  
Multimedia Developer  
Robot Programmer  
Software Developer  
System Administrator  
Systems Architect  
Web Developer

The Bachelor of IT (Games Programming) will provide you with a foundation in core IT disciplines including database systems, networking, systems analysis and design, as well as professional practice. Throughout the course you will apply widely recognised software development lifecycle practices, from design through to implementation and testing. In the process, students must consider all stakeholder requirements.

Graduates of the AIT Bachelor of IT (Games Programming) will find employment opportunities in a range of IT, digital content and creative industry roles. Given the nature of digital content, industries where larger production companies outsource to sole-traders and small enterprises, graduates with some work experience in application development of related fields may also establish their own businesses.



*Fabulous Joe*



# Forge

## Your career

AIT's - The Forge - creates strong, enduring and successful employees from its raw material, graduating students. It fashions skill and knowledge into expertise, it tempers attitudes whilst strengthening character, it short it prepares graduates for the workplace

Students graduate only if they have sufficient knowledge and skill, but this is not sufficient in the workplace. The final ingredient, the one employers talk most about is attitude. In The Forge, we help students to consolidate and practice their knowledge and skills, but also to develop attitudes that will help them to maximise productivity and fulfillment. The Forge supports them by teaching them the soft skills that enable this.

Those who successfully negotiate the forge will find themselves working better with others, dealing better with setbacks, showing more grit and determination, eager to problem solve and face difficulty, able to work towards common goals without ego or self interest coming into play, better able to negotiate and perhaps just a little more quietly confident in themselves. These are the very things that will help them get and keep their first job

In the Forge students work in groups, with project briefs taken from industry, using methods and process used in industry, they are then critiqued by industry professionals.

## No ATAR? No problem

At AIT we believe creativity cannot be measured by academic results alone. Students who may not have achieved their desired ATAR are still invited to apply to study at AIT with the submission of a satisfactory portfolio.

Your creative portfolio may include work that you've created. This can include high school assessments, your own projects, or other materials you feel highlight your skills. If you don't have a complete portfolio, you can also attend a Free Digital Workshop and use the completed works as part of your interview process (pg 46 for more information).

## Fee facts

Domestic students may be eligible to access student loans via FEE-HELP from the Australian Government. More information about FEE-HELP can be found at [www.studyassist.gov.au](http://www.studyassist.gov.au)

## Let AIT be your Launchpad

Sometimes, being creative just isn't enough. To score a dream job and get ahead in a career we also need to be business savvy. This is where our Launchpad program comes in. A final year subject for all Bachelor of Interactive Media and Bachelor of Digital Design students, Launchpad will give you the skills you need to not only land a great job but also to advance your career in an industry where self-promotion can be everything. Launchpad focuses on how to build your career in the digital media landscape, from portfolio development to creating a brand identity for graduating students. Some key skills this unit focuses on include:

- Preparing a resume
- Portfolio development
- Self marketing
- Branded collateral
- Interview techniques
- Ethics and attitude
- Workplace skills
- Conflict resolution
- Workplace strategy
- SWOT analysis

## Pathways to University

AIT's commitment to quality has been recognised by a number of universities in Australia.

Graduates of AIT have gone on to pursue postgraduate education at many other institutes including University of Sydney, University of Technology Sydney, University of New South Wales, University of Wollongong, Central Queensland University, University of Canberra and Macquarie University.

## Scholarships

AIT students have the opportunity to apply for an **initiaIT** or **Creative Minds** Scholarship.

The **initiaIT** scholarship is for new undergraduate students (domestic only) commencing an AIT Bachelor Degree in the 2017 academic year. Recipients of this scholarship will be awarded an \$8,000 discount off tuition fees.

The **Creative Minds** scholarship is for current undergraduate students who commenced their Bachelor Degree. Recipients of this scholarship will be granted a 50% discount off their upcoming term tuition fee.

Please refer to ait website ([www.ait.edu.au/](http://www.ait.edu.au/) scholarship) for more details on eligibility criteria and how to apply.

# Celebrating you

As well as discovering a career path, AIT is a place where like-minded creative people can discover their passion and push one another to excel. AIT celebrates your creativity with several annual events and a range of student clubs and activities.

## Industry Events

AIT hosts regular events for our students. Previous events have included presentations from the concept art team including Creative Art Director, Damien Drew (Alien: Covenant), Colin Gibson (Mad Max), Deborah Riley (Game of Thrones) Lewis Morely (The Matrix, Star Wars), Virtual Reality Meet-Ups and more!



## AIT Oscars

AIT's annual student awards is our night-of-nights. where we honour the best work in the fields of animation, film, game design and digital design to our premier showcase of student creativity.



## Gallery Exhibitions

The annual gallery exhibition is a presentation of the year's best work by our finest concept artists, designers, animators and illustrators.



## Games Nights

AIT Games Night features some of the best games created by students in the last year. The 12 best games are pitted against each other in a battle royale to determine who built the year's most addictive game.



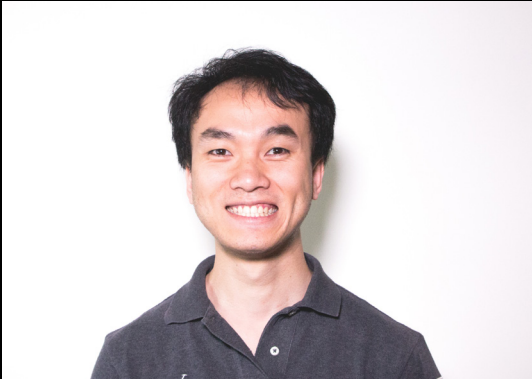


# Hi, we're your teachers



Nik Sutula

I'm a passionate teacher who cares about seeing students create great things! My favourite part of my job is seeing students surprised at their own outcomes after taking one of my classes. If you're in love with 2D animation and games and really want to create something epic, then I believe I'll be seeing you soon!



Carlton Zhu

Carlton began his career as a multimedia freelancer. He has been involved in various projects, from front-end web development to graphic design for product branding and 3D character animations for private companies. He is heavily involved with the Australian games community and is a contributor to Global Game Jam and the Independent Game developers of Australia (IGDA). Carlton has created several successful games, such as the mobile games "Draw a Box" and "Cell Surgeon".

Sharon Sanders

I have been fortunate to work within the creative industries for most of my adult life, and with a passion for animation, design, costume, textures, colour and storytelling, I appreciate the quirky and interesting things in life. I enjoy being part of the vibrant and diverse AIT community as it is very rewarding to help students discover what they are passionate about, and where they want to go with it. It also gives me the opportunity to continue working within these industries, creating my own artwork and being part of a larger network of creative people.



Jack Parry

Jack has been a 3D animation director for over 16 years, running both his own studio and teaching at most of the top animation schools in Australia and abroad. Jack is all about character animation and has a strong interest in pushing the boundaries in performance animation. Jack's studio specialises in biomedical animation, with some of Australia's top companies as his clients, such as CSL and Cochlear.



Kriss Mahatumaratana

Kriss joined the faculty at AIT in 2012 and draws on his extensive professional experience to teach software development. As well as a Masters Degree in IT and Software Engineering, he has worked on IT development projects such as: inventory control management, customer relationship management, in-house mobile apps and systems for call centres. He has also conducted training in an IT training centre and special courses for client, database and data warehouse systems, database admin, Unix programming, e-commerce and web programming and other web languages.



Colin Perry

Dr Colin Perry has lectured in documentary and fiction film for twenty years, and has produced and directed television commercials and has produced programs for cable television. He holds a PhD in media and is currently the Academic Manager of the Melbourne Campus of the Academy of Information Technology (AIT). He has also lectured at Holmesglen TAFE, Deakin University and the University of Canberra. Doctor Perry has also managed a sound studio, worked as a musician and live sound engineer, and worked as a freelance film editor. His research interests include video content in social media, virtual reality narrative and online media education.

Helen Goritsas

Dr Helen Goritsas is Senior Lecturer of Screen Studies and Production and Course Coordinator of the Bachelor of Interactive Media at AIT. Helen has served as President of Women in Film & Television NSW, Program Manager for the Media Mentorship for Women and Screen Composers initiatives with APRA-AMCOS, and Director of the Greek Film Festival. Helen has also exhibited the photographic work Crystal Desert, Iceberg Series for the Rocks Market Art Prize and Associate Produced the Australian feature film, Alex & Eve (2015). Helen's research interests include film aesthetics, VR and screen craft. Recently Helen established Screen Mosaics, with the view of developing screen craft and connecting screen practitioners, through creative collaborations.



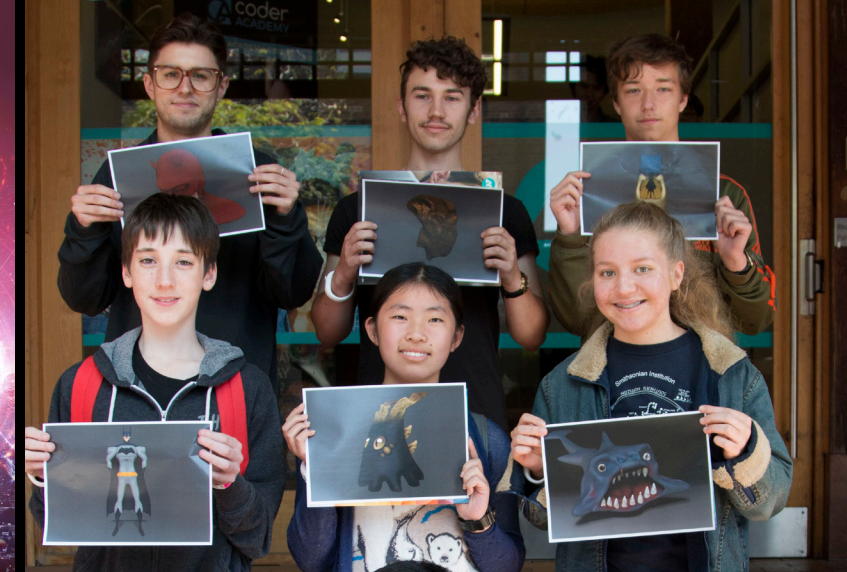
Roshan Weerasuriya

Roshan is our Mobile Application Development, Robotics and Software Engineering lecturer, based in Melbourne. Working in the industry, he is a Corporate Trainer in the field of Computing with experience as a Business Analyst and Senior Software Engineer. Over the last 19 years, Roshan has been involved in multiple large multinational projects such as Axis C++, used by IBM, Amazon and AWS.

\*AIT has over 20 industry based teachers







## Student Clubs

AIT loves passionate people. That's why we have several social clubs where you can meet like-minded creatives. Our clubs help students push the boundaries of their imagination and workshop ideas for assignments and personal projects. These include:

- **3D Club:**  
Go deep into the latest advances in 3D modelling.
- **Drawing Club:**  
Keep your eye sharp and express yourself through this basic skill.
- **Film Club:**  
Examine the latest breakthroughs in film or just quote your favourite movie lines.
- **Fight Club:**  
First rule of fight club is...
- **Game Dev Club:**  
Develop games with your peers.
- **Table Top Club:**  
Table top gaming enthusiasts.

## AIT Open Days

AIT's Open Day is perfect for those wanting to explore the endless opportunities available in the growing creative industry. Find out more about the courses we have available to get you started in the career you want!

The day will include opportunities for you to meet our students, participate in demos across the different areas of study we have available and listen to different presentations from our teachers.

## Info Nights

We encourage you to attend one of our Info Nights. We host these sessions to give students and parents the opportunity to visit us on campus and talk to both staff and students. Info Nights are the perfect first step to anyone considering a career in Digital Media & IT.

## Personalised Campus Tours

You are invited to a personalised campus tour to discuss your goals & how we can help you get there.

## High School Workshops

Throughout the year, we run various high school workshops for students to give them an insight into the world of digital design, interactive media and IT. The workshops run for 1-2 days at a time, are fun and innovative and give students something to brag about to their friends!

## Bring your high school class to AIT!

Our high school workshops can be customised to beginners, intermediates or advanced depending on their skill group levels and software knowledge.

We can create workshops in the areas of:

- 3D Modelling with Zbrush
- Game Development and Unity 3D
- App Inventor and Coding
- Creative Drawing into Concept Art
- Film with Adobe Premier Pro
- Photoshop and Digital Design

Speak to our High School Engagement Managers for more information and pricing. Contact us on [info@ait.edu.au](mailto:info@ait.edu.au) or call 02 9211 8399 (Sydney) or 03 9005 2328 (Melbourne)





# How do I Apply?

## Application Process

Regular Intakes: MARCH | JULY | NOVEMBER  
Mid-Term Intakes: JANUARY | MAY | SEPTEMBER

### Domestic Applications

All domestic students (Australian Citizens and Permanent Residents) can apply directly to AIT.

You can submit an online application or download an application form from our website at [ait.edu.au](http://ait.edu.au). You can lodge your completed application form via mail, email or in person.

In person or by mail:

#### Sydney:

Level 2, 7 Kelly Street,  
Ultimo NSW 2007

#### Melbourne:

Level 13, 120 Spencer Street,  
Melbourne VIC 3000

### Entry Requirements:

Bachelor/Associate Degrees

- ATAR: 60 or by successful portfolio submission

Higher Education Diplomas

- Satisfactory completion of Year 12 or equivalent

For current Victorian Entry Requirements please visit [www.vtac.edu.au/applying](http://www.vtac.edu.au/applying)

### Fees:

FEE-HELP assistance is available.  
Students may also choose to pay tuition fees upfront.

More details regarding FEE-HELP tuition loans are available at [studyassist.gov.au](http://studyassist.gov.au)

### FEE-HELP

Academy of Information Technology (AIT) RTO  
Code 90511 trading as iscd delivering MSF50213. An  
approved VET Student Loan provider.

Students who do not meet the entry requirements are still eligible to apply with a portfolio submission and interview with the AIT admissions team.

Mature age students are welcome to apply with their creative portfolio and will have an interview with the AIT admissions team.

### Supporting Documents:

Supporting documentation may be required as part of your application including certified copies of academic transcripts, English proficiency results, translation of non-English documents and current passport or visa information.

For more information, please contact us.

### International Applications

International students should apply for entry to AIT directly or through their nominated education agent. All international students must hold a current Australian student visa to study at AIT. For more information please visit the Department of Immigration and Border Protection [border.gov.au](http://border.gov.au)

### Entry Requirements:

Bachelor/Associate Degrees

- Satisfactory completion of Australian Year 12 HSC, Foundation Program, related Diploma or Certificate IV or overseas equivalent

Higher Education Diplomas

- Satisfactory completion of Year 12, Diploma or Certificate IV or overseas equivalent

### Fees:

Students will be issued with a fee schedule upon successful admission. A deposit of the tuition fees for your first term of study is required for a Confirmation of Enrolment (CoE).

### English Proficiency Requirements:

Bachelor/Associate Degrees

- IELTS 6.0 or equivalent

Higher Education Diplomas

- IELTS 5.5 or equivalent

Students who do not meet the minimum English requirements may choose to package further English study with their application at AIT.





Creative  
Technology  
Educators

## Contact us:

Academy of Information Technology Pty Ltd

Sydney

Level 2, 7 Kelly Street

Ultimo NSW 2007 Australia

Telephone: +61 2 9211 8399

Melbourne

Level 13, 120 Spencer Street

Melbourne VIC 3000 Australia

Telephone: +61 3 9005 2328

ABN 35 094 133 641

CRICOS 02155J

HEP PRV12005

RTO 90511

Email: [info@ait.edu.au](mailto:info@ait.edu.au)

**ait.edu.au**



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AIT is a member of the Redhill  
Education Group

