

Fee Schedule 2024 – Domestic Students

1 Overview

This Fee Schedule outlines Domestic tuition fees for higher education at AIE Institute, and other charges related to studying at AIE Institute. International students should refer to the International Student's Fee Schedule. All fees referred to in this schedule are in Australian Dollars, unless otherwise specified. Payment of fees is outlined in the *Fees Policy and Procedure*. Tuition fees may be refundable in certain circumstances. Refer to the *Refund Policy and Procedure Domestic Students*.

2 Intake dates 2024–2026

The following semester commencement dates are proposed for 2024. These dates may be subject to change based on student enrolment numbers.

Intake and Census Dates 2023 - 2025						
	Semester 1 Start Date	Sem 1 Census Date	Semester 1 End Date	Semester 2 Start Date	Sem 2 Census Date	Semester 2 End Date
2024	26 February	22 March	21 June	29 July	23 August	22 November
2025	3 March	28 March	27 June	28 July	22 August	21 November
2026	2 March	27 March	26 June	3 August	28 August	27 November

3 Tuition fees

3.1 Bachelor of Game Development course

Tuition fees can be defined as fees payable for tuition as officially published or provided by AIE Institute. Tuition fees and other charges are set each year and will apply at the time that a letter of offer is issued and are subject to annual review. AIE Institute will ensure that reasonable notice about changes to fees is provided in accordance with the *Student Information Provision Policy and Procedure*. The following tuition fees apply to 2024. Payment options are available.

The table below includes an annual percentage increase of 4.25% and is not subject to further increases

Tuition Fees Per Course	Total Amount per Course	Amount Per Semester	Amount Per 10 CP Unit
*Total full course for domestic students 2024–2026: 6 semesters (*total assumes course commencement in 2024)	\$92,182.74		
<i>2024 domestic student course fee</i>		\$14,728.94	\$3,682.24
<i>2025 domestic student course fee</i>		\$15,354.92	\$3,838.73
<i>2026 domestic student course fee</i>		\$16,007.51	\$4,001.88

Tuition Fees Per Course – Articulation	Total Amount per Course	Amount Per Semester	Amount Per 10 CP Unit
120 credit point transition under Articulation from AIE Advanced Diploma of Professional Game Development (Game Programming, Game Design and Production, and Game Art specialisations)	Total cost varies slightly per articulation specialisation		
Articulation for domestic students 2024: Transition from AIE Advanced Diploma of Professional Game Development (Game Programming, Game Design and Production, and Game Art specialisations)			\$3,682.24
Articulation for domestic students 2025: Transition from AIE Advanced Diploma of Professional Game Development (Game Programming, Game Design and Production, and Game Art specialisations)			\$3,838.73
Articulation for domestic students 2026: Transition from AIE Advanced Diploma of Professional Game Development (Game Programming, Game Design and Production, and Game Art specialisations)			\$4,001.88

3.2 FEE-HELP

3.2.1 Bachelor of Game Development major in Game Art CRS1400953 | 2024 Full-Time

Unit of Study	Code	Start Date	Census Date	End Date	EFTSL	Tuition Fee	FEE-HELP Available
Introduction to game art	GDC101	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Introduction to game design	GDC102	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Introduction to game programming	GDC103	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Game development project 1	GDC100A	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Modelling and texturing for game environments	GDA101	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Graphic design principles	GDX102	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Art optimisation techniques	GDX103	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Game development project 2	GDC100B	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Principles of animation	GDA201	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Human-computer interaction and user experience design	GDC201	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Character pipeline	GDA202	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Game development project 3	GDC200A	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73

Level design theory	GDD101	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Digital lighting and visual effects	GDA203	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Graphical user interface design	GDX201	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Game development project 4	GDC200B	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Character animation	GDA301	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Game studies for wellbeing	GDC301	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Virtual and augmented reality technologies	GDC302	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Major game production 1	GDC300A	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Major game production 2	GDC300B	03-Aug-26	28-Aug-26	10-Nov-26	0.250	\$8,003.76	\$8,003.76
Elective	A	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.88	\$4,001.88
Elective	B	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.88	\$4,001.88
Internship	GDC300I	03-Aug-26	28-Aug-26	10-Nov-26	0.50	\$16,007.52	\$16,007.52

3.2.2 Bachelor of Game Development major in Game Design CRS1400953 | 2024 Full-Time

Unit of Study	Code	Start Date	Census Date	End Date	EFTSL	Tuition Fee	FEE-HELP Available
Introduction to game art	GDC101	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Introduction to game design	GDC102	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Introduction to game programming	GDC103	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Game development project 1	GDC100A	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Level design theory	GDD101	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Graphic design principles	GDX102	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Art optimisation techniques	GDX103	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Game development project 2	GDC100B	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Interactive narrative design	GDD201	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73

Human-computer interaction and user experience design	GDC201	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
System design principles	GDD202	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Game development project 3	GDC200A	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Modular level design for game environments	GDD203	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Quality assurance and game play testing	GDD204	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Graphical user interface design	GDX201	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Game development project 4	GDC200B	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Critical game studies	GDD301	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Game studies for wellbeing	GDC301	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Virtual and augmented reality technologies	GDC302	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Major game production 1	GDC300A	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Major game production 2	GDC300B	03-Aug-26	28-Aug-26	10-Nov-26	0.250	\$8,003.76	\$8,003.76
Elective	A	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.88	\$4,001.88
Elective	B	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.88	\$4,001.88
Internship	GDC300I	03-Aug-26	28-Aug-26	10-Nov-26	0.50	\$16,007.52	\$16,007.52

3.2.3 Bachelor of Game Development major in Game Programming CRS1400953 | 2024 Full-Time

Unit of Study	Code	Start Date	Census Date	End Date	EFTSL	Tuition Fee	FEE-HELP Available
Introduction to game art	GDC101	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Introduction to game design	GDC102	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Introduction to game programming	GDC103	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Game development project 1	GDC100A	26-Feb-24	22-Mar-24	07-Jun-24	0.125	\$3,682.24	\$3,682.24
Introduction to object oriented programming and C++	GDP101	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Maths for games	GDP102	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24

Introduction to computer graphics	GDP103	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Game development project 2	GDC100B	29-Jul-24	23-Aug-24	08-Nov-24	0.125	\$3,682.24	\$3,682.24
Advanced programming techniques for games	GDP201	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Human-computer interaction and user experience design	GDC201	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Algorithms and data structures	GDP202	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Game development project 3	GDC200A	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Software engineering	GDP203	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Network programming for connected games	GDP204	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Computer graphics using shaders	GDP205	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Game development project 4	GDC200B	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Systems programming and cross-platform development	GDP301	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Game studies for wellbeing	GDC301	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Virtual and augmented reality technologies	GDC302	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Major game production 1	GDC300A	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.88	\$4,001.88
Major game production 2	GDC300B	03-Aug-26	28-Aug-26	10-Nov-26	0.250	\$8,003.76	\$8,003.76
Elective	A	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.88	\$4,001.88
Elective	B	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.88	\$4,001.88
Internship	GDC300I	03-Aug-26	28-Aug-26	10-Nov-26	0.50	\$16,007.52	\$16,007.52

4 Administrative and miscellaneous fees

Administrative and miscellaneous fees and charges are non-refundable. These are charged separately to tuition fees.

Fees and Charges	Amount
Credit transfer per unit	\$50
RPL assessment per unit	\$350.00
Late Payment Fee	\$10.00
Student ID Card or Replacement	\$20.00

Library Late Fee (hard copy books and journals)	\$1/day (capped at the library book replacement fee)
Library Book Replacement	Current retail price + postage + currency exchange rate if applies
Printing charges	\$0.50/ one-side A4 page
Interim Unofficial Transcript	\$20.00 + postage
Official Transcript Replacement	\$20.00 + postage
Testamur Replacement	\$20.00 + postage
Graduation Gown Hire	Charged according to current hire costs

5 Payment of fees

Methods for payment of fees, and penalties for non-payment of fees are outlined in the *Fees Policy and Procedure*.

5.1 Payment plans

AIE Institute offers payment plans to students who can demonstrate financial hardship. Please contact the Admissions Office for further details.

6 Definitions

Admission is the process for admitting an applicant into a course at the AIE Institute, following a successful application and acceptance of the offer of a place in the course.

Census Date is the date when a student's enrolment is finalised. If a student withdraws after the census date he/she will have to pay fees, or if the student has a FEE-HELP loan, will incur a debt.

Course is a single course leading to an Australian higher education award.

Credit transfer is a process that provides students with agreed and consistent credit outcomes for components of a qualification based on identified equivalence in content and learning outcomes between matched qualifications (Australian Qualifications Framework definition).

Domestic Student is an Australian citizen, Australian permanent resident or a New Zealand citizen.

EFTSL is the Equivalent Full-Time Study Load that the subject or unit represents as a percentage of the total course duration.

FEE-HELP is a loan scheme offered by the Australian Government only to domestic students to help eligible fee-paying students to pay all or part of their tuition fees.

International student means a person (whether within or outside Australia) who holds a student visa, but does not include students of a kind prescribed in the Education Services of Overseas Students Regulations.

Letter of Offer is the offer of a place in a course to a successful applicant.

Overseas student means International student.

Payment Date is the official date when payment is required.

Start Date is the official date that the teaching period of a unit commences.

Tuition Fee is the compulsory fee for tuition.

Recognition of prior learning (RPL) is a process used to assess an individual's relevant prior learning (including formal, informal and non-formal learning) to determine the credit that may be granted towards completion of a qualification (adapted from Australian Qualifications Framework definition).

Unit is a discrete unit of study, where a combination of units makes up a course of study.

7 Related Documents

The following policies and procedures are related to this document:

- a. Admissions Policy and Procedure
- b. Credit and RPL Policy and Procedure
- c. Fees Policy and Procedure
- d. Letter of Offer
- e. Records Management Policy and Procedure
- f. Refund Policy and Procedure Domestic Students
- g. Student Agreement
- h. Student Code of Conduct
- i. Student Grievance Policy and Procedure
- j. Student Information Provision Policy and Procedure.

Forms:

- k. Admissions Application Form Domestic Students
- l. Withdrawal Form.

