

# Fee Schedule 2025 – Domestic Students

## 1 Overview

This Fee Schedule outlines Domestic tuition fees for Australian students studying the Bachelor of Game Development with majors in Game Art, Game Design or Game Programming at AIE Institute. This schedule also outlines 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 2025–2027

The following semester commencement dates are listed below. These dates may be subject to change.

Intake and Census Dates						
Year	Semester 1 Start Date	Semester 1 Census Date	Semester 1 End Date	Semester 2 Start Date	Semester 2 Census Date	Semester 2 End Date
2025	3 March	28 March	27 June	28 July	22 August	21 November
2026	2 March	27 March	26 June	27 July	21 August	20 November
2027	1 March	25 March	25 June	26 July	20 August	19 November

## 3 Tuition fees

### 3.1 Bachelor of Game Development course

Tuition fees and other charges are set each year and will apply as 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*. 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
<b>*Total full course (6 semesters) for domestic students commencing in 2025</b>	<b>\$96,100.40</b>		
<i>2025 domestic student course fee</i>		\$15,354.92	\$3,838.73
<i>2026 domestic student course fee</i>		\$16,007.48	\$4,001.87
<i>2027 domestic student course fee</i>		\$16,687.80	\$4,171.95
<b>120 credit point transition under Articulation from AIE Advanced Diploma of Professional Game Development (Game Programming, Game Design and Production, and Game Art specialisations). The Fee shown is per 10 units of credit. The total amount per semester varies depending on the number of subjects taken per semester.</b>			
<i>2025 tuition fee per 10 units of credit</i>			\$3,838.73
<i>2026 tuition fee per 10 units of credit</i>			\$4,001.87
<i>2027 tuition fee per 10 units of credit</i>			\$4,171.95

## 3.2 FEE-HELP

### 3.2.1 Bachelor of Game Development major in Game Art CRS1400953

Unit of Study	Code	Start Date	Census Date	End Date	EFTSL	Tuition Fee	FEE-HELP Available
Introduction to game art	GDC101	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Introduction to game design	GDC102	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Introduction to game programming	GDC103	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Game development project 1	GDC100A	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Level design theory	GDX101	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Graphic design principles	GDX102	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Art optimisation techniques	GDX103	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Game development project 2	GDC100B	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Principles of animation	GDA201	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Human-computer interaction and user experience design	GDC201	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Modelling and texturing for game environments	GDA202	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Game development project 3	GDC200A	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Character pipeline	GDA202	27-Jul-26	21-Aug-26	20-Nov-26	0.125	\$4,001.87	\$4,001.87
Digital lighting and visual effects	GDA203	27-Jul-26	21-Aug-26	20-Nov-26	0.125	\$4,001.87	\$4,001.87
Graphical user interface design	GDX201	27-Jul-26	21-Aug-26	20-Nov-26	0.125	\$4,001.87	\$4,001.87
Game development project 4	GDC200B	27-Jul-26	21-Aug-26	20-Nov-26	0.125	\$4,001.87	\$4,001.87
Character animation	GDA301	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Game studies for wellbeing	GDC301	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Virtual and augmented reality technologies	GDC302	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Major game production 1	GDC300A	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Major game production 2	GDC300B	26-Jul-27	20-Aug-27	19-Nov-27	0.250	\$8,343.90	\$8,343.90
Elective	A	26-Jul-27	20-Aug-27	19-Nov-27	0.125	\$4,171.95	\$4,171.95
Elective	B	26-Jul-27	20-Aug-27	19-Nov-27	0.125	\$4,171.95	\$4,171.95
Internship	GDC300I	26-Jul-27	20-Aug-27	19-Nov-27	0.50	\$16,687.80	\$16,687.80

### 3.2.2 Bachelor of Game Development major in Game Design CRS1400953

Unit of Study	Code	Start Date	Census Date	End Date	EFTSL	Tuition Fee	FEE-HELP Available
Introduction to game art	GDC101	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Introduction to game design	GDC102	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Introduction to game programming	GDC103	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Game development project 1	GDC100A	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Level design theory	GDX101	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Graphic design principles	GDX102	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Art optimisation techniques	GDX103	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Game development project 2	GDC100B	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Interactive narrative design	GDD201	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Human-computer interaction and user experience design	GDC201	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
System design principles	GDD202	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Game development project 3	GDC200A	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Modular level design for game environments	GDD203	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.87	\$4,001.87
Quality assurance and game play testing	GDD204	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.87	\$4,001.87
Graphical user interface design	GDX201	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.87	\$4,001.87
Game development project 4	GDC200B	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.87	\$4,001.87
Critical game studies	GDD301	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Game studies for wellbeing	GDC301	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Virtual and augmented reality technologies	GDC302	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Major game production 1	GDC300A	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Major game production 2	GDC300B	26-Jul-27	20-Aug-27	19-Nov-27	0.250	\$8,343.90	\$8,343.90
Elective	A	26-Jul-27	20-Aug-27	19-Nov-27	0.125	\$4,171.95	\$4,171.95
Elective	B	26-Jul-27	20-Aug-27	19-Nov-27	0.125	\$4,171.95	\$4,171.95
Internship	GDC300I	26-Jul-27	20-Aug-27	19-Nov-27	0.50	\$16,687.80	\$16,687.80

### 3.2.3 Bachelor of Game Development major in Game Programming CRS1400953

Unit of Study	Code	Start Date	Census Date	End Date	EFTSL	Tuition Fee	FEE-HELP Available
Introduction to game art	GDC101	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Introduction to game design	GDC102	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Introduction to game programming	GDC103	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Game development project 1	GDC100A	03-Mar-25	28-Mar-25	13-Jun-25	0.125	\$3,838.73	\$3,838.73
Introduction to object oriented programming and C++	GDP101	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Maths for games	GDP102	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Introduction to computer graphics	GDP103	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Game development project 2	GDC100B	28-Jul-25	22-Aug-25	07-Nov-25	0.125	\$3,838.73	\$3,838.73
Advanced programming techniques for games	GDP201	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Human-computer interaction and user experience design	GDC201	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Algorithms and data structures	GDP202	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Game development project 3	GDC200A	02-Mar-26	27-Mar-26	12-Jun-26	0.125	\$4,001.87	\$4,001.87
Software engineering	GDP203	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.87	\$4,001.87
Network programming for connected games	GDP204	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.87	\$4,001.87
Computer graphics using shaders	GDP205	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.87	\$4,001.87
Game development project 4	GDC200B	03-Aug-26	28-Aug-26	10-Nov-26	0.125	\$4,001.87	\$4,001.87
Systems programming and cross-platform development	GDP301	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Game studies for wellbeing	GDC301	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Virtual and augmented reality technologies	GDC302	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Major game production 1	GDC300A	01-Mar-27	25-Mar-27	25-Jun-27	0.125	\$4,171.95	\$4,171.95
Major game production 2	GDC300B	26-Jul-27	20-Aug-27	19-Nov-27	0.125	\$8,343.90	\$8,343.90
Elective	A	26-Jul-27	20-Aug-27	19-Nov-27	0.125	\$4,171.95	\$4,171.95
Elective	B	26-Jul-27	20-Aug-27	19-Nov-27	0.125	\$4,171.95	\$4,171.95
Internship	GDC300I	26-Jul-27	20-Aug-27	19-Nov-27	0.125	\$16,687.80	\$16,687.80

## 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 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 Administration 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 program of study 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 Federal Government 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** has the same meaning as 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 fee for enrolment in a course determined by AIE Institute, and advised in both the *Student Agreement*, and the *Letter of Offer* attached to the *Student Agreement*, as being the tuition fees for the course (per semester).

**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:

- a. Admissions Application Form Domestic Students
- b. Withdrawal Form.