Fee Schedule 2026 – 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 2026–2028

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
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
2028	28 February	24 March	23 June	24 July	18 August	17 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.

Tuition Fees Per Course	Total Amount per Course	Amount Per Semester	Amount Per 10 CP Unit
*Total full course (6 semesters) for domestic students commencing in 2026	**$99,988.08**		
2026 domestic student course fee		$16,007.52	$4,001.88
2027 domestic student course fee		$16,687.80	$4,171.95
2028 domestic student course fee		$17,298.72	$4,324.68
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.			
2026 tuition fee per 10 units of credit			$4,001.88
2027 tuition fee per 10 units of credit			$4,171.95
2028 tuition fee per 10 units of credit			$4,324.68

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	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Introduction to game design	GDC102	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Introduction to game programming	GDC103	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Game development project 1	GDC100A	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Level design theory	GDX101	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Graphic design principles	GDX102	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Art optimisation techniques	GDX103	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Game development project 2	GDC100B	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Principles of animation	GDA201	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Human-computer interaction and user experience design	GDC201	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Modelling and texturing for game environments	GDA202	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Game development project 3	GDC200A	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Character pipeline	GDA202	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Digital lighting and visual effects	GDA203	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Graphical user interface design	GDX201	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Game development project 4	GDC200B	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Character animation	GDA301	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Game studies for wellbeing	GDC301	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Virtual and augmented reality technologies	GDC302	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Major game production 1	GDC300A	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Major game production 2	GDC300B	24-Jul-28	18-Aug-28	17-Nov-28	0.250	$8,649.36	$8,649.36
Elective	A	24-Jul-28	18-Aug-28	17-Nov-28	0.125	$4,324.68	$4,324.68
Elective	B	24-Jul-28	18-Aug-28	17-Nov-28	0.125	$4,324.68	$4,324.68
Internship	GDC300I	24-Jul-28	18-Aug-28	17-Nov-28	0.50	$17,298.72	$17,298.72

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	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Introduction to game design	GDC102	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Introduction to game programming	GDC103	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Game development project 1	GDC100A	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Level design theory	GDX101	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Graphic design principles	GDX102	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Art optimisation techniques	GDX103	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Game development project 2	GDC100B	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Interactive narrative design	GDD201	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Human-computer interaction and user experience design	GDC201	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
System design principles	GDD202	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Game development project 3	GDC200A	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Modular level design for game environments	GDD203	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Quality assurance and game play testing	GDD204	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Graphical user interface design	GDX201	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Game development project 4	GDC200B	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Critical game studies	GDD301	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Game studies for wellbeing	GDC301	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Virtual and augmented reality technologies	GDC302	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Major game production 1	GDC300A	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Major game production 2	GDC300B	24-Jul-28	18-Aug-28	17-Nov-28	0.250	$8,649.36	$8,649.36
Elective	A	24-Jul-28	18-Aug-28	17-Nov-28	0.125	$4,324.68	$4,324.68
Elective	B	24-Jul-28	18-Aug-28	17-Nov-28	0.125	$4,324.68	$4,324.68
Internship	GDC300I	24-Jul-28	18-Aug-28	17-Nov-28	0.50	$17,298.72	$17,298.72

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	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Introduction to game design	GDC102	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Introduction to game programming	GDC103	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Game development project 1	GDC100A	02-Mar-26	27-Mar-26	12-Jun-26	0.125	$4,001.88	$4,001.88
Introduction to object oriented programming and C++	GDP101	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Maths for games	GDP102	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Introduction to computer graphics	GDP103	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Game development project 2	GDC100B	27-Jul-26	21-Aug-26	20-Nov-26	0.125	$4,001.88	$4,001.88
Advanced programming techniques for games	GDP201	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Human-computer interaction and user experience design	GDC201	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Alogirthms and data structures	GDP202	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Game development project 3	GDC200A	01-Mar-27	25-Mar-27	25-Jun-27	0.125	$4,171.95	$4,171.95
Software engineering	GDP203	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Network programming for connected games	GDP204	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Computer graphics using shaders	GDP205	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Game development project 4	GDC200B	26-Jul-27	20-Aug-27	19-Nov-27	0.125	$4,171.95	$4,171.95
Systems programming and cross-platform development	GDP301	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Game studies for wellbeing	GDC301	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Virtual and augmented reality technologies	GDC302	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Major game production 1	GDC300A	28-Feb-28	24-Mar-28	23-Jun-28	0.125	$4,324.68	$4,324.68
Major game production 2	GDC300B	24-Jul-28	18-Aug-28	17-Nov-28	0.250	$8,649.36	$8,649.36
Elective	A	24-Jul-28	18-Aug-28	17-Nov-28	0.125	$4,324.68	$4,324.68
Elective	B	24-Jul-28	18-Aug-28	17-Nov-28	0.125	$4,324.68	$4,324.68
Internship	GDC300I	24-Jul-28	18-Aug-28	17-Nov-28	0.50	$17,298.72	$17,298.72

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 *t*he 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.