

# Fee Schedule 2026 – International Students

## 1 Overview

This Fee Schedule outlines International tuition fees for international 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. Domestic students should refer to the Domestic Students' Fee Schedule. All fees referred to in this schedule are in Australian Dollars, unless otherwise specified.

Payment of fees is outlined in *Fees Policy and Procedure*. Tuition fees may be refundable in certain circumstances. Refer to *Refund Policy and Procedure International 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 *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
<b>*Total full course (6 semesters) for international students commencing in 2026</b>	<b>\$129,572.80</b>	-	-
<i>2026 international student course fee</i>		\$20,727.24	\$5,181.81
<i>2027 international student course fee</i>		\$21,608.16	\$5,402.04
<i>2028 international student course fee</i>		\$22,451.00	\$5,612.75
<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>2026 tuition fee per 10 units of credit</i>			\$5,181.81
<i>2027 tuition fee per 10 units of credit</i>			\$5,402.04
<i>2028 tuition fee per 10 units of credit</i>			\$5,612.75

## 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.

## 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.

**International Student** means a person (whether within or outside Australia) who holds a student visa as defined by the ESOS Act but does not include students of a kind prescribed in the ESOS 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.

**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).

**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 *International Student Enrolment Form*, and the *Letter of Offer* attached to the *International Student Enrolment Form*, as being the tuition fees for the course (per semester).

**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 International Students
- g. Student Agreement
- h. Student Code of Conduct
- i. Student Grievance Policy and Procedure
- j. Student Information Provision Policy and Procedure.

The following forms are related to this document:

- a. Admissions Application Form International Students
- b. Application for Withdrawal Form.