

Articulation Structure

AIE Institute provides pathways to higher education from accredited vocational education and training courses in accordance with the *Credit and RPL Policy and Procedure*. Articulation arrangements are a formal mechanism that provide students with agreed and consistent credit outcomes for recognition of prior learning from another accredited qualification.

From 2026 the AIE Institute will be delivering units from all 3 years, and this Articulation Structure facilitates a 1-year completion of the Bachelor of Game Development for graduates of AIE's Advanced Diploma of Professional Game Development from 2024 onwards.

Mapping of units

1. AIE Institute has conducted a formal mapping exercise with vocational Advanced Diplomas at AIE to determine equivalence of learning for students to articulate Bachelor courses offered at AIE Institute. The outcomes of the mapping are located at Appendices A to C. Appendix D contains pre-requisite information.
2. The outcome of the mapping exercise is for students who completed an:
 - a. Advanced Diploma of Professional Game Development (Game Programming)
 - b. Advanced Diploma of Professional Game Development (Game Design and Production)
 - c. Advanced Diploma of Professional Game Development (Game Art and Animation)

Students at AIE will receive advanced standing for their study at AIE as equivalent to three semesters of full-time study (120CP) at AIE Institute towards the completion of the Bachelor of Game Development. As per the *Credit and RPL Policy and Procedure*, credit is granted for qualifications, where prior learning has been demonstrated to meet the relevant degree course or unit outcomes.

Course structures

1. The following tables outline the course structure for students commencing study at AIE Institute who have received advanced standing via articulation for completion of the relevant Advanced Diploma at AIE from 2024.
2. Students may choose to complete the Bachelor of Game Development at a slower pace however the following schedule is recommended for those wishing to complete the Degree in the shortest timeframe possible.

1 Bachelor course structure – articulation from AIE Advanced Diploma of Professional Game Development (Programming)

Offering – commencing Semester 1	Name of Unit	CP
Year 1		
S1	GDC101 Introduction to game art	10
S1	GDC102 Introduction to game design	10
S1	GDC201 Human-computer interaction and user experience design	10
S1	GDP201 Advanced programming techniques for games	10
S2	GDP204 Network programming for connected games	10
S2	Elective from Appendix A below as offered for delivery (provided prerequisites are met)	10
S2	Elective from Appendix A below as offered for delivery (provided prerequisites are met)	10
Year 2		
S1	GDC300A Major game production 1	10
S1	GDP301 Systems programming and cross-platform development	10
S1	GDC301 Game studies for wellbeing	10
S2	GDC300B Major game production 2	20

2 Bachelor course structure – articulation from AIE Advanced Diploma of Professional Game Development (Design)

Offering - commencing Semester 1	Name of Unit	CP
Year 1		
S1	GDC101 Introduction to game art	10
S1	GDD202 System design principles	10
S1	GDD301 Critical game studies	10
S1	Elective from Appendix A below as offered for delivery (provided prerequisites are met)	10
S2	GDX102 Graphic design principles	10
S2	GDX103 Art optimisation techniques	10
S2	GDX201 Graphical user interface design	10
S2	GDD203 Modular level design for game environments	10
Year 2		
S1	GDC300A Major game production 1	10
S1	Elective from Appendix A below as offered for delivery (provided prerequisites are met)	10
S2	GDC300B Major game production 2	20
S2*	Elective from Appendix A below as offered for delivery (provided prerequisites are met)	10
S2*	Elective from Appendix A below as offered for delivery (provided prerequisites are met)	10
*Only required if Elective not completed in earlier semesters		

3 Bachelor course structure – articulation from AIE Advanced Diploma of Professional Game Development (Game Art)

Offering - commencing Semester 1	Name of Unit	CP
Year 1		
S1	GDC102 Introduction to game design	10
S1	GDC103 Introduction to game programming	10
S1	Elective from Appendix A below as offered for delivery (provided prerequisites are met)	10
S2	GDX102 Graphic design principles	10
S2	GDX101 Level design theory	10
S2	GDX103 Art optimisation techniques	10
S2	Elective from Appendix A below as offered for delivery (provided prerequisites are met)	10
Year 2		
S1	GDC201 Human-computer interaction and user experience design	10
S1	GDC300A Major game production 1	10
S1	GDC301 Game studies for wellbeing	10
S2	GDC300B Major game production 2	20
*S2	Elective from Appendix A below as offered for delivery (provided prerequisites are met)	10
*Only required if Elective not completed in earlier semesters		

Terms and conditions

1. This articulation arrangement is solely for the purpose of assessing credit for AIE students for entry into AIE Institute's Bachelor courses.
2. AIE Institute reserves the right to assess and admit students according to its policies and procedures, and in no way obliges AIE Institute to enrol students from AIE if they do not meet the entry requirements.

Appendix A – Game Programming Major

AIE Advanced Diploma of Professional Game Development (Programming) mapped as equivalent to the AIE Institute Bachelor of Game Development (Game Programming)

Year / semester	Core, major, elective unit	AIE	AIE Institute	Credit Points	
Year 1					
Sem 1	Core	No equivalent unit	GDC101 Introduction to game art	10	
	Core	No equivalent unit	GDC102 Introduction to game design	10	
	Core	Introduction to C#	GDC103 Introduction to game programming	10	
	Core	Production Planning	GDC100A Game development project 1	10	
Sem 2	Major	Introduction to C++	GDP101 Introduction to OO programming and C++	10	
	Major	Maths for Games	GDP102 Maths for games	10	
	Major	Computer Graphics	GDP103 Introduction to computer graphics	10	
	Core	Production	GDC100B Game development project 2	10	
Year 2					
Sem 1	Major	No equivalent unit	GDP201 Advanced programming techniques for games	10	
	Core	No equivalent unit	GDC201 Human-computer interaction and user experience design	10	
	Major	Code Design and Data Structures	GDP202 Algorithms and data structures	10	
	Core	Proof of Concept	GDC200A Game development project 3	10	
Sem 2	Major	Complex Game Systems	GDP203 Software engineering	10	
	Major	No equivalent unit	GDP204 Network programming for connected games	10	
	Major	Computer Graphics	GDP205 Computer graphics using shaders	10	
	Core	Major Production	GDC200B Game development project 4	10	
Year 3					
Sem 1	Major	No equivalent unit	GDP301 Systems programming and cross-platform development	10	
	Core	No equivalent unit	GDC301 Game studies for wellbeing	10	
	Core	Virtual and Extended Realities (Online) / Cross Platform Development (On-Campus)	GDC302 Virtual and augmented reality technologies	10	
	Core	No equivalent unit	GDC300A Major game production 1	10	
Sem 2	Core	No equivalent unit	GDC300B Major game production 2	20	
	Elective	No equivalent unit	Any two 2nd or 3rd year units from another major or as recommended below.	OR GDC300I Internship (40cp) Must be taken as full-time study	10
	Elective	No equivalent unit	Any two 2nd or 3rd year units from another major or as recommended below.		10
RECOMMENDED ELECTIVES		AIE	AIE Institute		
Choose one elective 10 cp each		No equivalent unit	GDC303 Entrepreneurship and commercialisation in games		
		No equivalent unit	GDC304 Sound design for games		
		No equivalent unit	GDP303 Advanced Graphics Architecture		
		No equivalent unit	GDC305 Technical art for games		
		No equivalent unit	GDC303 Entrepreneurship and commercialisation in games		
		No equivalent unit	GDP304 Artificial intelligence for games		

Appendix B – Game Design Major

AIE Advanced Diploma of Professional Game Development (Design) mapped as equivalent to the AIE Institute Bachelor of Game Development (Game Design)

Year /semester	Core, major, elective	AIE	AIE Institute		Credit Points
Year 1					
Sem 1	Core	No equivalent unit	GDC101 Introduction to game art		10
	Core	Introduction to Game Design	GDC102 Introduction to game design		10
	Core	Design Prototyping Fundamentals	GDC103 Introduction to game programming		10
	Core	Production Planning	GDC100A Game development project 1		10
Sem 2	Major	Level Design Fundamentals	GDD101 Level design theory		10
	Major	No equivalent unit	GDX102 Graphic design principles		10
	Major	No equivalent unit	GDX103 Art optimisation techniques		10
	Core	Production	GDC100B Game development project 2		10
Year 2					
Sem 1	Major	Narrative Design	GDD201 Interactive narrative design		10
	Major	Designing the User Experience	GDC201 Human-computer interaction and user experience design		10
	Major	No equivalent unit	GDD 202 System design principles		10
	Core	Proof of Concept	GDC200A Game development project 3		10
Sem 2	Major	No equivalent unit	GDD203 Modular level design for game environments		10
	Major	Testing and Quality Assurance	GDD204 Quality assurance and gameplay testing		10
	Major	No equivalent unit	GDX201 Graphical user interface design		10
	Core	Major Production	GDC200B Game development project 4		10
Year 3					
Sem 1	Major	No equivalent unit	GDD301 Critical game studies		10
	Core	Psychology and Economics	GDC301 Game studies for wellbeing		10
	Core	Virtual and Extended Realities	GDC302 Virtual and augmented reality technologies		10
	Core	No equivalent unit	GDC300A Major game production 1		10
Sem 2	Core	No equivalent unit	GDC300B Major game production 2	OR GDC300I Internship (40cp) Must be taken as full-time study	20
	Elective	No equivalent unit	Any two 2nd or 3rd year units from another major or as recommended below.		10
	Elective	No equivalent unit	Any two 2nd or 3rd year units from another major or as recommended below.		10
RECOMMENDED ELECTIVES		AIE	AIE Institute		
Choose one elective 10 cp each		No equivalent unit	GDA203 Digital lighting and visual effects		
		No equivalent unit	GDC303 Entrepreneurship and commercialisation in games		
		No equivalent unit	GDC304 Sound design for games		
		No equivalent unit	GDC305 Technical art for games		

Appendix C – Game Art Major

AIE Advanced Diploma of Professional Game Development (Game Art) mapped as equivalent to the AIE Institute Bachelor of Game Development (Game Art)

Year / semester	Core, major, elective unit	AIE	AIE Institute	Credit Points	
Year 1					
Sem 1	Core	3D Art Pipeline	GDC101 Introduction to game art	10	
	Core	No equivalent unit	GDC102 Introduction to game design	10	
	Core	No equivalent unit	GDC103 Introduction to game programming	10	
	Core	Production Planning	GDC100A Game development project 1	10	
Sem 2	Major	Covered in 2 units: Game Environments and Modelling and Texturing	GDA101 Modelling and texturing for game environments	10	
	Major	No equivalent unit	GDX102 Graphic design principles	10	
	Major	No equivalent unit	GDX103 Art optimisation techniques	10	
	Core	Production	GDC100B Game development project 2	10	
Year 2					
Sem 1	Major	Principles of Animation	GDA201 Principles of animation	10	
	Major	No equivalent unit	GDC201 Human-computer interaction and user experience design	10	
	Major	Character Pipeline	GDA202 Character pipeline	10	
	Core	Proof of Concept	GDC200A Game development project 3	10	
Sem 2	Major	No equivalent unit	GDD101 Level design theory	10	
	Major	Digital Lighting and Compositing	GDA203 Digital lighting and visual effects	10	
	Major	Graphical User Interface	GDX201 Graphical user interface design	10	
	Core	Major Production	GDC200B Game development project 4	10	
Year 3					
Sem 1	Major	Character Animation	GDA301 Character animation	10	
	Core	No equivalent unit	GDC301 Game studies for wellbeing	10	
	Core	Virtual and Extended Realities	GDC302 Virtual and augmented reality technologies	10	
	Core	No equivalent unit	GDC300A Major game production 1	10	
Sem 2	Core	No equivalent unit	GDC300B Major game production 2	20	
	Elective	No equivalent unit	Any two 2nd or 3rd year units from another major or as recommended below	OR GDC300I Internship (40cp) Must be taken as full-time study	10
	Elective	No equivalent unit	Any two 2nd or 3rd year units from another major or as recommended below		10
RECOMMENDED ELECTIVES		AIE	AIE Institute		
Choose one elective 10cp each		No equivalent unit	GDD203 Modular level design for game environments		
		No equivalent unit	GDD204 Quality assurance and gameplay testing		
		No equivalent unit	GDC303 Entrepreneurship and commercialisation in games		
		No equivalent unit	GDC304 Sound design for games		
		No equivalent unit	GDC305 Technical art for games		

Appendix D - Prerequisites

Units	Prerequisite 1	Prerequisite 2
GDC100A Game development project 1		
GDC101 Introduction to game art		
GDC102 Introduction to game design		
GDC103 Introduction to game programming		
GDC100B Game development project 2	GDC100A	
GDX101 Level design theory	GDC102	GDC103
GDP101 Introduction to OO programming and C++	GDC103	
GDX102 Graphic design principles	GDC101	
GDP102 Maths for games	GDC103	
GDX103 Art optimisation techniques	GDC101	
GDP103 Introduction to computer graphics	GDC103	
GDC200A Game development project 3	GDC100B	
GDA201 Principles of animation	GDC101	
GDD201 Interactive narrative design	GDX101	
GDP201 Advanced programming techniques for games	GDP101	
GDC201 Human-computer interaction and user experience design	GDC102	GDC103
GDA202 Modelling and texturing for game environments	GDC101	
GDD202 System design principles	GDX101	GDC103
GDP202 Algorithms and data structures	GDP101	
GDC200B Game development project 4	GDC200A	GDC201
GDA203 Digital lighting and visual effects	GDX103	
GDD203 Modular level design for game environments	GDX101	GDC101
GDP203 Software engineering	GDP202	
GDA204 Character pipeline	GDA101	
GDD204 Quality assurance and game play testing	GDC201	GDX101
GDP204 Network programming for connected games	GDP201	
GDX201 Graphical user interface design	GDX102	GDC201
GDP205 Computer graphics using shaders	GDP103	GDP102
GDC300A Major game production 1	GDC200B	GDC201
GDA301 Character animation	GDA202	GDA201
GDD301 Critical game studies	GDC201	
GDP301 Systems programming and cross-platform development	GDP201	
GDC301 Game studies for wellbeing	GDC102	
GDC302 Virtual and augmented reality technologies	GDC201	
GDC300I Internship	GDC300A	
GDC300B Major game production 2	GDC300A	
GDC303 Entrepreneurship and commercialisation in games		
GDC303 Sound design for games	GDC102	
GDC305 Technical art for games	GDC101	
GDP304 Artificial intelligence for games	GDP201	
GDP305 Advanced graphics architecture	GDP202	GDP205