



INTERNATIONAL 2015 FEESCHEDULE

CERTIFICATE, DIPLOMA & DEGREE COURSES IN:



ANIMATION



AUDIO



DESIGN



FILM



GAMES



WEB & MOBILE

CONTACT US
SAE.EDU.AU OR CALL 1800 SAE EDU

Brisbane | Byron Bay | Sydney | Melbourne | Adelaide | Perth



SAE CRICOS Provider Code 00131ZF

AUSTRALIA 2015 | FEE SCHEDULE

2015 STUDY PERIODS

The SAE academic year consists of three trimesters and one census date per trimester.
Financial penalties will apply to students who leave their course after the allocated census date.

| COMMENCEMENT | CENSUS | COMPLETION |
|-------------------|------------------|------------------|
| 9 February 2015 | 27 February 2015 | 8 May 2015 |
| 1 June 2015 | 19 June 2015 | 28 August 2015 |
| 21 September 2015 | 9 October 2015 | 18 December 2015 |



AUSTRALIA 2015 | FEE SCHEDULE

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AUSTRALIA 2015 | FEE SCHEDULE

1.0 ANIMATION

1.1 BACHELOR OF ANIMATION

| | |
|----------------------------|---|
| Qualification | Bachelor of Animation |
| Specialisation/Course Code | 3D Modelling NT7A3 / Character Animation NT7C3 / Visual Effects NT7V3 |
| Sector | Higher Education (HE) |
| Duration | 6 trimesters minimum |
| Location | Please refer to sae.edu.au for campuses offering this course |
| Intakes Offered | February [^] , June [^] , September [^] |
| Delivery Mode | Face to Face |
| Payment Options | Upfront Trimester Installments |
| 2015 Indicative Course Fee | \$58,040 |
| Total Credit Points | 240 (Selected according to the unit details on the website) |

[^]Not available at all locations. Check with your campus for details.

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|--|----|-------|------------|
| AMD303 | Animation Major Project Production | 20 | 0.250 | \$4,495.00 |
| ANC220 | Animation Studio 2 (Character Animation) | 30 | 0.375 | \$6,745.00 |
| ANC230 | Animation Studio 3 (Character Animation) | 30 | 0.375 | \$6,745.00 |
| ANI110 | Principles of Animation | 10 | 0.125 | \$2,250.00 |
| ANI111 | Production 1 (Animation) | 10 | 0.125 | \$2,250.00 |
| ANI210 | Animation Studio 1 | 30 | 0.375 | \$6,745.00 |
| ANM220 | Animation Studio 2 (Modelling) | 30 | 0.375 | \$6,745.00 |
| ANM230 | Animation Studio 3 (Modelling) | 30 | 0.375 | \$6,745.00 |
| ANX220 | Animation Studio 2 (VFX) | 30 | 0.375 | \$6,745.00 |
| ANX230 | Animation Studio 3 (VFX) | 30 | 0.375 | \$6,745.00 |
| CIU110 | Critical Thinking in Creative Media | 10 | 0.125 | \$3,265.00 |
| CIU111 | Overview of Industry | 10 | 0.125 | \$2,250.00 |
| CIU210 | Media Studies | 10 | 0.125 | \$2,250.00 |
| CIU211 | Cultural Perspectives | 10 | 0.125 | \$2,250.00 |
| CIU310 | Internship | 10 | 0.125 | \$2,250.00 |

AUSTRALIA 2015 | FEE SCHEDULE

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|-------------------------------------|----|-------|------------|
| MDU120 | Principles of Design | 10 | 0.125 | \$3,265.00 |
| MDU111 | Storytelling for Contemporary Media | 10 | 0.125 | \$3,265.00 |
| MDU114 | Fundamentals of Drawing | 10 | 0.125 | \$3,265.00 |
| MDU115 | Foundations of 3D Graphics | 10 | 0.125 | \$2,250.00 |
| CIU212 | Major Project Development | 10 | 0.125 | \$2,250.00 |
| NA | Elective Study | 10 | 0.125 | \$2,250.00 |



AUSTRALIA 2015 | FEE SCHEDULE

1.2 DIPLOMA OF SCREEN AND MEDIA (ANIMATION)

| | |
|----------------------------|--|
| Qualification | CUF50107 Diploma of Screen and Media |
| Specialisation Code | NT5AR Animation |
| Sector | Vocational Education and Training (VET) |
| Duration | 2 trimesters minimum |
| Location | Please refer to sae.edu.au for campuses offering this course |
| Intakes Offered | February, June, September |
| Delivery Mode | Face to Face, Online |
| Payment Options | Upfront Trimester Installments |
| 2015 Indicative Course Fee | \$22,060 |
| Total Credit Points | 80 (Selected according to the unit details on the website) |

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|------------------------------------|----|-------|------------|
| CUF100 | Creative Media Industry | 10 | 0.125 | \$3,265.00 |
| DAN110 | Story Development | 10 | 0.125 | \$2,250.00 |
| DAN120 | 3D Graphics Fundamentals | 10 | 0.125 | \$2,250.00 |
| DAN130 | Drawing Fundamentals for Animators | 10 | 0.125 | \$2,250.00 |
| CUF200 | Creative Media Projects | 10 | 0.125 | \$3,265.00 |
| DAN210 | Layout and Previsualisation | 10 | 0.125 | \$2,250.00 |
| DAN220 | Animation Principles | 10 | 0.125 | \$3,265.00 |
| DAN230 | Animation Production | 10 | 0.125 | \$3,265.00 |

COURSE COMPETENCIES

| | |
|------------|---|
| BSBDES402A | Interpret and respond to a design brief |
| BSBOHS509A | Ensure a safe workplace (Core) |
| CUFPPM404A | Create storyboards |
| CUFANM401A | Prepare 3D digital models for production |
| BSBCMM401A | Make a presentation (Core) |
| CUFANM503A | Design animations and digital visual effects |
| BSBCRT402A | Collaborate in a creative process (Core) |
| BSBREL401A | Establish networks (Core) |
| CUFWRT501A | Develop storylines and treatments |
| CUFPOS402A | Manage media assets |
| BSBDES403A | Develop and extend design skills and practice |
| CUVDRA501A | Refine drawing techniques |
| CUFANM303A | Create 3D digital models |
| BSBPMG510A | Manage Projects (Core) |
| CUFANM402A | Create digital visual effects |



AUSTRALIA 2015 | FEE SCHEDULE

2.0 AUDIO

2.1 BACHELOR OF AUDIO

| | |
|----------------------------|--|
| Qualification | Bachelor of Audio |
| Specialisation/Course Code | Studio Production AU7S3 / Post Production AU7U3 |
| Sector | Higher Education (HE) |
| Duration | 6 trimesters minimum |
| Location | Please refer to sae.edu.au for campuses offering this course |
| Intakes Offered | February^, June^, September^ |
| Delivery Mode | Face to Face |
| Payment Options | Upfront Trimester Installments |
| 2015 Indicative Course Fee | \$58,040 |
| Total Credit Points | 240 (Selected according to the unit details on the website) |

^Not available at all locations. Check with your campus for details.

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|-------------------------------------|----|-------|------------|
| ASP303 | Audio Major Project Production | 20 | 0.250 | \$4,495.00 |
| AUD110 | Principles of Sound | 10 | 0.125 | \$3,265.00 |
| AUD111 | Introduction to Audio Engineering | 10 | 0.125 | \$3,265.00 |
| AUD112 | Microphones and Signal Processing | 10 | 0.125 | \$3,265.00 |
| AUD113 | DAW Operation | 10 | 0.125 | \$2,250.00 |
| AUD114 | Digital Audio | 10 | 0.125 | \$2,250.00 |
| AUD115 | Production 1 (Audio Production) | 10 | 0.125 | \$2,250.00 |
| CIU110 | Critical Thinking in Creative Media | 10 | 0.125 | \$3,265.00 |
| CIU111 | Overview of Industry | 10 | 0.125 | \$2,250.00 |
| CIU210 | Media Studies | 10 | 0.125 | \$2,250.00 |
| CIU211 | Cultural Perspectives | 10 | 0.125 | \$2,250.00 |
| CIU310 | Internship | 10 | 0.125 | \$2,250.00 |
| CIU212 | Major Project Development | 10 | 0.125 | \$2,250.00 |
| AUD210 | Audio Studio 1 | 30 | 0.375 | \$6,745.00 |
| AUS220 | Audio Studio 2 (Studio Production) | 30 | 0.375 | \$6,745.00 |
| AUS230 | Audio Studio 3 (Studio Production) | 30 | 0.375 | \$6,745.00 |



AUSTRALIA 2015 | FEE SCHEDULE

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|----------------------------------|----|-------|------------|
| AUP220 | Audio Studio 2 (Post Production) | 30 | 0.375 | \$6,745.00 |
| AUP230 | Audio Studio 3 (Post Production) | 30 | 0.375 | \$6,745.00 |
| NA | Elective Study | 10 | 0.125 | \$2,250.00 |



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AUSTRALIA 2015 | FEE SCHEDULE

2.2 DIPLOMA OF SOUND PRODUCTION

| | |
|----------------------------|---|
| Qualification | CUS50209 Diploma of Sound Production |
| Course Code | AU5LR – Live Sound Production AU5SR – Studio Production AU5ER – Electronic Music Production |
| Sector | Vocational Education and Training (VET) |
| Duration | 2 trimesters minimum |
| Location | Please refer to sae.edu.au for campuses offering this course |
| Intakes Offered | February [^] , June [^] , September [^] |
| Delivery Mode | Face to Face Full Time |
| Payment Options | Upfront Trimester Installments |
| 2015 Indicative Course Fee | \$22,060 |
| Total Credit Points | 80 (Selected according to the unit details on the website) |

[^]Not available at all locations. Check with your campus for details.

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|---|----|-------|------------|
| DOS100 | Introduction to the Digital Audio Environment | 10 | 0.125 | \$2,250.00 |
| DOS110 | Foundations of Mixing | 10 | 0.125 | \$3,265.00 |
| DLS120 | Live Sound Planning | 10 | 0.125 | \$3,265.00 |
| DLS130 | Live Production 1 | 10 | 0.125 | \$3,265.00 |
| DOS200 | Music Industry Practice | 10 | 0.125 | \$2,250.00 |
| DOS210 | Principles of Mixing | 10 | 0.125 | \$2,250.00 |
| DLS220 | Engineering for Live Sound | 10 | 0.125 | \$3,265.00 |
| DLS230 | Live Sound Production 2 | 10 | 0.125 | \$2,250.00 |
| DSP120 | Introduction to the Recording Studio | 10 | 0.125 | \$3,265.00 |
| DSP130 | Studio Production 1 | 10 | 0.125 | \$3,265.00 |
| DSP220 | Audio Engineering | 10 | 0.125 | \$2,250.00 |
| DSP230 | Studio Production 2 | 10 | 0.125 | \$3,265.00 |
| DEM120 | Sound Design, Sampling and Synthesis | 10 | 0.125 | \$3,265.00 |
| DEM130 | Electronic Music Production I | 10 | 0.125 | \$3,265.00 |
| DEM220 | Music Technology in performance | 10 | 0.125 | \$2,250.00 |
| DEM230 | Electronic Music Production 2 | 10 | 0.125 | \$3,265.00 |



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AUSTRALIA 2015 | FEE SCHEDULE

COURSE COMPETENCIES

| | | Studio Production | Live Sound Production | Electronic Music Production |
|------------|---|----------------------|--------------------------|-----------------------------------|
| BSBCRT501A | Originate and develop concepts | | | x |
| BSBOHS509A | Ensure a safe workplace (Core) | x | x | x |
| BSBPMG510A | Manage projects | x | x | x |
| CUESOU04C | Mix live audio | | x | |
| CUESOU10B | Operate wireless audio equipment | | x | x |
| CUESOU11B | Set up and operate stage monitor system | | x | |
| CUFCMP501A | Manage and exploit copyright arrangements | | | x |
| CUFIND401A | Provide services on a freelance basis | x | x | |
| CUSIND401A | Develop specialist expertise in the music industry (Core) | x | x | x |
| CUSIND501A | Apply music knowledge and artistic judgement (Core) | x | x | x |
| CUSMCP501A | Compose music using electronic media | x | | x |
| CUSMPF502A | Incorporate interactive technology into performance | x | | x |
| CUSSOU302A | Record and mix a basic music demo | x | | x |
| CUSSOU303A | Set up and disassemble audio equipment | | x | |
| CUSSOU401A | Record sound | x | x | x |
| CUSSOU402A | Develop and implement sound plans | x | x | |
| CUSSOU403A | Perform advanced sound editing | x | x | x |
| CUSSOU405A | Mix recorded music | x | x | x |
| CUSSOU501A | Develop sound designs | x | x | x |
| CUSSOU502A | Produce sound recordings | x | | |
| CUSSOU503A | Implement sound designs | | | x |
| CUSSOU504A | Create a final sound balance | x | x | x |
| CUESOU03C | Operate professional audio equipment | x | x | |



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AUSTRALIA 2015 | FEE SCHEDULE

3.0 DESIGN

3.1 BACHELOR OF DESIGN

| | |
|----------------------------|--|
| Qualification | Bachelor of Design |
| Specialisation/Course Code | Graphic Design DX7D3 / Web Design DX7X3 |
| Sector | Higher Education (HE) |
| Duration | 6 trimesters minimum |
| Location | Please refer to sae.edu.au for campuses offering this course |
| Intakes Offered | February^, June^, September^ |
| Delivery Mode | Face to Face |
| Payment Options | Upfront Trimester Installments |
| 2015 Indicative Course Fee | \$58,040 |
| Total Credit Points | 240 (Selected according to the unit details on the website) |

^Not available at all locations. Check with your campus for details.

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|-------------------------------------|----|-------|------------|
| CIU110 | Critical Thinking in Creative Media | 10 | 0.125 | \$3,265.00 |
| CIU111 | Overview of Industry | 10 | 0.125 | \$2,250.00 |
| CIU210 | Media Studies | 10 | 0.125 | \$2,250.00 |
| CIU211 | Cultural Perspectives | 10 | 0.125 | \$2,250.00 |
| CIU310 | Internship | 10 | 0.125 | \$2,250.00 |
| DES110 | Design and Layout | 10 | 0.125 | \$2,250.00 |
| DES115 | Production 1 (Design) | 10 | 0.125 | \$2,250.00 |
| DGD110 | Typography | 10 | 0.125 | \$2,250.00 |
| DGD210 | Design Studio 1 (Graphic Design) | 30 | 0.375 | \$6,745.00 |
| DGD303 | Design Major Project Production | 20 | 0.250 | \$4,495.00 |
| DGD220 | Design Studio 2 (Graphic Design) | 30 | 0.375 | \$6,745.00 |
| DGD230 | Design Studio 3 (Graphic Design) | 30 | 0.375 | \$6,745.00 |
| DWD210 | Design Studio 1 (Web) | 30 | 0.375 | \$6,745.00 |
| DWD220 | Design Studio 2 (Web) | 30 | 0.375 | \$6,745.00 |



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AUSTRALIA 2015 | FEE SCHEDULE

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|---------------------------|----|-------|------------|
| DWD230 | Design Studio 3 (Web) | 30 | 0.375 | \$6,745.00 |
| MDU120 | Principles of Design | 10 | 0.125 | \$3,265.00 |
| MDU114 | Fundamentals of Drawing | 10 | 0.125 | \$3,265.00 |
| MDU119 | Web Design | 10 | 0.125 | \$3,265.00 |
| MDU130 | Interaction Design | 10 | 0.125 | \$2,250.00 |
| CIU212 | Major Project Development | 10 | 0.125 | \$2,250.00 |
| NA | Elective Study | 10 | 0.125 | \$2,250.00 |



AUSTRALIA 2015 | FEE SCHEDULE

4.0 FILM

4.1 BACHELOR OF FILM

| | |
|----------------------------|--|
| Qualification | Bachelor of Film |
| Specialisation/Course Code | Production FF7F3 / Post Production FF7N3 |
| Sector | Higher Education (HE) |
| Duration | 6 trimesters minimum |
| Location | Please refer to sae.edu.au for campuses offering this course |
| Intakes Offered | February^, June^, September^ |
| Delivery Mode | Face to Face |
| Payment Options | Upfront Trimester Installments |
| 2015 Indicative Course Fee | \$58,040 |
| Total Credit Points | 240 (Selected according to the unit details on the website) |

^Not available at all locations. Check with your campus for details.

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|-------------------------------------|----|-------|------------|
| CIU110 | Critical Thinking in Creative Media | 10 | 0.125 | \$3,265.00 |
| CIU111 | Overview of Industry | 10 | 0.125 | \$2,250.00 |
| CIU210 | Media Studies | 10 | 0.125 | \$2,250.00 |
| CIU211 | Cultural Perspectives | 10 | 0.125 | \$2,250.00 |
| CIU310 | Internship | 10 | 0.125 | \$2,250.00 |
| FFP303 | Film Major Project Production | 20 | 0.250 | \$4,495.00 |
| FLM111 | Screen Design | 10 | 0.125 | \$3,265.00 |
| FLM112 | Production 1 (Film Production) | 10 | 0.125 | \$3,265.00 |
| FLM110 | Film Studies | 10 | 0.125 | \$2,250.00 |
| FLM215 | Film Studio 1 (Production) | 30 | 0.375 | \$6,745.00 |
| FLM225 | Film Studio 2 (Production) | 30 | 0.375 | \$6,745.00 |
| FLM235 | Film Studio 3 (Production) | 30 | 0.375 | \$6,745.00 |
| FLP210 | Film Studio 1 (Post Production) | 30 | 0.375 | \$6,745.00 |
| FLP220 | Film Studio 2 (Post Production) | 30 | 0.375 | \$6,745.00 |
| FLP230 | Film Studio 3 (Post Production) | 30 | 0.375 | \$6,745.00 |
| MDU111 | Storytelling for Contemporary Media | 10 | 0.125 | \$3,265.00 |



AUSTRALIA 2015 | FEE SCHEDULE

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|--|----|-------|------------|
| MDU116 | Introduction to Cinematography and Film Production | 10 | 0.125 | \$2,250.00 |
| MDU117 | Post Production Principles and Techniques | 10 | 0.125 | \$2,250.00 |
| CIU212 | Major Project Development | 10 | 0.125 | \$2,250.00 |
| NA | Elective Study | 10 | 0.125 | \$2,250.00 |



AUSTRALIA 2015 | FEE SCHEDULE

4.2 DIPLOMA OF SCREEN AND MEDIA (DIGITAL VIDEO PRODUCTION)

| | |
|----------------------------|--|
| Qualification | CUF50107 Diploma of Screen and Media |
| Course Code | FF5VR Digital Video Production |
| Sector | Vocational Education and Training (VET) |
| Duration | 2 trimesters minimum |
| Location | Please refer to sae.edu.au for campuses offering this course |
| Intakes Offered | February [^] , June [^] , September [^] |
| Delivery Mode | Face to Face |
| Payment Options | Upfront Trimester Instalments |
| 2015 Indicative Course Fee | \$22,060 |
| Total Credit Points | 80 |

[^]Not available at all locations. Check with your campus for details.

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|---------------------------------|----|-------|------------|
| CUF100 | Creative Media Industry | 10 | 0.125 | \$3,265.00 |
| CUF200 | Creative Media Projects | 10 | 0.125 | \$3,265.00 |
| DVP110 | Introduction to Screen Writing | 10 | 0.125 | \$2,250.00 |
| DVP120 | Introduction to Screen Graphics | 10 | 0.125 | \$2,250.00 |
| DVP130 | Screen Production Fundamentals | 10 | 0.125 | \$3,265.00 |
| DVP210 | Film Studies | 10 | 0.125 | \$2,250.00 |
| DVP220 | Visual Effects Fundamentals | 10 | 0.125 | \$3,265.00 |
| DVP230 | Screen Production | 10 | 0.125 | \$2,250.00 |

COURSE COMPETENCIES

| | |
|------------|---|
| BSBOHS509A | Ensure a safe workplace (Core) |
| BSBCMM401A | Make a presentation (Core) |
| CUFANM503A | Design animations and digital visual effects |
| BSBCRT402A | Collaborate in a creative process (Core) |
| BSBREL401A | Establish networks (Core) |
| CUFWRT501A | Develop storylines and treatments |
| CUFCAM401A | Shoot a wide range of television content |
| CUFLGT401A | Implement lighting designs |
| CUSSOU406A | Record sound on location |
| CUFPOS402A | Manage media assets |
| BSBCRT401A | Articulate, present and debate ideas |
| CUFPOS401A | Edit screen content for fast turnaround |
| CUFRES401A | Conduct research |
| CUVACD503A | Select and refine a specialised drawing technique |
| BSBPMG510A | Manage Projects (Core) |



AUSTRALIA 2015 | FEE SCHEDULE

5.0 GAMES

5.1 BACHELOR OF GAMES DEVELOPMENT

| | |
|----------------------------|--|
| Qualification | Bachelor of Games Development |
| Specialisation Course Code | Games Programming GA7P3 / Games Design GA7G3 |
| Sector | Higher Education (HE) |
| Duration | 6 trimesters minimum |
| Location | Please refer to sae.edu.au for campuses offering this course |
| Intakes Offered | February [^] , June [^] , September [^] |
| Delivery Mode | Face to Face |
| Payment Options | Upfront Trimester Instalments |
| 2015 Indicative Course Fee | \$58,040 |
| Total Credit Points | 240 (Selected according to the unit details on the website) |

[^]Not available at all locations. Check with your campus for details.

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|-------------------------------------|----|-------|------------|
| CIU110 | Critical Thinking in Creative Media | 10 | 0.125 | \$3,265.00 |
| CIU111 | Overview of Industry | 10 | 0.125 | \$2,250.00 |
| CIU210 | Media Studies | 10 | 0.125 | \$2,250.00 |
| CIU211 | Cultural Perspectives | 10 | 0.125 | \$2,250.00 |
| CIU310 | Internship | 10 | 0.125 | \$2,250.00 |
| GAM110 | Principles of Game Design | 10 | 0.125 | \$3,265.00 |
| GAM111 | Scripting for Game Developers | 10 | 0.125 | \$2,250.00 |
| GAM112 | Production 1 (Games Development) | 10 | 0.125 | \$2,250.00 |
| GDS111 | Level Development | 10 | 0.125 | \$2,250.00 |
| GDS303 | Games Major Project Production | 20 | 0.250 | \$4,495.00 |
| GDS210 | Game Studio 1 (Design) | 30 | 0.375 | \$6,745.00 |
| GDS220 | Game Studio 2 (Design) | 30 | 0.375 | \$6,745.00 |
| GDS230 | Game Studio 3 (Design) | 30 | 0.375 | \$6,745.00 |
| GPG210 | Game Studio 1 (Programming) | 30 | 0.375 | \$6,745.00 |
| GPG220 | Game Studio 2 (Programming) | 30 | 0.375 | \$6,745.00 |



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| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|-----------------------------|----|-------|------------|
| GPG230 | Game Studio 3 (Programming) | 30 | 0.375 | \$6,745.00 |
| MDU112 | Introduction to Scripting | 10 | 0.125 | \$3,265.00 |
| MDU113 | Rational Problem Solving | 10 | 0.125 | \$3,265.00 |
| MDU118 | Programming 1 | 10 | 0.125 | \$2,250.00 |
| CIU212 | Major Project Development | 10 | 0.125 | \$2,250.00 |
| NA | Elective Study | 10 | 0.125 | \$2,250.00 |



AUSTRALIA 2015 | FEE SCHEDULE

6.0 WEB & MOBILE

6.1 BACHELOR OF INTERACTIVE TECHNOLOGIES

| | |
|----------------------------|--|
| Qualification | Bachelor of Interactive Technologies |
| Specialisation/Course Code | Web Development WM7W3 / Mobile Development WM7T3 |
| Sector | Higher Education (HE) |
| Duration | 6 trimesters minimum |
| Location | Please refer to sae.edu.au for campuses offering this course |
| Intakes Offered | February [^] , June [^] , September [^] |
| Delivery Mode | Face to Face |
| Payment Options | Upfront Trimester Instalments |
| 2015 Indicative Course Fee | \$58,040 |
| Total Credit Points | 240 (Selected according to the unit details on the website) |

[^]Not available at all locations. Check with your campus for details.

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|---|----|-------|------------|
| CIU110 | Critical Thinking in Creative Media | 10 | 0.125 | \$3,265.00 |
| CIU111 | Overview of Industry | 10 | 0.125 | \$2,250.00 |
| CIU210 | Media Studies | 10 | 0.125 | \$2,250.00 |
| CIU211 | Cultural Perspectives | 10 | 0.125 | \$2,250.00 |
| CIU310 | Internship | 10 | 0.125 | \$2,250.00 |
| IMD303 | Interactive Technologies Major Project Production | 20 | 0.250 | \$4,495.00 |
| INM220 | Development Studio 2 (Mobile) | 30 | 0.375 | \$6,745.00 |
| INM230 | Development Studio 3 (Mobile) | 30 | 0.375 | \$6,745.00 |
| INT140 | Dynamic Development 1 | 10 | 0.125 | \$2,250.00 |
| INT115 | Production 1 (Interactive Technologies) | 10 | 0.125 | \$2,250.00 |
| INT210 | Development Studio 1 | 30 | 0.375 | \$6,745.00 |
| INW220 | Development Studio 2 (Web) | 30 | 0.375 | \$6,745.00 |
| INW230 | Development Studio 3 (Web) | 30 | 0.375 | \$6,745.00 |
| MDU112 | Introduction to Scripting | 10 | 0.125 | \$3,265.00 |



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AUSTRALIA 2015 | FEE SCHEDULE

| CODE | NAME | CP | EFTSL | 2015 FEE |
|--------|---------------------------|----|-------|------------|
| MDU113 | Rational Problem Solving | 10 | 0.125 | \$3,265.00 |
| MDU119 | Web Design | 10 | 0.125 | \$3,265.00 |
| MDU130 | Interaction Design | 10 | 0.125 | \$2,250.00 |
| CIU212 | Major Project Development | 10 | 0.125 | \$2,250.00 |
| NA | Elective Study | 10 | 0.125 | \$2,250.00 |



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