

Certificate III in Screen and Media - Game Design Foundations

CUA31020



Description:

The Game Design Foundations course will teach students how to develop a game from initial concept to playable demo. Using the Unity 3D game engine or Unreal Engine, art and scripts students design gameplay mechanics and refine them while learning the entire development pipeline.

The course covers:

- Learn how to define and develop game mechanics
- Develop game design documentation
- Rapid prototype gameplay
- Create interactive environments
- Process feedback to refine game design
- No prior programming knowledge required

The Game Design Foundations course teaches students best practice for iterative game design and emphasises the importance of player feedback. Students will create game design documentation and implement game mechanics through a series of rapid prototypes. Based on player feedback and play testing, the technical mechanics are refined to create a fun and engaging game.

Entry requirements:

C grade or above in year 10 EIF (Exploring Identities and Futures), English and Maths

SACE attainment:

Students can gain up to a maximum of 65 Stage 2 SACE credits on completion of this qualification.

Anticipated VET duration: 18 months



National Code	Unit Code	Nominal Hours
Core		
CUAWHS312	Apply work health and safety practices	30
CUAIND311	Work effectively in the creative arts industry	50
BSBCRT311	Apply critical thinking skills in a team environment	40
Electives		
CUADES202	Evaluate the nature of design in a specific industry context	30
CUADES302	Explore and apply the creative design process to 2D forms	60
CUADES303	Explore and apply the creative design process to 3D forms	60
CUAANM313	Create 3D digital models	75
BSBSTR401	Promote innovation in team environments	40
CUADIG304	Create visual design components	30
CUAPPR314	Participate in collaborative creative projects	50
CUAPPR311	Produce creative work	45