Timetable
ICT40915– Digital Interactive Games Certificate IV - 2016

TAFE NSW HUNTER INSTITUTE

Monday	Tuesday	Thursday
ICTPRG301 Apply introductory programming techniques Weeks 1-9 ICTPRG405 Automate processes Weeks 10-18 **Room: FE07** ICTICT406 Build a graphical user interface Weeks 19-27 ICTGAM412 Design interactive media Weeks 28-36 **Teacher: Greg Tisdell** **Room: GE03** **9.30 – 12.30**	CUAANM402 Create digital visual effects **Weeks 19-36** **Teacher: Isaac** **Room: GE03** 9.00 – 11.00 CUAANM301 Create 3D digital models Weeks 1-18 **Room: FE11** ICTGAM409 Create 3-D characters for interactive games Weeks 19-36 **Teacher: Grant Lawson** **Room: GE03** **11.30 – 1.30**	ICTGAM402 Identify and apply principles of games design and game playing **ICAGAM402** Weeks 1-18 **Room: GE03** **9.30 – 11.30** ICTGAM401 Produce an interactive game (Core) **ICTGAM401** Weeks 19-36 **Teacher: Greg Tisdell** **Room: GE03** **9.30 – 11.30**
BSBWHS304 Participate effectively in WHS communication and consultative processes (Core) – Weeks 1-4 ICTICT418 Contribute to copyright, ethics and privacy in an ICT environment (Core) Weeks 5-9 **Teacher: Grant Lawson** **Room: FE07** ICTGAM414 Create audio for digital games weeks 10-27 **Room: FE11** ICTICT419 Work effectively in the digital media industry (Core) - Weeks 28-36 **Room: FE11** **Teacher: Justine** **1.00 – 3.00**	CUAANM301 Create 2D digital animations Weeks 1-18 Teacher: Grant **Room: FE11** **2.00 – 4.00**	ICTGAM405 Write story and content for digital games **ICAGAM405** Weeks 1-18 **Teacher: Chris Davies** **12.30-2.30** **Room: FE07** CUAANM302 Create 3D digital animations Weeks 19-36 **Teacher: Grant** **Room: FE07** **12.00-2.00**