

# Timetable

## ICT50215 Diploma of Digital and Interactive Games

This group starts Term 4 2015



Monday	Wednesday	Thursday
<p><b>ICTGAM520</b> Create and combine 3-D digital games and components Weeks 1 – 18 (2016 weeks) <b>Teacher: Greg Tisdell</b> <b>1.30-4.30</b></p> <p><b>ICTWEB508</b> Develop website information architecture <b>ICTWEB429</b> Create a markup language document to specification <b>ICTGAM529</b> Analyse business opportunities in the digital games environment Weeks 19 –27 (2016 weeks) <b>Teacher: Greg Tisdell - 1.30-4.30</b></p>	<p><b>ICTGAM523</b> Collaborate in the design of 3-D game levels and environments Weeks 1-9 (completed in 2015)</p> <p><b>ICTGAM512</b> Create and implement designs for a 3-D games environment Weeks 1 – 27 (2016 weeks) (combined with 3D Dip) <b>Teacher: Grant Lawson</b> <b>Room: GE03</b> <b>12.00 – 2.00</b></p>	<p><b>ICTGAM514</b> Design and create models for a 3-D and digital effects environment Weeks 1-9 (2016 weeks) (combined with 3D Dip, CUFANM401A Prepare 3D digital models for production)</p> <p><b>ICTGAM519</b> Manage technical art and rigging in 3-D animation <b>ICTICT514</b> Identify and manage the implementation of current industry specific technologies (CUFANM501A Create 3D digital character animation) Weeks 10-18 (2016 weeks)</p> <p><b>ICTGAM517</b> Produce a digital animation sequence (CUFANM501A Create 3D digital character animation) Weeks 19-28 (2016 weeks) <b>Teacher: Grant Lawson</b> <b>Room: FE11</b> <b>9.30 – 11.30</b></p>
<p>Programming Tutorial <b>4.30 – 5.30</b> <b>Teacher: Greg Tisdell</b> <b>Room: GE03</b> ICTICT419 Work effectively in the digital media industry (completed in Cert IV)</p>	<p><b>ICTGAM525</b> Apply digital texturing for the 3-D environment in digital games Weeks 10-27 (2016 weeks) <b>Teacher: Grant Lawson</b> <b>Room: GE03</b> <b>2.00 – 3.00</b></p> <p><b>Classroom Access</b> Weeks 1-9 (2016 weeks) <b>Room: GE03</b> <b>3.00 – 4.00</b></p>	<p><b>ICTGAM501</b> Create design concepts for digital games and 3-D media Weeks 1-9 (2016 weeks)</p> <p><b>ICTGAM503</b> Create a complex 3-D interactive computer game Weeks 10-28 (2016 weeks) <b>Teacher: Greg Tisdell</b> <b>Room: GE03 - 12.30pm – 2.30pm</b></p> <p><b>ICTGAM515</b> Design and create advanced particles, fluids and bodies for 3-D digital effects Weeks 1-28 (2016 weeks) <b>Teacher: Isaac</b> <b>Room: GE03 - 3.00– 5.00</b></p>

