



TORRENS
UNIVERSITY
AUSTRALIA

Billy Blue
College of Design



Associate Degree of Software Engineering (Game Programming)

A game programmer is a specialist software engineer who develops solutions and computer programs to activate computer game interaction. In essence, programming is the math and logic that makes the game happen. This may include Artificial Intelligence programming, engine programming, tools programming, mathematics and physics programming, and network programming or graphics programming.

This associate degree has developed in conjunction with the games industry and with highly experienced educators to build a high-level qualification that meets the needs of this complex field of computer programming. Students undertaking this level of study will develop the skills and capabilities to create an immersive game experience from concept to live prototype.

**Associate Degree of
Software Engineering
(Game Programming)**

2 Years
16 Subjects

**Bachelor Degree of
Software Engineering
(Game Programming)**

1 Year
8 Subjects

CRICOS Code: 102266C

Intake dates

Feb, Jun, Sept

Duration

2 years

Total Tuition Fees

\$60,000

Locations

Melbourne, Sydney, Online

Entry and English requirements

- Australian Year 12 or equivalent with Advanced Mathematics; and
- Academic IELTS 6.0 (no band less than 5.5) or equivalent.

Career outcomes

- App Developer
- Game Play Engineer
- Junior C++ Programmer
- Junior Graphics Programmer
- Junior/Associate Software Engineer
- Software Developer



Course structure

The course structure comprises 15 core and 1 elective subject over 2 years. Students must complete all core subjects, listed below. To find out which electives you can take with this course, visit our Student Hub.

Year 1

- Maths 1
- Introduction to Software Engineering
- Algorithms and Data Structures
- Game Design Principles
- Maths 2
- 2D Game Programming
- Computer Architecture and Operating Systems

Year 2

- Introduction to Computer Graphics
- Artificial Intelligence and Physics for Games
- Project Based Learning Studio: Technology
- Networking and Database Systems
- Artificial Intelligence and Physics for Games
- 3D Graphics Programming
- Game Development PlayStation
- Rapid Game Prototype

At Torrens University Australia, you can:

- Start your course at multiple points throughout the year
- Be supported at every step of your learning experience, giving you the best possible opportunity to succeed
- Explore the opportunity to study across our campuses in Adelaide, Brisbane, Melbourne & Sydney. Why not try them all?
- Experience a modern education in a contemporary, technology enriched learning environment designed to deliver the education you need

How to apply

Please send all documentation to
intadmissions@laureate.net.au

For more information

Please contact your agent, or contact us at
study@laureate.edu.au
torrens.edu.au/international

Developed in partnership with:



Course deposit payment can be made by calling (02) 8588 4703 with a Visa or Mastercard.

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