



Diploma of Software Engineering

The Diploma of Software Engineering qualification is embedded within a suite of courses offering fundamentals in software engineering knowledge and skills with three specialisations available: Game Programming, Artificial Intelligence and Cloud Computing.

Careers in Information Technology and Design have evolved significantly in the past decade to include new and emerging fields and specialisations that reflect the digital world that we now live in. This Diploma offers students an opportunity to explore the field of software engineering, development of fundamental skills for entry level industry, and pursue further higher education study in specialised software engineering disciplines.

Diploma of Software Engineering

1 Year
8 Subjects

Bachelor of Software Engineering

2 Years
16 Subjects

CRICOS Code: 102264E

Intake dates

Feb, Jun, Sept

Duration

1 year

Total Tuition Fees

\$30,000

Locations

Melbourne, Sydney, Online

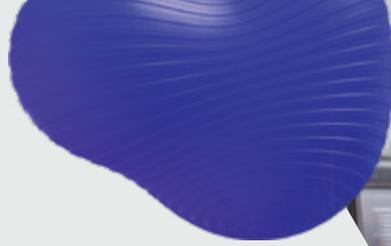
Entry and English requirements

- Australia Year 12 or equivalent; and
- Academic IELTS 5.5 (no band less than 5.0) or equivalent.

Career outcomes

- App Developer
- Quality Assurance Officer
- Production Assistant
- Junior Software Developer
- Junior/Associate Software Engineer





Course structure

This course structure comprises 5 core and 3 elective subjects over 1 year. 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
- Microservices Architecture
- Computer Architecture and Operating Systems

Developed in partnership with:



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- 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
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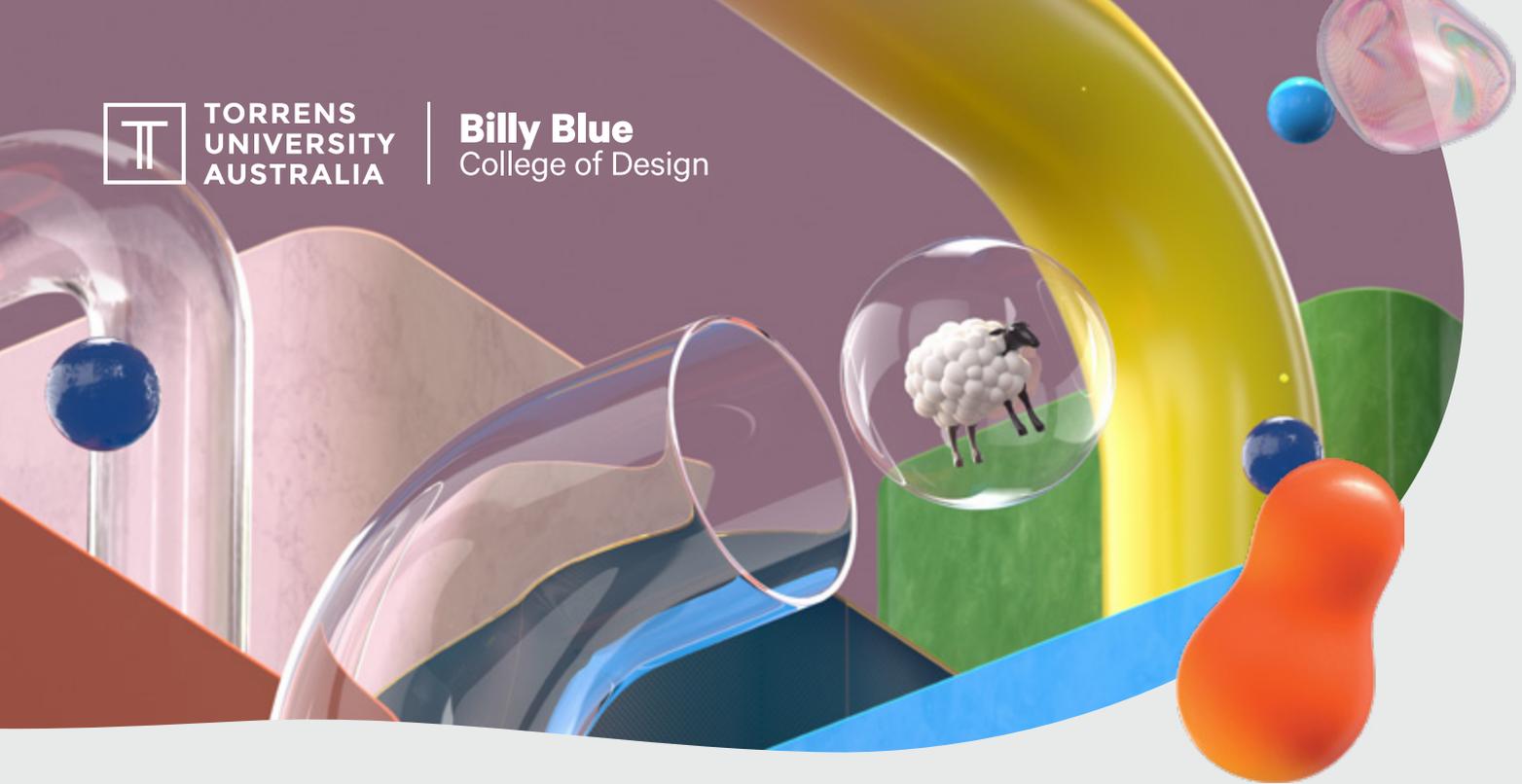
How to apply

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For more information

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Bachelor of Game Design & Development

If you love games and want to create breathtaking environments and characters for one of the biggest industries in the world, then Game Art is for you. The Bachelor of Game Design & Development will develop your artistic style and technical skills through a combination of traditional art practices and the use of industry-standard software. You will create beautiful environments and characters then use these assets to develop immersive experiences in an industry that is bigger than the music and movie sectors combined!

Throughout the course you will work alongside lecturers who will offer you practical industry insights and collaborate with other game artists and programmers to develop an industry-level game.

This course was designed collaboratively with subject matter experts from Media Design School (Auckland, New Zealand), one of the top three digital design schools in the world.

CRICOS Code: 095346K

Intake dates

Feb, Jun, Sept

Duration

3 Years

Total Tuition Fees

\$90,000

Locations

Brisbane, Melbourne, Sydney, Online

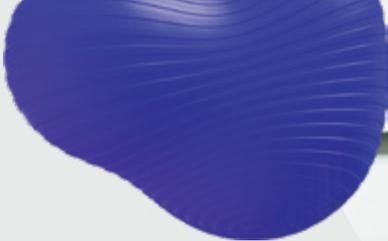
Entry and English requirements

- Australia Year 12 or equivalent; and
- Academic IELTS 6.0 (no band less than 5.5) or equivalent.

Career outcomes

- 2D Artist
- 3D Modeller Generalist
- Animator
- Texture Artist
- Environment Artist
- Character Artist
- Technical Artist





Course structure

This course structure comprises 16 core and 7 elective subjects over 3 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

- 2D Asset Creation
- Game Design Principles
- Design Context
- 3D Asset Creation
- Design Studio 1

Year 2

- Game Studies
- Advanced 3D Asset Creation
- Problem Based Learning Studio
- Animation
- Rapid Game Prototype
- Discover, Define, Develop, Deliver

Year 3

- Social Enterprise
 - Work Integrated Learning
 - Pre-production Capstone 1
 - Production Capstone 2
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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

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

Torrens University Australia Ltd, ABN 99 154 937 005, RTO41343 CRICOS 03389E T/A Media Design School (Adelaide, Brisbane & Sydney). TUA-1218





Bachelor of **Business** & Bachelor of **Communication Design**

If you're struggling to decide whether to pursue a career in the creative or business industries or have dreams of wanting to start your own creative business, our brand new suite of design and business double degrees are the perfect solution.

The combination of a business degree and a degree in design with your preferred specialisation, offers you the flexibility to pursue multiple career paths upon graduation and gives you the skills, knowledge, and confidence to launch your own creative business or go after leading roles in established agencies. Hybrid roles are the way of the future, and the double degree will equip you with the necessary know how to be able to operate in a business centric role like marketing, however with the skillset to execute and manage creative requirements.

CRICOS Code: 090257G

Intake dates

Feb, Jun, Sept

Duration

4 years

Total Tuition Fees

\$97,600

Locations

Brisbane, Melbourne, Sydney

Entry and English requirements

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

Career outcomes

- Graphic Designer
- Web Designer
- Brand Specialist
- Art Director
- Creative Director
- Business Owner / Manager
- Coordinator or Assistant Manager
- Operations Manager
- Marketing Manager
- Partnership Manager
- Buyer
- Entrepreneur
- General Manager

Course structure

The course structure comprises 27 core and 5 elective subjects over 4 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

- Design Studio 1
- Design Context
- Business Communications
- Understanding People and Organisations
- Design Studio 2
- Typographic fundamentals
- Marketing fundamentals

Year 2

- Message, Meaning, Media
- Typographic Systems
- Design Studio 3
- Accounting for Decision Making
- Customer Experience Management
- Developing Visual Vocabulary

Year 3

- Social Enterprise
- Problem Based Learning Studio
- Discover, Define, Develop, Deliver
- The Business Environment
- Wayfinding
- Life Through a Lens

Year 4

- Inspire to Implementation
- Corporate Social Responsibility
- Strategic Management
- Organisational Creativity & Innovation
- Business by Design
- Work Integrated Learning or Work Integrated Learning (Industry Live Brief)
- Business Consulting Project
- Industry Consulting Project



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Associate Degree of Software Engineering (Artificial Intelligence)

This qualification was developed to address industry demand for developers with skills that encompass machine learning, computer vision and natural language processing and speech recognition.

The specialised topics in AI are a branch of artificial intelligence based on the idea that systems can learn from data to identify patterns and make decisions with minimal human intervention. AI is used as a confluence in Natural Language Processing (with linguistics), speech recognition (also linguistics), computer vision (graphics & image processing), data mining and visualisation (graphics & image processing).

The course also embeds ethics, social responsibility and cognitive psychology, adding desired skills to the profession of software engineering, which are increasingly a mainstay in the profession.

Associate Degree of Software Engineering (AI)

2 Years
16 Subjects

Bachelor Degree of Software Engineering (AI)

1 Year
8 Subjects

CRICOS Code: 102267B

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; and
- Academic IELTS 6.0 (no band less than 5.5) or equivalent.

Career outcomes

- Junior Data Scientist/ Analyst
- Generalist C++ Programmer
- Junior/Associate Software Engineer
- Junior Software Developer
- Junior Computer Vision Engineer
- Software Developer
- Software Tester



Course structure

The course structure comprises 10 core, 4 specialisation and 2 elective subjects over 2 years. Students must complete all core & specialisation 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
- Concepts in Artificial Intelligence (Specialisation)
- Algorithms & Data Structures
- Microservices Architecture
- Probabilities & Statistics (Specialisation)
- Introduction to Computer Graphics

Year 2

- Introduction to Data Science
- Applications of Artificial Intelligence (Specialisation)
- Networking & Database Systems
- Classification & Regression (Specialisation)
- Project Based Learning Studio: Technology
- Human Centred Design
- Creative Enterprises

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Diploma of Game Design & Development

This diploma is specific to the development of game artists and designers, specific to the computer games sector.

Students studying this diploma will be introduced to the full spectrum of game art and design from visual design fundamentals, and game art for computer games.

At the completion of the Diploma, students will have the necessary technical skills and exposure to game development processes to enable entrepreneurial endeavours in game development or provide a clear pathway and scholarly techniques for further study and skills development.

Diploma of Game Design & Development

1 Year
8 Subjects

Bachelor of Game Design & Development

2 Years
14 Subjects

CRICOS Code: 102263F

Intake dates

Feb, Jun, Sept

Duration

1 year

Total Tuition Fees

\$30,000

Locations

Melbourne, Sydney, Online

Entry and English requirements

- Australia Year 12 or equivalent; and
- Academic IELTS 5.5 (no band less than 5.0) or equivalent.

Career outcomes

Game Artist Roles:

- Junior 2D Artist
- Junior 3D Artist

Game Design & Development Roles:

- Junior Level Designer
- Junior Game Designer
- Independent Game Developer
- Production Assistant
- Quality Assurance Officer





Course structure

The course structure comprises 6 core and 2 elective subjects over 1 year. 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

- Design Context
- 2D Asset Creation
- Design Studio 1
- Game Design Principles
- 3D Asset Creation
- Game Production Foundation

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TORRENS
UNIVERSITY
AUSTRALIA

Billy Blue
College of Design

Master of Software Engineering (Artificial Intelligence, Advanced)

A degree to equip you for the jobs of tomorrow!

The Master of Software Engineering (Artificial Intelligence, Advanced) addresses industry demand for highly technical software engineers, developers & researchers with skills that encompass machine learning, computer vision, natural language processing and speech recognition.

It offers professionals the opportunity to upskill in order to improve career prospects, and provides recent graduates with the chance to continue and specialise in artificial intelligence. The course is anchored by machine learning to the field of artificial intelligence in the wider software engineering body of knowledge.

Intake dates

Feb, Jun, Sept

Duration

Full time: 2 years

Fee

\$57,200

Locations

Adelaide, Melbourne, Sydney

Entry and English requirements

- A completed higher education qualification at AQF level 7 (Bachelor Degree) or above from an Australian University in a relevant field of study or an equivalent overseas higher education qualification.

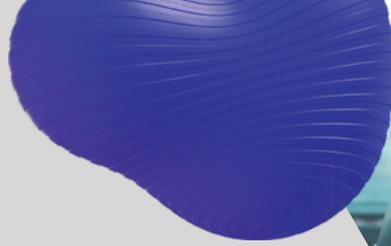
OR

- Applicants without formal qualifications may be admitted to the Graduate Certificate on the basis of at least 3 years professional experience in software development. Applications will be assessed on a case by case basis.
- For international applications IELTS 6.5 with no skills band less than 6 (or equivalent TOEFL, CAE or PTE).

Career outcomes

- Senior Software and Systems Engineer
- AI Researcher
- Research & Development Engineer
- Technical and Development Director
- Systems Architect
- Data Scientist

CRICOS Code: 099353A



Course structure

The course structure comprises 11 core subjects and 2 elective subjects over Levels 400, 500, and 600, as follows:

Level 400 4 core

Level 500 3 core + 1 elective

Level 600 4 core + 1 elective

To be awarded the Master of Software Engineering (Artificial Intelligence, Advanced), students must complete 160 credit points over 13 subjects as outlined in the course structure above. Each subject has a value of 10 credit points, with one subject having a value of 20 credit points (TWL604 Technology – Work Integrated Learning) and one having the value of 30 credit points (ATW606 Advanced Technology – Work Integrated Learning).

Year 1

- Software Engineering Principles
- Human Centred Design
- Secure By Design
- Software Development Management
- Elective
- Mathematical Foundations of Artificial Intelligence
- Research Methodologies
- Intelligent Systems

Year 2

- Machine Learning
- Deep Learning
- Elective
- Technology - Work Integrated Learning
- Advanced Technology - Work Integrated Learning

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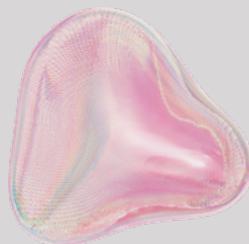
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How to apply

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For more information

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Master of Software Engineering

(Cloud Computing, Advanced)

A degree to equip you for the jobs of tomorrow!

The Master of Software Engineering (Cloud Computing, Advanced) addresses industry demand for highly technical software engineers and developers with skills that encompass DevOps, big data, analytics and distributed development.

It offers professionals the opportunity to upskill in order to improve career prospects, provides recent graduates with the chance to continue and specialise in Cloud Computing and DevOps. The course is anchored by distributed development to the field of cloud computing in the wider software engineering body of knowledge.

CRICOS Code: 099355K

Intake dates

Feb, Jun, Sept

Duration

Full time: 2 years

Fee

\$57,200

Locations

Adelaide, Melbourne, Sydney

Entry and English requirements

- A completed higher education qualification at AQF level 7 (Bachelor Degree) or above from an Australian University in a relevant field of study or an equivalent overseas higher education qualification.

OR

- Applicants without formal qualifications may be admitted to the Graduate Certificate on the basis of at least 3 years professional experience in software development. Applications will be assessed on a case by case basis.
- For international applications IELTS 6.5 with no skills band less than 6 (or equivalent TOEFL, CAE or PTE).

Career outcomes

- Senior Software and Systems Engineer
- Full Stack Engineer
- Applications Solution Architect and Specialist
- Senior DevOps Engineer
- Development Director
- Systems Architect

Course structure

The course structure comprises 11 core subjects and 2 elective subjects over Levels 400, 500, and 600, as follows:

Level 400 4 core

Level 500 3 core + 1 elective

Level 600 4 core + 1 elective

To be awarded the Master of Software Engineering (Cloud Computing, Advanced), students must complete 160 credit points over 13 subjects as outlined in the course structure above. Each subject has a value of 10 credit points, with one subject having a value of 20 credit points (TWL604 – Technology Work Integrated Learning) and one having the value of 30 credit points (ATW606 – Advanced Technology Work Integrated Learning).

Year 1

- Software Engineering Principles
- Human Centred Design
- Secure By Design
- Software Development Management
- Elective
- Cloud Computing Fundamentals
- Research Methodologies
- DevOps Tools

Year 2

- Big Data & Analytics
- Distributed Development
- Elective
- Technology - Work Integrated Learning
- Advanced Technology - Work Integrated Learning

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