

Course Details:

ICT30120 Certificate III in Information Technology (Games) (Partial completion)

Course Aims

The Certificate III in Information Technology has a game art and animation focus. This is a two-year partial completion program that develops skills for the games industry.

Students will gain basic skills in digital imaging and visual design, 3D modelling and texture mapping, 3D and 2D animation. They will also learn the fundamental skills of using the Unity game engine to make and incorporate assets into a 3D environment and create an interactive game.

Course Delivery

Location and Times

Year 1: Swinburne University of Technology, 369 Stud Road, Wantirna. Wednesday 9:00am-12:30pm **OR** 1:30pm – 5:00pm

Year 2: Swinburne University of Technology, 369 Stud Road, Wantirna. Wednesday 1:30pm – 5:30pm

Mode of Delivery: Classroom/Online

Duration: 2 years part time

On successful completion of this program the student will achieve:

Credit towards VCE, VCE VM, VPC and Intermediate VCAL

All VET in school programs contribute units towards VCE and VCE VM. To confirm the number of units and if the program has a scored assessment and therefore a study score, please refer to the following VCCA Get VET resource:

[VCE-VET-program-chart.pdf](#)

Further information can be found on the VTAC website: www.vtac.edu.au and/or www.vcaa.vic.edu.au

Qualification: Be eligible for a Statement of Attainment listing the units achieved in **ICT30120 Certificate III in Information Technology (Partial Completion)**

Additional Requirements/ Information:

Name of RTO & Provider of Qualification:

Swinburne University of Technology
(TOID 3059)

RTO Student Information:

Please refer to <http://www.swinburne.edu.au/policies-regulations/> and www.mullumvetcluster.com.au for student rights and responsibilities while on campus.

Clothing and Equipment:

- USB or external hard drive
- Pen
- Exercise book (A4)

Excursions: NA

Work Placement: Not required.

Other: Current for 2024

Future Pathways and Opportunities:

Complementary studies:	<ul style="list-style-type: none"> • Information Technology 	<ul style="list-style-type: none"> • Art and Design
Pathways:	<ul style="list-style-type: none"> • Certificate IV in Information Technology • Diploma of Information Technology • Advanced Diploma of Graphic Design 	
Possible Future Career Opportunities:	Support IT activities across a wide range of areas such as: <ul style="list-style-type: none"> • Web Technologies • Software Applications • Digital media technologies • Games development 	

Units of Competency:

Year 1: Competencies covered in the first year

Unit Code	Unit Name	Nominal Hours	Core/Elective
CUAANM302	Create 3D digital animations	75	E
ICTICT221	Identify and use specific industry standard technologies	40	E
ICTPRG302	Apply introductory programming techniques	40	C
ICTGAM304	Develop three-dimensional (3D) models for digital games	50	E
Total nominal hours		205	

Year 2: Competencies covered in the second year

Unit Code	Unit Name	Nominal Hours	Core/Elective
CUADIG304	Create visual design components	30	E
ICTICT215	Operate digital media technology package	40	E
ICTICT312	Use advanced features of applications	40	E
ICTGAM305	Apply simple textures and shading to three-dimensional (3D) models for digital games	50	E
ICTPRG435	Write scripts for software applications	40	E
Total nominal hours		200	

