



Australia 2021 Student Contribution Amounts

**FOR COMMONWEALTH SUPPORTED
UNDERGRADUATE AND POSTGRADUATE COURSES**
New Commencing Students - Trimester 3, 2021

Contact us
sae.edu.au or call 1800 SAE EDU

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COMMONWEALTH SUPPORTED PLACES

2021 Student Contribution Amounts (Students Commencing 21T3)

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2021 STUDY PERIODS

The SAE academic year consists of three intakes and one census date per trimester. For students undertaking a post graduate program, the intake will include 1 x thirteen week study period which will run concurrently with 2 x seven week study periods. Included in this booklet is fee information for Commonwealth Supported Place Courses. Courses may not be available at all locations, please refer to sae.edu.au for campuses offering this course.

Financial penalties will apply to students who leave their course after the allocated census date.

COMMENCEMENT		CENSUS		COMPLETION	
21T3	20 September 2021	08 October 2021	17 December 2021		
21T3.1	20 September 2021	29 September 2021	05 November 2021		
21T3.2	08 November 2021	17 November 2021	24 December 2021		

COMMONWEALTH SUPPORTED PLACES

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UNDERGRADUATE CERTIFICATE IN AUGMENTED AND VIRTUAL REALITY



If you want to be part of the exciting and expanding industry of VR and AR, we want to help you gain the core technical and design skills to work with these technologies. In a matter of months you will learn the key fundamentals of VR and AR. Learning in a world class environment, you'll be creating on the latest software, with face to face guidance from expert lecturers who will dive you a deep knowledge in augmented reality, virtual reality, mixed reality, haptic technologies, Human-computer interaction and prototyping. You will learn the technical workflows associated with common augmented and virtual reality platforms, including as scripting and asset pipeline, apply design and project management processes and engage in the development of scholarly skills.

Upon completion you will be eligible for up to 40 credit points towards the Diploma of Augmented and Virtual Reality.

Qualification	Undergraduate Certificate in Augmented and Virtual Reality
Course Code	GAXVR
Sector	Higher Education (HE)
Duration	1 trimester minimum (Intensive Delivery Mode)
Location	Available online at all locations
Intakes Offered	September [^]
Delivery Mode	Online
Payment Options	Study Now – Pay Later (HECS-HELP) Trimester Instalments
2021 Indicative Course Fee	Commonwealth Supported Place (\$3,975)
Total Credit Points	40 (Selected according to the unit details on the website)

Unit Code	Unit Name	Unit Type	Credit Points	EFTSL	***CSP
CMR110	Scholarly Perspectives in Augmented Reality & Virtual Reality	Core	10	0.125	\$993.75
CMR101	Virtual Reality Technologies	Core	10	0.125	\$993.75
CMR102	Augmented Reality Technologies	Core	10	0.125	\$993.75
CMR100	Managing Software Projects	Core	10	0.125	\$993.75

*** Eligible Commonwealth Supported Place students also have access to HECS-HELP loans, so you can study now and pay later. Find out more about HECS-HELP on the [Study Assist](#) Website.

COMMONWEALTH SUPPORTED PLACES
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UNDERGRADUATE CERTIFICATE IN GAME ART

Our undergraduate certificate has been built in a way that gives you plenty of face-to-face time with expert teachers and many hours on the latest tools and software. Understand the **fundamentals of game design**, game art, 3D modelling, animation, audio, interface, and game asset production. You will engage in **collaborative studio-based learning**, producing work in response to a client brief. You'll explore the studio environment including the different roles involved in larger projects, **collaborative creativity**, design strategy and project workflow.

Upon completion, you will be eligible for up to 30 credit points towards the Diploma of Game Development.

Qualification	Undergraduate Certificate in Game Art
Course Code	GA5GA
Sector	Higher Education (HE)
Duration	1 trimester minimum (Intensive Delivery Mode)
Location	Not available at all locations, please refer to sae.edu.au for campuses offering this course
Intakes Offered	September^
Delivery Mode	Face to Face
Payment Options	Study Now – Pay Later (HECS-HELP) Trimester Instalments
2021 Indicative Course Fee	Commonwealth Supported Place (\$3,975)
Total Credit Points	40 (Selected according to the unit details on the website)

Unit Code	Unit Name	Unit Type	Credit Points	EFTSL	***CSP
ANI172	Introduction to Animation	Core	10	0.125	\$993.75
GAD171	Game Mechanics and Dynamics	Core	20	0.250	\$1,987.50
GAD174	Game Asset Production	Core	10	0.125	\$993.75

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COMMONWEALTH SUPPORTED PLACES
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UNDERGRADUATE CERTIFICATE IN GRAPHIC DESIGN

Our undergraduate certificate has been built in a way that gives you plenty of face-to-face time with expert teachers and many hours on the latest tools and software. Understand the **fundamentals of print design** and layout, image-making, typography, visual communication, user experience and digital design. You will engage in **collaborative studio-based learning**, producing work in response to a client brief. You'll explore the studio environment including the different roles involved in larger projects, collaborative creativity, design strategy and project workflows. To complement your **technical skills**, you will graduate with employability skills, introductory project management skills and Scholarly knowledge relevant to your creative practice and further study.

Upon completion you will be eligible for up to 40 credit points towards the Diploma of Graphic Design

Qualification	Undergraduate Certificate in Graphic Design
Course Code	DX5GC
Sector	Higher Education (HE)
Duration	1 trimester minimum (Intensive Delivery Mode)
Location	Not available at all locations, please refer to sae.edu.au for campuses offering this course
Intakes Offered	September^
Delivery Mode	Face to Face
Payment Options	Study Now – Pay Later (HECS-HELP) Trimester Instalments
2021 Indicative Course Fee	Commonwealth Supported Place (\$3,975)
Total Credit Points	40 (Selected according to the unit details on the website)

Unit Code	Module Name	Unit Type	Credit Points	EFTSL	***CSP
DDX170	Principles of Design	Core	10	0.125	\$993.75
DDX171	Fundamentals of Image Making	Core	10	0.125	\$993.75
DDX173	User Centered Design	Core	10	0.125	\$993.75
DDX174	Design for Print Media	Core	10	0.125	\$993.75

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COMMONWEALTH SUPPORTED PLACES
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**UNDERGRADUATE CERTIFICATE IN IT
(SCRIPTING AND USER EXPERIENCE)**

This hands-on undergraduate certificate develops students' skills and knowledge in applying scripting and user experience to game development. Focusing on the **core technical and programming skills**, students will create engaging experiences that are applicable to a wide range of **paraprofessional industry roles** and applications in the area of health, tourism, medical, military and entertainment.

Upon completion, you will be eligible for up to 30 credit points towards the Diploma of Game Development.

Qualification	Undergraduate Certificate in IT (Scripting and User Experience)
Course Code	IT5UI
Sector	Higher Education (HE)
Duration	1 trimester minimum (Intensive Delivery Mode)
Location	Not available at all locations, please refer to sae.edu.au for campuses offering this course
Intakes Offered	September^
Delivery Mode	Face to face
Payment Options	Study Now – Pay Later (HECS-HELP) Trimester Instalments
2021 Indicative Course Fee	Commonwealth Supported Place (\$3,975)
Total Credit Points	40 (Selected according to the unit details on the website)

Module Code	Module Name	Unit Type	Credit Points	EFTSL	***CSP
DDX173	User Centred Design	Core	10	0.125	\$993.75
GAD170	Game Scripting	Core	10	0.125	\$993.75
GAD171	Game Mechanics and Dynamics	Core	20	0.250	\$1,987.50

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COMMONWEALTH SUPPORTED PLACES
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**UNDERGRADUATE CERTIFICATE IN IT
(VIRTUAL SCREEN PRODUCTION)**

This hands-on undergraduate certificate develops students' skills and knowledge in applying Augmented and Virtual Reality hardware and software to produce virtual screen productions. Focusing on the **core technical and design considerations** when working with these technologies, students will create engaging experiences that are applicable to **screen technologies**. They will be introduced to the craft of filmmaking through participation in practical film shoots, and gain experience working with camera, lighting, and sound. And will be introduced to **fundamentals of frame composition and cinematography**.

Upon completion, you will be eligible for up to 30 credit points towards the Diploma of Augmented and Virtual Reality.

Qualification	Undergraduate Certificate in IT (Virtual Screen Production)
Course Code	IT5VP
Sector	Higher Education (HE)
Duration	1 trimester minimum (Intensive Delivery Mode)
Location	Not available at all locations, please refer to sae.edu.au for campuses offering this course
Intakes Offered	September^
Delivery Mode	Blended (Online and face to face)
Payment Options	Study Now – Pay Later (HECS-HELP) Trimester Instalments
2021 Indicative Course Fee	Commonwealth Supported Place (\$3,975)
Total Credit Points	40 (Selected according to the unit details on the website)

Module Code	Module Name	Unit Type	Credit Points	EFTSL	***CSP
CMR101	Virtual Reality Technologies,	Core	10	0.125	\$993.75
CMR102	Augmented Reality Technologies.	Core	10	0.125	\$993.75
CMR110	Scholarly Perspectives in Computer Mediated Reality,	Core	10	0.125	\$993.75
FLM171	Introduction to Cinematography and Sound Recording.	Core	10	0.125	\$993.75

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COMMONWEALTH SUPPORTED PLACES
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GRADUATE CERTIFICATE IN CREATIVE INDUSTRIES

This hands-on undergraduate certificate develops students' skills and knowledge in applying **entrepreneurial concepts** to creative projects in **multiple creative disciplines**. Students are able to focus on a core area of study allowing them to create engaging work that **connects with effective sustainable business practices**. To complement your technical skills, you will graduate with employability skills, introductory entrepreneurial skills and scholarly techniques for higher education.

Upon completion, you will be eligible for up to 40 credit points towards the Diploma of Creative Industries.

Qualification	Level 8, Graduate Certificate in Creative Industries
Course Code	MC8C4
Sector	Higher Education (HE)
Duration	Graduate Certificate in Creative Industries : 1 trimesters minimum
Location	Available online at all locations
Intakes Offered	September^
Delivery Mode	Online
Payment Options	Study Now – Pay Later (HECS-HELP) Trimester Instalments
2021 Indicative Course Fee	Commonwealth Supported Place (\$3,975)
Total Credit Points	40 (Selected according to the unit details on the website)

Module Code	Module Name	Unit Type	Credit Points	EFTSL	***CSP
CIM400	Graduate Studio 1	Core	10	0.125	\$993.75
CIM405	The Creative Practioner	Core	5	0.063	\$496.88
CNE401	Creative Business Entrepreneurship	Core	5	0.063	\$496.88
CIM406	Creative Inquiry	Elective	5	0.063	\$496.88
CIM408	Research and Writing	Elective	10	0.125	\$993.75
CIM415	Contemporary Media Storyteling	Elective	5	0.063	\$496.88
CIM410	Screen Form	Elective	5	0.063	\$496.88
AUD450	Critical Listening for Audio Professionals A	Elective	5	0.063	\$496.88
AUD457	Production Style - Genre	Elective	5	0.063	\$496.88
AUD461	Production Style - Producer	Elective	5	0.063	\$496.88
AUD456	Immersive Audio	Elective	5	0.063	\$496.88
FLM453	Introduction to Stereoscopic 3D	Elective	5	0.063	\$496.88
FLM454	Directing Actors A - script to rehearsal	Elective	5	0.063	\$496.88
FLM455	Directing Actors B - casting to shooting	Elective	5	0.063	\$496.88
GAM451	Game Economy Design	Elective	5	0.063	\$496.88
GAM452	Serious Game Design	Elective	5	0.063	\$496.88
GAM454	Augmented Reality Applications	Elective	5	0.063	\$496.88
GAM458	Virtual Reality	Elective	5	0.063	\$496.88
GAM404	Scripting for Game Development A	Elective	5	0.063	\$496.88
GAM405	Scripting for Game Development B	Elective	5	0.063	\$496.88

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GRADUATE CERTIFICATE IN EMERGING TECHNOLOGIES



The Graduate Certificate in Emerging Technologies is a graduate level, **skills-focused program**, designed to **enhance professional skills and experience** in emerging technologies. This **future thinking program** seeks to provide practical, hands-on skills in a diverse field of emerging technologies. The Graduate Certificate in Emerging Technologies is designed for graduates with a bachelor degree, or experienced professional practitioners, seeking to either update their professional knowledge and skills, or undertake a pathway towards further study, including a graduate diploma or masters level qualification.



The modules in this program are designed to provide students with the **technical skills and knowledge** in emerging technologies, including:

Virtual Reality (Virtual Reality Applications),
Augmented Reality (Augmented Reality Applications),
3D printing, prototyping, and microcontroller programming (3D Printed, Internet Enabled Design A & B),
Scripting for game development (Scripting for Game Development A & B)

Qualification	Level 8, Graduate Certificate in Emerging Technologies
Course Code	Graduate Certificate in Emerging Technologies : GA8ET
Sector	Higher Education (HE)
Duration	1 trimester minimum (Intensive Delivery Mode)
Location	Available online at all locations
Intakes Offered	September^
Delivery Mode	Online
Payment Options	Study Now – Pay Later (HECS-HELP) Trimester Instalments
2021 Indicative Course Fee	Commonwealth Supported Place (\$3,975)
Total Credit Points	40 (Selected according to the unit details on the website)

Module Code	Module Name	Unit Type	Credit Points	EFTSL	***CSP
CIM400	Graduate Studio 1	Core	10	0.1250	\$993.75
GAM404	Scripting for Game Development A	Core	5	0.0625	\$496.88
GAM405	Scripting for Game Development B	Core	5	0.0625	\$496.88
GAM454	Augmented Reality Applications	Core	5	0.0625	\$496.88
GAM458	Virtual Reality	Core	5	0.0625	\$496.88
DES450	3D Printed, Internet Enabled Design A	Core	5	0.0625	\$496.88
DES451	3D Printed, Internet Enabled Design B	Core	5	0.0625	\$496.88

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