



International 2021 Fee Schedule

FOR HE COURSES
Continuing students

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2021 INTERNATIONAL FEE SCHEDULE (Undergraduate Courses) for Continuing Students

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2021 INTERNATIONAL FEE SCHEDULE (Undergraduate Courses) for Continuing Students

2021 STUDY PERIODS

The SAE academic year consists of three intakes and one census date per trimester. Included in this booklet is fee information for HE programs. 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
08 February 2021	26 February 2021	07 May 2021
31 May 2021	18 June 2021	27 August 2021
20 September 2021	08 October 2021	17 December 2021



ANIMATION



AUDIO



CREATIVE
INDUSTRIES



CREATIVE
TECHNOLOGIES



DESIGN



FILM



GAMES



MUSIC

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2021 INTERNATIONAL FEE SCHEDULE (Undergraduate Courses) for Continuing Students



ANIMATION

Animation is pure imagination. Few industries allow you to create what has never been seen before, which is very, very cool. But it's also a profession where technical expertise and application is as important as raw talent, and this is where we come in. Our courses are all about building your character and credentials by giving you hands-on experience in 3D modelling, rigging, design, textures, lighting, rendering and compositing. Throughout your course, you'll explore each aspect of animation in detail with the guidance of expert teachers. You'll be working on cutting-edge software like Autodesk Maya, Autodesk 3D MAX, ToonBoom Harmony, Substance Painter, Unreal Engine 4, Unity, SideFX Houdini, Foundry NukeX, Pixologic ZBrush and Adobe Creative Suite to help bring your ideas to life, as well as learn collaborative and project management skills – all within a world-class, studio-based learning environment.

	DIPLOMA	ASSOCIATE DEGREE	BACHELOR
Qualification	Diploma of 3D Animation	Associate Degree of Animation	Bachelor of Animation
Specialisation Course Code	NT5AN	NT6H3	3D Modelling NT7A3 Character Animation NT7C3 Visual Effects NT7V3
Duration	2 trimesters minimum	4 trimesters minimum	6 trimesters minimum
2021 Indicative Course Fees	\$27,092	\$49,700	\$72,308
Total Credit Points	80	160	240
Sector	Higher Education (HE)		
Intakes Offered	February^, May^, September^		
Delivery Mode	Face to Face		
Payment Options	Trimester Instalments		

	Unit Code	Unit Name	Relative Period	Credit Points	EFTSL	INTERNATIONAL
DIPLOMA ASSOCIATE DEGREE BACHELOR	CIM105	Employability Skills in the Creative Industries	1	0	0	\$0.00
	ANM110	Animation Studies and Practice	1	10	0.125	\$3,947.00
	ANI170	Drawing for Animation	1	10	0.125	\$3,947.00
	ANI171	Foundations of Computer Graphics	1	10	0.125	\$3,947.00
	ANI172	Introduction to Animation	1	10	0.125	\$3,947.00
	ANI174	Applied Animation Techniques	2	10	0.125	\$2,826.00
	ANI181	Animation Studio 1	2	20	0.250	\$5,652.00
	CIM151	Contemporary Industrial Practices	2	10	0.125	\$2,826.00
	CIM210	Media Studies	3	10	0.125	\$2,826.00
	ANI210	Animation Studio 1	3	30	0.375	\$8,478.00
	CIM211	Cultural Perspectives	4	10	0.125	\$2,826.00
	ANM220	Animation Studio 2 (3D Modelling)	4	30	0.375	\$8,478.00
	ANC220	Animation Studio 2 (Character Animation)	4	30	0.375	\$8,478.00
	ANX220	Animation Studio 2 (Visual Effects)	4	30	0.375	\$8,478.00
	CIU212	Major Project Development	5	10	0.125	\$2,826.00
	ANM230	Animation Studio 3 (3D Modelling)	5	30	0.375	\$8,478.00
	ANC230	Animation Studio 3 (Character Animation)	5	30	0.375	\$8,478.00
	ANX230	Animation Studio 3 (Visual Effects)	5	30	0.375	\$8,478.00
	CIU310	Work Placement	6	10	0.125	\$2,826.00
	CIU330	Major Project Production	6	20	0.250	\$5,652.00
	Elective	Elective Study	6	10	0.125	\$2,826.00

*Students can undertake specific units from other SAE degree programs to fulfil the elective requirement. Additional electives can be found in page 11 of the FEE Schedule. Please note the price of elective module varies depending on what a student selects as their elective. All unit prices are detailed in this FEE Schedule



2021 INTERNATIONAL FEE SCHEDULE (Undergraduate Courses) for Continuing Students



AUDIO

Our Audio courses are an immersive, hands-on experience that covers every possible level of studio-, post- and live production, using cutting-edge equipment like Neve, SSL, and Audient consoles, while gaining proficiencies on software including Pro Tools, Logic Pro X, and Ableton Live. Your growth and development will be assessed through the completion of industry-based projects, not theoretically based essays, enabling you to build up a body of work and portfolio to share with potential employers. In preparation for an industry that commands agility and adaptability, you'll cut your creative teeth on projects initially in partnership with your course peers. As your skills develop and you work on more dynamic projects, you'll apply your capabilities to cross-discipline projects. Ultimately, this is all about a qualification that will expand your career. There is work placement as part of your course, to provide practical experience and help build your network. We'll also equip you with employability skills, giving you professional strategies in communication and self-promotion.

	DIPLOMA	ASSOCIATE DEGREE	BACHELOR
Qualification	Diploma of Audio Production	Associate Degree of Audio	Bachelor of Audio
Specialisation Course Code	AU5AD	AU6B3	Studio Production AU7S3 Post Production AU7U3
Duration	2 trimesters minimum	4 trimesters minimum	6 trimesters minimum
2021 Indicative Course Fees	\$27,092	\$49,700	\$72,308
Total Credit Points	80	160	240
Sector	Higher Education (HE)		
Intakes Offered	February^, May^, September^		
Delivery Mode	Face to Face		
Payment Options	Trimester Instalments		

	Unit Code	Unit Name	Relative Period	Credit Points	EFTSL	INTERNATIONAL
DIPLOMA ASSOCIATE DEGREE BACHELOR	CIM105	Employability Skills in the Creative Industries	1	0	0	\$0.00
	AIM110	Thinking about Audio	1	10	0.125	\$3,947.00
	AUD175	Foundations of Sound	1	10	0.125	\$3,947.00
	AUD176	Foundations of Recording and Mixing	1	20	0.25	\$7,894.00
	CIM151	Contemporary Industrial Practices	2	10	0.125	\$2,826.00
	AUD173	Microphones and Sound Reinforcement	2	10	0.125	\$2,826.00
	AUD174	Foundations of DAW Operations	2	10	0.125	\$2,826.00
	AUD180	Audio Production	2	10	0.125	\$2,826.00
	AUD210	Audio Studio 1	3	30	0.375	\$8,478.00
	CIM210	Media Studies	3	10	0.125	\$2,826.00
	AUS220	Audio Studio 2 (Studio Production)	4	30	0.375	\$8,478.00
	AUP220	Audio Studio 2 (Post Production)	4	30	0.375	\$8,478.00
	CIM211	Cultural Perspectives	4	10	0.125	\$2,826.00
	AUS230	Audio Studio 3 (Studio Production)	5	30	0.375	\$8,478.00
	AUP230	Audio Studio 3 (Post Production)	5	30	0.375	\$8,478.00
	CIU212	Major Project Development	5	10	0.125	\$2,826.00
	CIU310	Work Placement	6	10	0.125	\$2,826.00
	CIU330	Major Project Production	6	20	0.25	\$5,652.00
	Elective	Elective Study	6	10	0.125	\$2,826.00

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ANIMATION



AUDIO



CREATIVE INDUSTRIES



CREATIVE TECHNOLOGIES



DESIGN



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GAMES



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DESIGN

Our Design courses are much more than teaching visual aesthetics, but rather, providing you with a detailed understanding and hands-on experience of the role of design in the contemporary world. You'll explore branding and identity design, online and print design, digital image-making and user-centred design. You'll create targeted designs with a particular audience in mind, and develop the skills to come up with creative solutions to complex problems in almost any context.

At SAE you won't find yourself in a lecture with 300 people or even in a traditional lecture at all. You'll be in a studio environment with the latest Adobe Creative Suite. Your growth and development will be assessed holistically based on your engagement with and completion of industry style projects and you'll learn to apply a strategic, entrepreneurial eye to your clients' needs. You will build up a diverse portfolio of work to share with potential employers and clients. In preparation for an industry that demands agility and adaptability, you'll cut your creative teeth on projects in partnership with your course peers. As your skills develop you will work on more future-focused and collaborative projects, applying your capabilities to cross-disciplinary projects. We'll also equip you with employability skills, giving you professional strategies in communication and self-promotion.

	DIPLOMA	ASSOCIATE DEGREE	BACHELOR
Qualification	Diploma of Graphic Design	Associate Degree of Design	Bachelor of Design
Specialisation Course Code	DX5GD	DX6L3	Graphic Design DX7D3 Web Design DX7X3
Duration	2 trimesters minimum	4 trimesters minimum	6 trimesters minimum
2021 Indicative Course Fees	\$27,092	\$49,700	\$72,308
Total Credit Points	80	160	240
Sector	Higher Education (HE)		
Intakes Offered	February^, May^, September^		
Delivery Mode	Face to Face		
Payment Options	Trimester Instalments		

	Unit Code	Unit Name	Relative Period	Credit Points	EFTSL	INTERNATIONAL
DIPLOMA ASSOCIATE DEGREE BACHELOR	CIM105	Employability Skills in the Creative Industries	1	0	0	\$0.00
	DIM111	Scholarly Perspectives on Design	1	10	0.125	\$3,947.00
	DDX170	Principles of Design	1	10	0.125	\$3,947.00
	DDX171	Fundamentals of Image Making	1	10	0.125	\$3,947.00
	DDX174	Design for Print Media	1	10	0.125	\$3,947.00
	CIM151	Contemporary Industrial Practices	2	10	0.125	\$2,826.00
	DDX173	User Centered Design	2	10	0.125	\$2,826.00
	DDX181	Design Studio 1	2	20	0.250	\$5,652.00
	CIM210	Media Studies	3	10	0.125	\$2,826.00
	DGD210	Design Studio 1 (Graphic Design)	3	30	0.375	\$8,478.00
	DWD210	Design Studio 1 (Web Design)	3	30	0.375	\$8,478.00
	CIM211	Cultural Perspectives	4	10	0.125	\$2,826.00
	DGD220	Design Studio 2 (Graphic Design)	4	30	0.375	\$8,478.00
	DWD220	Design Studio 2 (Web Design)	4	30	0.375	\$8,478.00
	CIU212	Major Project Development	5	10	0.125	\$2,826.00
	DGD230	Design Studio 3 (Graphic Design)	5	30	0.375	\$8,478.00
	DWD230	Design Studio 3 (Web Design)	5	30	0.375	\$8,478.00
	CIU310	Work Placement	6	10	0.125	\$2,826.00
	CIU330	Major Project Production	6	20	0.250	\$5,652.00
	Elective	Elective Study	6	10	0.125	\$2,826.00

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FILM

Our Film courses provide the practical experience and technical knowledge needed to launch yourself into the world of motion pictures. Starting with the fundamentals and rolling through to the finer, more complex aspects of cinematography, you'll acquire a very particular set of skills. Choose to specialise in either Production where the focus is on directing and producing or Post-Production where you'll refine your skills in editing, composing and colour grading. You'll be in a studio environment using industry-standard equipment like 4K Red, Sony and Canon cameras, DaVinci Resolve colour grading software, Adobe Premiere Pro, and Adobe Creative Cloud. Your growth and development will be assessed through the completion of industry-based projects, not theoretical based essays, enabling you to build up a body of work and portfolio to share with potential employers. In preparation for an industry that commands agility and adaptability, you'll cut your creative teeth on projects initially in partnership with your course peers. As your skills develop and you work on more dynamic projects, you'll apply your capabilities to cross-discipline projects. At SAE, you'll see your ideas come to life as you prepare for a big future in front of you behind the lens.

	DIPLOMA	ASSOCIATE DEGREE	BACHELOR
Qualification	Diploma of Film	Associate Degree of Film	Bachelor of Film
Specialisation Course Code	FF5FD	FF6E3	Production FF7F3 Post Production FF7N3
Duration	2 trimesters minimum	4 trimesters minimum	6 trimesters minimum
2021 Indicative Course Fees	\$27,092	\$49,700	\$72,308
Total Credit Points	80	160	240
Sector	Higher Education (HE)		
Intakes Offered	February^, May^, September^		
Delivery Mode	Face to Face		
Payment Options	Trimester Instalments		

	Unit Code	Unit Name	Relative Period	Credit Points	EFTSL	INTERNATIONAL
DIPLOMA ASSOCIATE DEGREE BACHELOR	CIM105	Employability Skills in the Creative Industries	1	0	0	\$0.00
	FIM111	Screen Studies & Practice	1	10	0.125	\$3,947.00
	FLM170	Storytelling for the Screen	1	10	0.125	\$3,947.00
	FLM171	Introduction to Cinematography and Sound Recording	1	10	0.125	\$3,947.00
	FLM172	Editing Principles and Techniques	1	10	0.125	\$3,947.00
	CIM151	Contemporary Industrial Practices	2	10	0.125	\$2,826.00
	FLM173	Screen Design	2	10	0.125	\$2,826.00
	FLM181	Film Studio 1	2	20	0.250	\$5,652.00
	CIM210	Media Studies	3	10	0.125	\$2,826.00
	FLM215	Film Studio 1 (Production)	3	30	0.375	\$8,478.00
	FLP210	Film Studio 1 (Post Production)	3	30	0.375	\$8,478.00
	CIM211	Cultural Perspectives	4	10	0.125	\$2,826.00
	FLM225	Film Studio 2 (Production)	4	30	0.375	\$8,478.00
	FLP220	Film Studio 2 (Post Production)	4	30	0.375	\$8,478.00
	CIU212	Major Project Development	5	10	0.125	\$2,826.00
	FLM235	Film Studio 3 (Production)	5	30	0.375	\$8,478.00
	FLP230	Film Studio 3 (Post Production)	5	30	0.375	\$8,478.00
	CIU310	Work Placement	6	10	0.125	\$2,826.00
	CIU330	Major Project Production	6	20	0.250	\$5,652.00
	Elective	Elective Study	6	10	0.125	\$2,826.00

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GAMES DEVELOPMENT

Games have the potential to change the world, and we can give you the skills to help change yours. Our bachelor starts at the base level and builds your expertise in programming and design. At SAE you won't find yourself in a lecture with 300 people or even in a traditional lecture at all. You'll be in a studio environment using industry-standard software like Unreal Engine 4, Unity3D, Autodesk 3D Studio Max and Maya, developing for technologies such as Oculus Rift, HTC Vive, Android, and iOS. You'll also learn to speak how the professionals do with expert lecturers guiding you in languages such as C++ and C#. Your growth and development will be assessed through the completion of industry-based projects, not theoretical based essays. This will ultimately help you build up a body of work and portfolio to share with potential employers or first client. In preparation for an industry that commands agility and adaptability, you'll cut your creative teeth on projects initially in partnership with your course peers. As your skills develop and you work on more dynamic projects, you'll apply your capabilities to cross-discipline projects. Your epic adventure in gaming starts here.

	DIPLOMA	ASSOCIATE DEGREE	BACHELOR
Qualification	Diploma of Games Development	Associate Degree of Games Development	Bachelor of Games Development
Specialisation Course Code	GA5GD	GA6K3	Games Programming GA7P3 Games Design GA7G3
Duration	2 trimesters minimum	4 trimesters minimum	6 trimesters minimum
2021 Indicative Course Fees	\$27,092	\$49,700	\$72,308
Total Credit Points	80	160	240
Sector	Higher Education (HE)		
Intakes Offered	February^, May^, September^		
Delivery Mode	Face to Face		
Payment Options	Trimester Instalments		

	Unit Code	Unit Name	Relative Period	Credit Points	EFTSL	INTERNATIONAL
DIPLOMA ASSOCIATE DEGREE BACHELOR	CIM105	Employability Skills in the Creative Industries	1	0	0	\$0.00
	GAD171	Game Mechanics and Dynamics	1	20	0.250	\$7,894.00
	GAD170	Game Scripting	1	10	0.125	\$3,947.00
	GIM110	Thinking About Games	1	10	0.125	\$3,947.00
	CIM151	Contemporary Industrial Practices	2	10	0.125	\$2,826.00
	GAD181	Game Studio 1	2	20	0.250	\$5,652.00
	GAD174	Game Asset Production	2	10	0.125	\$2,826.00
	CIM210	Media Studies	3	10	0.125	\$2,826.00
	GDS210	Game Studio 1 (Games Design)	3	30	0.375	\$8,478.00
	GPG210	Game Studio 1 (Games Programming)	3	30	0.375	\$8,478.00
	CIM211	Cultural Perspectives	4	10	0.125	\$2,826.00
	GDS220	Game Studio 2 (Games Design)	4	30	0.375	\$8,478.00
	GPG220	Game Studio 2 (Games Programming)	4	30	0.375	\$8,478.00
	CIU212	Major Project Development	5	10	0.125	\$2,826.00
	GDS230	Game Studio 3 (Games Design)	5	30	0.375	\$8,478.00
	GPG230	Game Studio 3 (Games Programming)	5	30	0.375	\$8,478.00
	CIU310	Work Placement	6	10	0.125	\$2,826.00
	CIU330	Major Project Production	6	20	0.250	\$5,652.00
	Elective	Elective Study	6	10	0.125	\$2,826.00

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2021 INTERNATIONAL FEE SCHEDULE (Undergraduate Courses) for Continuing Students

MUSIC



If you're passionate about songwriting, beats, and cool production you are going to love the Associate Degree of Songwriting and Music Production. Brand new for SAE, this collaborative course provides a unique, hands-on, immersive experience to guide you through each level of songwriting and music production.

At SAE you won't find yourself in a lecture with 300 people or even in a traditional lecture at all. You'll be in a studio environment - learning contemporary songwriting strategies, music production technology and skills, nuances of performance, and recording techniques, as well as creating music for other media like games, film/screen and for live performance. Your growth and development will be assessed through the completion of industry-based projects, not theoretically based essays. These projects will contribute to your personal song/music portfolio that you'll be able to showcase to the music industry.

In preparation for an industry that commands agility and adaptability, you'll cut your creative teeth on songwriting and music production. As your skills develop and you work on more dynamic projects, you'll apply your capabilities across disciplines (e.g. with games/film students), and you could find yourself collaborating with fellow SAE students across Australia as well as SAE's global network. Ultimately, this is all about a qualification that prepares you for your career. There is work placement as part of your course, to provide practical experience and help build your network. We'll also equip you with employability skills, giving you professional strategies in communication and confident self-promotion. Once complete, you'll have the songwriting and music production tools you need to mix it with the best.

	DIPLOMA	ASSOCIATE DEGREE	BACHELOR
Qualification	Diploma of Music Production	Associate Degree of Songwriting and Music Production	Bachelor of Songwriting and Music Production
Specialisation Course Code	AU5MP	MU6V4	MU7V4
Duration	2 trimesters minimum	4 trimesters minimum	6 trimesters minimum
2021 Indicative Course Fees	\$27,092	\$49,700	\$72,308
Total Credit Points	80	160	240
Sector	Higher Education (HE)		
Intakes Offered	February^, May^, September^		
Delivery Mode	Face to Face		
Payment Options	Trimester Instalments		

	Unit Code	Unit Name	Relative Period	Credit Points	EFTSL	INTERNATIONAL
DIPLOMA ASSOCIATE DEGREE BACHELOR	AIM110	Thinking About Audio	1	10	0	\$3,947.00
	AUM172	Music Materials 1	1	10	0.125	\$3,947.00
	AUM173	Introduction to Music Production	1	20	0.250	\$7,894.00
	AUM174	Music Materials 2	2	10	0.125	\$2,826.00
	AUM181	Music Studio 1	2	20	0.250	\$5,652.00
	CIM151	Contemporary Industrial Practices	2	10	0.125	\$2,826.00
	AUM212	Music Studio 2	3	30	0.375	\$8,478.00
	CIM211	Cultural Perspectives	3	10	0.125	\$2,826.00
	AUM213	Music Studio 3	4	30	0.375	\$8,478.00
	CIM210	Media Studies	4	10	0.125	\$2,826.00
	AUM314	Music Studio 4	5	20	0.250	\$5,652.00
	CIM312	Major Project Development	5	20	0.250	\$5,652.00
	CIM330	Major Project Production	6	20	0.250	\$5,652.00
	CIM310	Work Integrated Learning	6	10	0.125	\$2,826.00
	CIM320	Creative Media Business and Entrepreneurship	6	10	0.125	\$2,826.00

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2021 INTERNATIONAL FEE SCHEDULE (Undergraduate Courses) for Continuing Students



DIPLOMA OF AUGMENTED AND VIRTUAL REALITY & 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 give 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 80 credit points towards the Bachelor of Games Development (Games Design).

Qualification	Level 5, Diploma of Augmented and Virtual Reality	Undergraduate Certificate in Augmented and Virtual Reality
Course Code	GA5VR	GAXVR
Sector	Higher Education (HE)	Higher Education (HE)
Duration	2 trimesters minimum	1 trimester minimum
Location	Not available at all locations, please refer to sae.edu.au for campuses offering this course	Available online at all locations
Intakes Offered	February^, May^, September^	February^, May^, September^
Delivery Mode	Online	Online
Payment Options	Trimester Instalments	Trimester Instalments
2021 Indicative Course Fee	\$27,095	\$15,788
Total Credit Points	80 (Selected according to the unit details on the website)	40 (Selected according to the unit details on the website)

UNDERGRAD CERTIFICATE DIPLOMA	Unit Code	Unit Name	Relative Period	Credit Points	EFTSL	INTERNATIONAL
	CMR110	Scholarly Perspectives in Augmented Reality & Virtual Reality	1	10	0.125	\$3,947.00
	CMR101	Virtual Reality Technologies	1	10	0.125	\$3,947.00
	CMR102	Augmented Reality Technologies	1	10	0.125	\$3,947.00
	CMR100	Managing Software Projects	1	10	0.125	\$3,947.00
	CIM151	Contemporary Industrial Practices	2	10	0.125	\$2,827.00
	CMR103	Mixed Reality Hardware	2	10	0.125	\$2,827.00
	CMR104	Computer Mediated Reality Major Project	2	20	0.250	\$5,653.00



ANIMATION



AUDIO



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2021 INTERNATIONAL FEE SCHEDULE (Undergraduate Courses) for Continuing Students

SUPPLEMENTARY ELECTIVES FOR BACHELOR COURSES

This list of elective modules below are available to use toward the 10 credit points of elective study required in the Bachelor degrees. Please note that modules may not run every trimester at every campus. Please schedule a meeting with your Department Coordinator to discuss options.

Unit Code	Unit Name	Relative Period	Credit Points	EFTSL	INTERNATIONAL
ANI170	Drawing for Animation	1	10	0.125	\$3,947.00
ANI171	Foundations of Computer Graphics	1	10	0.125	\$3,947.00
ANI172	Introduction to Animation	1	10	0.125	\$3,947.00
AUD175	Foundations of Sound	1	10	0.125	\$3,947.00
AUD177	Foundations of Audio Technology and Live Sound	2	10	0.125	\$2,826.00
DDX170	Principles of Design	1	10	0.125	\$3,947.00
DDX171	Fundamentals of Image Making	1	10	0.125	\$3,947.00
DDX174	Design for Print Media	1	10	0.125	\$3,947.00
DDX173	User Centered Design	2	10	0.125	\$2,826.00
FLM170	Storytelling for the Screen	1	10	0.125	\$3,947.00
FLM171	Introduction to Cinematography and Sound Recording	1	10	0.125	\$3,947.00
FLM172	Editing Principles and Techniques	1	10	0.125	\$3,947.00
FLM173	Screen Design	2	10	0.125	\$2,826.00
GAD170	Game Scripting	1	10	0.125	\$3,947.00
CMR101	Virtual Reality Techniques	1	10	0.125	\$3,947.00
CMR102	Augmented Reality Technologies	1	10	0.125	\$3,947.00
AUM172	Music Materials 1	1	10	0.125	\$3,947.00


ANIMATION

AUDIO

**CREATIVE
INDUSTRIES**

**CREATIVE
TECHNOLOGIES**

DESIGN

FILM

GAMES

MUSIC

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