

Technical Information Sheet

Bachelor of Arts in Game Design and Production

Equipment Requirements



PC		
Operating System	Windows 10 or 11	
Processor	Minimum: Intel® 6th Gen or newer CPU – or AMD Ryzen™ 1000 Series or newer CPU Recommended: Intel® 7th Gen or newer CPU with Quick Sync – or AMD Ryzen™ 3000 Series / Threadripper 2000 series or newer CPU	
Display	Optimised for 1920 x 1080 or higher	
Memory	Minimum: 16GB Recommended: 32GB	
Video Card	Minimum NVIDIA 1060 Recommended: NVIDIA Geforce GTX 2080Ti	
Disk Space/Hard Drive	128GB for Software Minimum: 256GB HDD Recommended: 256GB SSD	
Other	USB 3.0 Port for ASIO-supported audio device	
Year 1 Semester 1		
Academic Literacy* Game Studies 1: Storytelling* Asset Design 1: Game Aesthetics*	Hardware:	
	Digital Drawing Tablet	Recommend: Wacom One Drawing Tablet, XP-PEN Artist 15.6 Pro Pen Display, iPad Pro / Air
	3 Button Mouse	
	External Hard Drive	Minimum: 500GB, Recommended: 2x 1TB
Year 1 Semester 2		
Scripting 1: Introduction* Game Studies 2: Game Theory Asset Design 2: Digital Imaging	Software:	
	C# for Scripting Adobe Creative Suite Unity and Unreal Game Engine Blender	
Year 2 Semester 1		
Game History Scripting 2* Game Production 1: Analogue Media Literacy	All previously purchased software and hardware will be used to complete assessments for this semester.	
Year 2 Semester 2		
Marketing and Social Media Game Production 2 Scripting 3*	All previously purchased software and hardware will be used to complete assessments for this semester.	
Year 3 Semester 1		
Finance and Distribution Game Studies 3: Technology Game Production 3: Finishing	All previously purchased software and hardware will be used to complete assessments for this semester.	

Year 3 Semester 2	
Asset Design 3: 2D Animation Research Methodologies* Creative Project: Work Integrated Learning	<i>All previously purchased software and hardware will be used to complete assessments for this semester.</i>
Year 4 Semester 1	
Game Studies 4: Final Research Component Asset Design 4: 3D Animation Scripting 4	<i>All previously purchased software and hardware will be used to complete assessments for this semester.</i>
Year 4 Semester 2	
Creative Project 2	<i>All previously purchased software and hardware will be used to complete assessments for this semester.</i>