2017-18 Student Handbook and Course Catalog

Seattle Campus
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Welcome from the Head of School

The Academy of Interactive Entertainment (AIE) offers certificate and diploma programs to train you to become employable as a computer programmer, graphic artist or visual effects engineer in a variety of settings. Our graduates work developing video games, social and casual web based games, film special effects, massively multiplayer hosting solutions, serious gaming simulations and military simulations as well as applications for medicine and industry. We welcome you to our community and encourage you to enjoy your time participating in our educational experience. We have enjoyed developing our courses and hope that you take away from them the skills and knowledge that will guide you on your educational journey.

James Cardo

Head of School – Seattle Campus

Authorization

AIE Seattle is licensed under Chapter 28C.10 RCW. Inquiries or complaints regarding this private vocational school may be made to:

Workforce Training and Education Coordinating Board
128 - 10th Avenue SW
PO Box 43105, Olympia, Washington 98504
wtecb@wtb.wa.gov
Telephone: 360-709-4600 fax: (360) 586-5862 web: wtb.wa.gov

The Academy of Interactive Entertainment is accredited by the Commission of the Council on Occupational Education
7840 Roswell Road, Building 300, Suite 325, Atlanta, GA 30350

Selected programs of study at AIE are approved by the Workforce Training and Education Coordinating Board’s State Approving Agency (WTECB/SAA) for enrollment of those eligible to receive benefits under Title 38 and Title 10, USC.

Statement of Institutional Philosophy

Established in 1996 by John and Vicki De Margheriti, the Academy of Interactive Entertainment is recognized as Australia’s peak non-profit Registered Training Organization for the Australian video games, 3D animation and related industries. As such, it is our goal to bring our expertise and development skills to the United States in order to facilitate the development of qualified programmers, engineers and artists at both the vocational and academic levels for the ever-expanding American market. Specializing in 3D computer graphics, games programming, game design, film and media, AIE provides real pathways
to employment via training approved by industry and delivered by industry-experienced teachers. AIE has close ties with many leading industry players and has won a number of awards for excellence in educational development and delivery. All AIE full-time certificate and diploma programs are accredited and recognized through the Australian Qualifications Framework. AIE has four campuses in Australia (Adelaide, Canberra, Melbourne, and Sydney), as well as two campuses in the United States (Seattle, WA and Lafayette, LA). AIE is nationally accredited in the United States by the Council on Occupational Education, is approved to accept federal financial aid from the US Department of Education, and is approved to accept international students by the US Department of Homeland Security.

Our commitment to our students is to offer courses that are topical, challenging and help successful students to be able to quickly enter the industry. AIE staff is here to make your learning experience enjoyable and productive. Please do not hesitate to talk to us if there is anything we can do to assist you with your studies.

AIE Mission

AIE trains students for employment and career opportunities in 3D animation, game development and related fields through the provision of world class education as well as acting as a catalyst to build these industries.

Contact

Academy of Interactive Entertainment
305 Harrison Street, Suite 405
Seattle, WA 98109

Phone: 206-428-6350
www.aie.edu

School Certifying Officials

James Cardo - Head of School - Seattle Campus  jamics@aie.edu  (206) 686-0136
Joel Younker – Controller  joely@aie.edu  (206) 428-6352
Regina Graw Crockett – Financial Aid Administrator  reginag@aie.edu  (206) 428-6351

Faculty and Staff

Administration

James Cardo - Head of School - Seattle Campus  jamics@aie.edu  (206) 686-0136
Kirsten Ugalde – Outreach and Enrollment Coordinator  kirstenu@aie.edu  (206) 428-6350
Charlene Hernandez – Student Services Coordinator  charlene.hernandez@aie.edu  (206) 428-6350
Tarrance Tucker III – Admissions Advisor (South)  tarrancet@aie.edu  (206) 428-6350
David Johnson – Admissions Advisor (North)  davidj@aie.edu  (206) 428-6350
AIE USA Administration

Joel Younker – Controller  joely@aie.edu  (206) 428-6352
Regina Graw Crockett – Financial Aid Administrator  reginag@aie.edu  (206) 428-6351
Peter Huff – Social Media, Events, and Materials Coordinator  peterh@aie.edu  (206) 428-6350
Cami Smith – Industry Relations  csmith@aie.edu  (206) 428-6350
Jaymz Kennedy – Information Technology Administrator  jaymzk@aie.edu  (206) 428-6350

Teaching Faculty

Vic Bonilla,  
3D Animation and VFX  
BFA School of the Art Institute of Chicago (SAIC). 24 years experience in the Games Industry, over 17 titles shipped. Five years experience in post-secondary education. Owner of an indie studio and professional fine arts photographer.

Esmeralda Salamone,  
Game Programming  
BA summa cum laude with honors in Arts and Technology from University of Texas at Dallas. 10+ years experience in open source and independent game contracting, consulting, and development. Five years experience in post-secondary education.

Jim Millar,  
Game Art and Animation  

Terry Nguyen,  
Game Programming  
Advanced Diploma of Game Development Specializing in Game Programming from the Academy of Interactive Entertainment at Seattle, Washington. Legacy Award winner at AIE. Four years experience of contracting and independent game development.

Ian Rich,  
Skills Center  

Misty Loreen,  
Game Art and Animation  
BFA in Game Art & Design from the Art Institute of Seattle; Rigging and Animator at Gas Powered Games; adjunct instructor at IADT Seattle; instructor at DigiPen Institute of Technology.
Facilities

AIE Seattle operates in a series of suites in the historic Armory Building, which was constructed in 1939 to serve as a munitions warehouse prior to World War II. Currently it serves as a central hub for the Seattle Center campus, sitting in the shadow of the Space Needle next to the Experience Music Project and Chihuly Glass Museum. The Armory Building is home to schools, theatre companies, and eateries, as well as being a terminus for the Seattle Monorail.

AIE’s campus totals four dedicated classrooms, each equipped with state of the art computers, software, and peripheral hardware (e.g. drawing tablets, VR development kits, and game consoles). There is a library for student use, as well as breakout space in the VR Lab and the school lobby. Offices for Seattle faculty and staff are onsite, and those for AIE USA financial staff are only a few blocks away at Queen Anne Square. All AIE facilities are ADA compliant.

Classes

Classes are taught on a studio model, emulating, in so far as possible, the industry workplace environment, with project-based assessment against industry skills standards and criteria. Learning and practice are integrated and take place in the same space, so transitions between theory and practice are unhindered.

AIE strives to maintain a student: teacher ratio of 25:1. Classes that grow larger than that ratio will see the addition of ancillary instructors to assist the primary teacher.

Rights and Responsibilities

As an AIE student, you have rights and responsibilities, and your attention is drawn particularly to the following:

**Students Have the Right:**

- To a course of study that meets current educational standards of presentation, content and organization.
- To have work assessed against the prescribed criteria, in a manner that is prompt and helpful.
- To be treated with respect, in a non-discriminatory way.
- To appeal against any assessment and on any grievance.
- To have personal information secured from all but those authorized to access it.
- To information which will assist in the choice and management of the program.
- To accurate information about assessment requirements and criteria.
- To a safe work environment.
- To a positive and helpful learning environment.

**It is the Student’s Responsibility:**

- To practice effective time management that prioritizes education.
- To self-evaluate work before submission.
- To treat others with respect.
To raise and discuss issues which affect their academic progress.
To respect the personal information of others.
To accept a high degree of responsibility for the management of their own learning.
To familiarize themselves with the assessment requirements and to seek clarification where necessary.
To ensure that the work submitted for assessment is their own work.
To adhere to occupational health and safety regulations.
To contribute constructively to the learning of others.
To take good care of the work environment and equipment.
To adhere to all regulations and agreements regarding nondisclosure, network and intellectual property.
To ensure that tuition fees are paid on time according to the invoice and/or repayment contract.
To be familiar with the policies and procedures contained within this Student Handbook.
To make sure to check emails, intranet and bulletin boards regularly.
To assure AIE has up-to-date contact information.

College Learning Outcomes

Academy of Interactive Entertainment students, faculty, staff and administration are committed to the employability of our graduates. We promote the knowledge, habits and skills leading to success in a diverse, technological and information-driven society.

Collaboration
- Interact ethically in diverse and complex situations
- Communicate successfully across cultures
- Value own and others’ individuality
- Use honest and ethical behavior in all actions
- Work together with colleagues in an efficient, supportive and productive manner
- Organize and work in team structures to undertake and complete projects

Communication
- Demonstrate speaking, listening and writing skills effectively
- Analyze and respond to the needs of clients with sensitivity
- Utilize lines of communication to convey information effectively

Performance
- Demonstrate job-specific technical skills for entry level employment
- Meet industry-specific skills standards and professional quality standards
- Monitor one’s own performance to achieve professional standards
Problem Solving

- Apply decision making strategies
- Use multiple resources to gather information to solve problems.
- Reflect on and improve one’s own performance

Responsibility

- Assume responsibility for assigned tasks
- Assume responsibility for supporting a team as a member of the team
- Take responsibility for own learning

Policies

Privacy

In accordance with the Privacy Act 1988 in Australia and the Family Educational Rights and Privacy Act of 1974, as amended (FERPA) in the USA, it is AIE’s policy to ensure the privacy of all staff, students and third parties. Any confidential information obtained by AIE and committees, individuals or organizations acting on its behalf, will be safeguarded by secure storage and accessed only by designated persons.

No information will be disclosed to a third party without the written consent of the client or student, except as required under the standards for Registered Training Organizations or by law. Details provided may be checked with or supplied to other authorized agencies (for example the Integrated Postsecondary Data System (IPEDS) in the USA, or the Australian Vocational Education and Training Management Information Statistical Standard (AVETMISS) for external reporting purposes. By request, through the Head of School or designee, students and/or clients can access their personal records.

Copyright

AIE will try to make sure that the copyright laws are understood both for student protection and for the school’s protection. The reproduction of software onto floppy disks or removable media is not permitted by law. A breach of copyright laws will result in a written warning and may result in suspension or failure from the course. Students should ask their instructor if they have any doubts about the legality of what they are doing.

Language, Numeracy and Literacy

Students requiring additional language, numeracy and literacy help should first approach the instructor, who may refer the issue to the Head of School or designee. Support will be given on an individual basis and may involve referral to an agency recommended by the AIE.

Non-Discriminatory Policy

The Academy of Interactive Entertainment (AIE) is committed to an inclusive and welcoming environment for students, potential students, employees, and visitors. As such, AIE does not discriminate in administration of its educational policies, admissions, policies, scholarships, loans and any other programs or activities administered by AIE based on, but not limited to, the following: class, sex, gender identification/expression, sexual identification, national origin, religion, race, color, creed,
ethnic origin, veteran/military status, the presence of any sensory, mental or physical disability, education, age, domestic/marital status, and any other perceived differences. AIE encourages individuals from all backgrounds to be themselves and feel welcome at our campuses and at AIE sponsored events.

*Please contact James Cardo, Head of School, jamesc@aie.edu with any questions regarding this policy.*

**Equal Employment Opportunity (EEO) and Students with Specific Needs**

AIE actively promotes equity in access to, and participation in, vocational education and training in accordance with US federal and state policies. AIE is committed to equal opportunity for all students.

AIE applies the principle of “reasonable accommodation” in providing support for students of equity groups. In some cases, AIE can make flexible arrangements so that students are not disadvantaged. These might include special places in a course, curriculum modification or alternative assessment arrangements. Students are responsible for informing their instructor or specific needs. *AIE will assist you if we know your needs. Please help us to help you by giving us the information.*

Procedurally, any student in need of any accommodation should speak directly with the Student Services Coordinator, who will document the accommodation fully and inform faculty and staff as appropriate to ensure that implementation is smooth and confidential. The Head of School will also check in with student no less than quarterly to ensure that accommodations are working successfully.

**Access and Equity**

AIE is committed to access and equity for all students. It is not only a staff responsibility but also the responsibility of our whole learning community to make sure that no student is discriminated against because of race, color, origin, nationality, gender, sexual preference, religious beliefs and/or any other circumstance, characteristic, appearance or belief.

**Vaccinations Policy**

Academy of Interactive Entertainment does not have an in-school vaccination program or provide students with vaccinations and does not require proof of vaccination as a condition of admission or continued attendance. We expect that all students are in good general health and are current with any vaccinations that are necessary to maintain good health. Students wishing to be vaccinated should consult with a qualified health care professional.

**Recruitment Policy**

AIE does not and will not provide any commission, bonus, or other incentive payment based directly or indirectly on success in securing enrollment or financial aid to any persons or entities engaged in any student recruiting or admissions activities or in making decisions regarding the award of student financial assistance.

**Harassment**

*Nothing in this policy prevents the student from contacting the Workforce Board at 360-709-4600 at any time with a concern or complaint. Equally, students may also contact the Council on Occupational Education at 800-917-2081.*

It is the policy of AIE to provide a workplace free of harassment and to uphold relevant federal and Washington State legislation. All students/staff are expected to fully comply with this policy. Harassment is offensive, belittling or threatening behavior directed at an individual or group. Harassment is behavior that is unwelcome, unsolicited, usually unreciprocated...
and usually (but not always) repeated. Harassment is often focused on the sex, cultural or racial background or disability of the individual or group. For harassment to occur there does not have to be an intention to offend or harass. Moreover, harassing behavior may be of a minor nature. Individual incidents may seem too trivial to warrant attention, or the person subjected to harassment may seem unaffected. However, where the behavior continues over a period and it is not addressed, such behavior can undermine the standard of conduct.

Examples of harassing behavior include:

- Offensive physical contact, derogatory language or intimidating actions;
- Insulting or threatening gestures or language (overt or implied) or continual and unwarranted shouting;
- Unjustified and unnecessary comments about a person’s work or capacity for work;
- Openly displayed pictures, posters, graffiti or written materials which might be offensive to some;
- Phone calls or messages on electronic mail or computer networks which are threatening, abusive or offensive to students/staff; and
- Sexual harassment, which can consist of any or all of the following:
  o Unwelcome comments about a person’s sex life or physical appearance;
  o Suggestive behavior such as leering or ogling;
  o Unnecessary familiarity such as deliberately brushing up against a person;
  o Sexual jokes, offensive telephone calls, photographs, reading matter or objects;
  o Sexual propositions or continual requests for dates;
  o Physical contact such as touching or fondling; or
  o Indecent assault or rape (which is also a criminal offense)

AIE recognizes that in any area of human interaction, the boundaries of what constitutes harassment may vary from one individual to another. In addition, individuals may have different boundaries for different relationships. It is the responsibility of each student/staff member to recognize and respect the boundaries set by others. Students who believe they are being harassed should talk to an instructor or other AIE staff member immediately.

**Communication of Harassment Policy to Students**

AIE Harassment Policy is communicated to students by:

- Publication of the policy in the Student Handbook and ensuring that each student receives a digital copy.
- Bringing students’ attention to the policy.
- Publishing a summary of the policy on noticeboards, including contact officers.

**Contact officers:**

James Cardo, Head of School

(206) 686-0136 (direct line)

The Head of School will also serve as the primary point of contact for any complaints or violations that would be covered under the Title IX regulations.
Procedures for Resolving Harassment Complaints

1. If a student believes he or she has been or is being harassed, that student should report the circumstances to the appropriate contact officer.
2. The contact officer will carefully follow the established process as laid out in the Policy Documents Manual. Full details of this process are available from the harassment officers.
3. If the allegation regards the contact officer, students should contact any other Department Head (US Controller, another US Head of School, or the CEO). All staff members can assist you in this.

Violence Against Women

The Violence Against Women Act of 2013, requires inclusion of information on this topic in our handbook and student orientation. AIE is committed to maintaining an environment supportive of its primary education missions and free of exploitation and intimidation for everyone. It will not tolerate sexual assault or other forms of non-consensual sexual activity. This policy is applicable to students, faculty and staff regardless of gender. AIE enforces this policy through internal disciplinary and grievance procedures and encouragement of external prosecution through the appropriate local law enforcement officials.

Sex offenses covered under this policy include any sexual act directed against another person forcibly or against that person’s will where the victim is incapable of giving consent due to his/her youth or temporary or permanent mental or physical incapacity.

Victims of sex offenses are encouraged to report the offense as soon as possible after the incident. The Head of School or designee can provide information regarding assistance, resources and options for action available to the victim. In addition, victims of sex offenses are reminded of their right to report the matter directly to local law enforcement officials.

Complaints against enrolled students or school employees will be forwarded to the Head of School or designee for resolution. Sanctions may be imposed against students or employees found guilty of sex offenses defined under the policy are varied and include, without limitation, suspension, or termination from the school for students, suspension, or termination of employment for employees and referral of the matter to local law enforcement officials. The following material is based on information provided by the National Crime Prevention Council (NCPC) at www.ncpc.org

The Realities of Rape

In 2014 the U.S. Department of Justice, Bureau of Justice Statistics report on “Rape And Sexual Assault Among College-Age Females, 1995-2013” indicated that:

- For both college students and nonstudents, the offender was known to the victim in about 80% of rape and sexual assault victimizations.
- Most (51%) student rape and sexual assault victimizations occurred while the victim was pursuing leisure activities away from home, compared to nonstudents who were engaged in other activities at home (50%) when the victimization occurred.
- The offender had a weapon in about 1 in 10 rape and sexual assault victimizations against both students and nonstudents.
- Rape and sexual assault victimizations of students (80%) were more likely than nonstudent victimizations (67%) to go unreported to police.
What is Date Rape?

Date rape, also known as acquaintance rape, is sexual assault—the unlawful, possibly violent sexual behavior that includes unwanted touching of another person’s vagina, penis or buttocks, or forced penetration of a genital or anal opening with an object.

Date rape is forced sex, even if the attacker knows the victim and even if the attacker and the victim have had sex before. The force can be verbal or physical. Some acquaintance rapists use emotional coercion as well as physical force. Forcing someone to have sex against his/her will, even if the attacker knows the person, is still rape and it is still a crime.

Victims can be male, female, gay, straight or bisexual. Regardless of poor communication, mixed signals or body language that contradicts the spoken word, forced sexual conduct or intercourse with a non-consenting acquaintance is date rape, and it is a crime.

How Does it Happen?

Some causes are sexual stereotyping.

- Although things are changing, society still frequently encourages men to be competitive and aggressive and teaches women to be passive and avoid confrontation
- Men say they misunderstand a woman’s words and actions—the excuse, “She said no, but meant yes.”
- Some people—men and women alike—still believe that it’s okay for a man to demand sex if he takes a woman out or buys her gifts, and that it’s not rape if he forces sex on a woman who previously had sex with him or other men.
- Women also feel that if they’ve previously had sex with a boyfriend who later forces them to have sex against their will, it may not be considered rape.

Preventing Date Rape

As a Woman, You Can

- Be clear with men in your life about what, if any, sexual behavior you are comfortable with and keep talking as you get deeper into a relationship
- Not use alcohol or other drugs—they decrease your ability to take care of yourself and make sensible decisions.
- Trust your gut feelings, if a place or the way your date acts makes you nervous or uneasy, leave. Always take enough money for cab fare.
- Check out a first date or blind date with friends. Meet in and go to public places. Take public transportation or drive your own car
- Leave social events with friends not with someone you just met or don’t know well
- Always watch your drink and never leave it unattended. Don’t accept beverages from someone you don’t know and trust.

As a Man, You Can

- Realize that forcing a woman to have sex against her will is rape, a violent crime with serious consequences
- Accept a woman’s decision when she says “no.” Don’t see it as a challenge.
- Ask yourself how sexual stereotypes affect your attitudes and actions toward women.
- Not use alcohol and other drugs—it clouds your judgment and understanding of what another person wants
• Get help if you see men involved in a gang rape
• Understand that if a woman is drunk and you have sex with her against her will, it’s still rape.
• Seek counseling or a support group to help you if you feel violent or aggressive toward women.

If Date Rape Happens to You
• Remember that rape is rape. You are not to blame. Know that action against the rapist can prevent others from becoming victims.
• Get help immediately. Phone the police, a friend, a rape crisis center, a relative. Don’t isolate yourself, don’t feel guilty or ashamed, and don’t try to ignore it. It is a crime that should be reported.
• Get medical attention as soon as possible. Do not shower, wash, douche, or change your clothes. Valuable evidence could be destroyed.
• Get counseling to help you through the recovery process. Rape is a traumatic experience and trained counselors can make recovery easier and quicker.
• If you think you’ve been sexually assaulted under the influence of a date rape drug, get medical help immediately. Try not to urinate before providing any urine samples. If possible, collect any containers from which you drank.

Occupational Health and Safety

AIE aims to provide its students with a safe and healthy study environment. The student’s responsibility is to know and follow “common sense” and all posted safety and fire regulations and utilize safety equipment properly to protect themselves and fellow students from inconvenience or serious injury. It is every student’s duty to report any unsafe conditions and defective working tools or equipment to the instructor or a staff member. Any and all accidents, no matter how small, should be immediately reported to the instructor or a staff member.

Management / Teacher Action
To ensure that accidents and injury are avoided, staff shall ensure that:
• Work is not assigned which is hazardous or located in a hazardous area until all steps have been taken to provide for the safety of the student.
• All students have received proper instruction and are familiar with pertinent health and safety rules and regulations.
• Work areas are frequently examined to ascertain that the work environment is safe and the employees are working in a safe manner.
• All health and safety deficiencies are corrected immediately and are not repeated.
• Accidents are investigated and corrective action is initiated where necessary.

Student Health and Safety Responsibilities
It is the responsibility of all AIE students to uphold the AIE’s accident and injury prevention efforts. Students are expected to participate actively in developing an awareness of safety and observing all established precautionary measures.
Reporting Injuries

All injuries, irrespective of their nature, are to be reported immediately to the Head of School, who will help decide the best action to be taken.

Accident Investigation

A completed Accident Investigation form must be returned to the Head of School as soon as possible so that any necessary corrective actions can be implemented as soon as practicable. Forms are available from the Administration Office. Should an accident occur in a classroom, the teacher of record is responsible to ensure that an accident form is completed.

Affirmative Action Policy

AIE practices equal employment opportunities for all administrative, faculty and staff positions, and encourages the practice in the recruitment and registration of students. AIE deems equal employment opportunities to the employment of individuals without consideration of race, color, sex, religious creed, marital status, national origin, ancestry, disability, sexual orientation or age. AIE does not require genetic information from applicants or employees, or otherwise discriminate against any person in employment conditions on the basis of genetic information. Additionally, AIE will not unlawfully discriminate against persons with a prior criminal conviction. Equal opportunity is the purpose and goal of affirmative action.

Code of Conduct

Nothing in this policy prevents the student from contacting the Workforce Board at 360-709-4600 at any time with a concern or complaint. Equally, students may also contact the Council on Occupational Education at 800-917-2081.

Students are expected to behave themselves appropriately at all times while participating in AIE classes. In cases other than harassment (as covered under ‘Harassment’ above), students can be dismissed for cause from classes for inappropriate behavior in classes if the instructor of record determines that their behavior is disruptive and/or inappropriate to the classroom environment and is detrimental to the well-being of the educational process of the class. The student, if dismissed from the class, can file a request with the Head of School for readmission and the request will go before the Discipline Committee of the school for advisement. The Discipline Committee is composed of one faculty member and one administrative staff member. Both positions cycle annually. A written evaluation of the teacher’s report on the dismissal will be sent to the student along with a decision on the appeal. All decisions of the disciplinary committee are final.

AIE is a Drug-Free Zone

AIE-USA is a drug-free work environment. Substance abuse means the use or possession of any drug in a manner prohibited by law. It also means the use of alcohol or any legal drug in a manner that an individual’s performance is impaired beyond normal function. Any infraction of this policy is not tolerated and any student found in violation of this policy will be brought up before the Disciplinary Committee and could be expelled.

WASHINGTON STATE LAWS REGARDING MINORS IN POSSESSION (MIP) AND USE:

- Persons under the age of 21 may not acquire, possess, nor consume alcohol. Nor may other persons furnish alcohol to anyone under 21 or permit underage consumption on premises within their control. Penalty: Maximum $500 fine, 2 months imprisonment, or both.
- Persons under 21 may not be in a public place or in a vehicle in public while exhibiting the effects of having consumed alcohol. A public place includes city streets and any buildings and grounds used for school purposes. Penalty: Maximum $500 fine, 2 months imprisonment, or both.
- Persons under 21 may not purchase or attempt to purchase alcohol. Penalty: Maximum $1,000 fine, 90 days imprisonment or both.
- Alcohol may not be opened or consumed in a public place. Penalty: Maximum $1,000 fine.
- It is unlawful to manufacture, deliver, or possess an illicit drug. Penalty: Maximum $10,000 fine, 5 years imprisonment, or both. The possession of 40 grams or less of marijuana is a misdemeanor (minimum $250 fine and not less than 24 hours in jail).
- It is unlawful to possess or use drug paraphernalia for purposes relating to the manufacture, delivery, possession, or use of an illicit drug. Penalty: Minimum $250 fine and not less than 24 hours in jail.

**WASHINGTON STATE LAWS REGARDING DRIVING:**

- Any minor in possession (alcohol or drug) offense will result in loss of your driver’s license for one year (1st offense) or for two years (2nd offense).
- Under age 21 Driving Under the Influence (DUI) with a .02-.07 BAC has the following penalties:
  a) 1st Offense: 90-day license suspension, maximum 90 days in jail and $1,000 fine.
  b) 2nd Offense: License revoked until age 21 or at least 1 year, maximum 90 days in jail and $1,000 fine.
- Any age Driving Under the Influence (DUI) with a BAC of .08 or higher has the following penalties:
  a) 1st Offense: 90-day license suspension, 1 day jail or 15-day electronic home monitoring, fines $8,125, possible ignition interlock.
  b) 2nd Offense: License revoked for minimum of two years, minimum 30 days in jail and 60 days electronic home monitoring, fines $8,125, possible five year ignition interlock.

**WASHINGTON STATE LAW REGARDING FALSE IDENTIFICATION:**

- Possession of a false identification card is a misdemeanor. Penalty: Minimum $250 fine and 25 hours community service.

**WASHINGTON STATE DRUG LAWS (RCW 69.50)**

The following is a partial list of illicit drugs considered to be controlled substances by the State of Washington: Narcotics (opium and cocaine, and all drugs extracted, derived or synthesized from opium and cocaine, including crack cocaine and heroin); Methamphetamine; Barbiturates; and Hallucinogenic Substances (LSD, peyote, mescaline, psilocybin, PCP).

1) State Penalties for Illegal Sale of Controlled Substances: The illegal sale of any controlled substance is punishable by up to 5 years in prison, $10,000 fine, or both.
2) State Penalties for Illegal Manufacture or Delivery of Controlled Substances: Schedule I or II Narcotics or flunitrazepam - Up to 10 years in prison, $25,000 to $100,000 fine, or both. Any other controlled substances under Schedule I, II, III, IV or V, except flunitrazepam - Up to 5 years in prison, $10,000 fine, or both.
3) State Penalties for Possession of Controlled Substances: Possession of any controlled substance is punishable by up to 5 years in prison, a $10,000 fine, or both.
4) More severe penalties are provided for persons convicted of providing controlled substances to minors, to repeat offenses and to offenses on or near schools or parks.

Special Note Regarding Marijuana: Marijuana remains illegal for minors (persons under 21 years of age) to possess, sell or use and is illegal to possess for a person of any age in amounts over 28.3 grams.

Marijuana remains illegal under federal law and policies concerning marijuana at AIE remain unchanged. It is illegal to produce, distribute or use marijuana on school property or during school-sponsored activities.

FEDERAL DRUG LAWS

The possession, use or distribution of illicit drugs is prohibited by federal law. Strict penalties are provided for drug convictions, including mandatory prison terms for many offenses. The following information, although not complete, is an overview of federal penalties for first convictions. All penalties are doubled for any subsequent drug conviction.

A. DENIAL OF FEDERAL BENEFITS (21 USC §862)

- A federal drug conviction may result in the loss of federal benefits, including school loans, grants, contracts and licenses. Federal drug trafficking convictions may result in denial of federal benefits for up to five years for a first conviction, 10 years for a second conviction, and permanent denial of federal benefits for a third conviction. Federal drug convictions for possession may result in denial of federal benefits for up to one year for a first conviction and up to five years for subsequent convictions.

B. FORFEITURE OF PERSONAL PROPERTY AND REAL ESTATE (21 USC §853)

- Any person convicted of a federal drug offense punishable by more than one year in prison shall forfeit to the United States any personal or real property related to the violation, including houses, cars and other personal belongings. A warrant of seizure may be issued and property seized at the time an individual is arrested on charges that may result in forfeiture.

C. FEDERAL DRUG TRAFFICKING PENALTIES (21 USC §841)

- Penalties for federal drug trafficking convictions vary according to the quantity of the controlled substance involved in the transaction. The following list is a sample of the range and severity of federal penalties imposed for first convictions. Penalties for subsequent convictions are twice as severe. If death or serious bodily injury results from the use of a controlled substance that has been illegally distributed, the person convicted on federal charges of distributing the substance faces a prison term of not less than 20 years, but not more than life, and fines ranging up to $8 million. Persons convicted on federal charges of drug trafficking within 1,000 feet of a university (21 USC §860) face penalties of prison terms and fines which are twice as high as the regular penalties for the offense, with a mandatory prison sentence of at least one year.

D. FEDERAL DRUG POSSESSION PENALTIES (21 USC §844)

- Persons convicted on federal charges of possessing any controlled substance face penalties of up to one year in prison and a minimum fine of $1,000, or both. Second convictions are punishable by not less than 15 days but not more than two years in prison and a minimum fine of $2,500. Subsequent convictions are punishable by not less than 90 days but not more than three years in prison and a minimum fine of $5,000. Special sentencing provisions
for possession of crack cocaine impose a mandatory prison term of not less than five years but not more than 20 years and a minimum fine of $1,000, or both, if:

a) it is a first conviction and the amount of crack possessed exceeds 5 grams;
b) it is a second conviction and the amount of crack possessed exceeds 3 grams;
c) it is a third or subsequent crack conviction and the amount exceeds 1 gram.

Civil penalties of up to $10,000 may also be imposed for possession of small amounts of controlled substances, whether or not criminal prosecution is pursued. Special sentencing provisions for possession of Flunitrazepam (Rohypnol, “roofies” or “roaches”) impose a prison term of not more than 3 years, a fine up to $5,000, or both.

Additional federal sanctions may also apply including forfeiture of vehicles used to transport controlled substances, denial of federal benefits including student loans, grants, and contracts and denial or revocation of certain federal licenses and benefits.

**Weapons**

The possession or use of firearms, knives (except non-spring pocket knives with blades less than four inches), other weapons, explosives or fireworks of any kind are prohibited on school property and during any school activity. The school reserves the right to inspect any and all items brought onto the school premises. Possession or use of a firearm, knife (except non-spring pocket knife with a blade less than four inches), other weapon, explosive or firework on school premises or during any school activity will result in the student’s immediate termination from the school.

**Personal Property**

AIE expressly disclaims all liability and responsibility of every kind and nature whatsoever for any loss, theft, damage, destruction, or other casualty to any personal property of any kind owned by any student, visitor or other. Students are advised and warned they must personally take full and complete responsibility for safekeeping of all their property on school premises and during any school activities.

OH&S Officer: Peter Huff (peterh@aie.edu)

First Aid Officer: Peter Huff (peterh@aie.edu)

**Computer Use Limitations**

Please note that the following are not permitted:

- Loading of any software program of any description onto an AIE computer without permission.
- Playing computer games at inappropriate times.
- Inappropriate use of the Internet, including the unauthorized download of copyrighted material.
- Use of the Internet/computers for obscene or offensive material.
- Changing the configuration of any computer other than the screen resolution, sound and volume.
- Modifying or interfering with the hardware of any computer, including opening the case.
- Unplugging the computer, monitor, or speakers for any reason.
- Removing keyboards, mice, or other equipment for use with personal laptops etc.

Failure to comply with these regulations may result in suspension or removal from the course.
AIE Network Use Policy

All network and computer access is controlled and monitored by teachers and the AIE IT Manager. As computers are shared between students, and to reduce the risk of virus or spyware infection, students must not install any software unless explicitly cleared by the instructor or the IT Manager.

Each student has the responsibility to keep his or her work safe by following the back-up procedures as directed by the instructor and the IT Manager. The classroom computers are not backed up. If the computer needs to be rebuilt or replaced, or if a teacher or another student using the computer deletes another student’s files, all data on the computer will be lost. Students should take home regular backups of their coursework for safekeeping.

Full-time students are each allocated 1 GB of personal storage space on the network server (“S:” drive). The S:drive is backed up weekly, and in most cases can be recovered in the event of a server failure. Reports on drive usage are generated on a regular basis. If a student has gone over the limit, the student must remove the excess data immediately. If the student does not comply, the IT Manager will delete files until it is under the limit. Students are encouraged to use a USB flash drive or similar device for personal storage and backup.

The instructor will discuss the proper use of other network drives. Students should not place files on these drives unless the instructor gives permission. All storage on AIE computers and network are only to be used for course-related material. Personal files should be kept on personal media such as a USB flash drive. AIE computers and network must not be used in any manner that would be discriminatory, harassing, or obscene, or for any other purpose that is illegal, against AIE policy, or not in AIE’s best interests. Students should keep their passwords safe, and log out when not at a computer. Do not “log in” using the username or password of any other student or a staff member, or otherwise attempt to impersonate any other student or staff for any purpose. Any sort of “hacking,” “cracking” or otherwise attempting to bypass or compromise the security of the AIE computers or network is absolutely forbidden. AIE will implement full disciplinary measures against any student found to be involved in such activity.

Do not use any area of the AIE network or computers for illegal, offensive or copyright-infringing material. This includes (but is not limited to) mp3 files, pornography (including soft porn, “babes” pictures, and cartoons), movies, animations, TV shows, illegal software (warez, appz, cracks, keygens), offensive or violent web videos, or other material that is not otherwise directly related to AIE coursework. This type of material will be immediately removed, the offense will be logged, and repeat offenders will be disciplined. Potentially offensive material that is course-related must be approved by the Instructor before storing it on AIE computers or the network, and if it is approved it must be clearly labeled. Each student must respect the rights of all AIE students and staff to study and work in a non-hostile environment.

From time to time, at the instructor’s discretion, students may be able to use classroom computers for limited Internet access. However, usage is logged and monitored. If students download inappropriate material, their Internet access Internet access will be revoked. Students must use the Internet only for web browsing. Other uses are strictly forbidden, including (but not limited to) peer-to-peer file sharing (P2P) and streaming radio or video. Downloading legitimate coursework related files is allowed, but before downloading any files over 50MB students must get permission from their instructor or the IT Manager.
AIE Intellectual Property (IP) Policy for Students

1. AIE recognizes the importance of Intellectual Property (IP) to the computer game development and 3D digital industries and the value of that IP. In this Policy, “student” means a person enrolled as a student of AIE in the Advanced Diploma of Professional Game Development or, the Advanced Diploma of Screen and Media.

2. IP refers to a group of rights arising out of human intellect and that is recognized under American law and can be bought, sold and licensed. IP includes patents, copyright, trademarks, design rights, and confidential information.

3. This policy regulates and provides guidance in relation to IP created by students.

4. Each student will create IP, such as:
   - copyright (e.g. source and object code, 3D models, textures and animations);
   - patents (i.e. inventions); and
   - confidential information (e.g. know-how and trade secrets, game design documents, technical design documents, business plans).

5. Copyright is a particularly important element of the work developed by students as the code, design, graphics, music and other elements of a game will generally attract copyright protection.

6. A number of students will likely create IP for a particular project. The commercialization of IP that has a number of different owners can give rise to practical and legal difficulties. IP can be most effectively commercialized if its ownership can be easily identified and that IP is properly managed. This should ideally be done through one central entity.

7. AIE aims to have a system that ensures that the IP created by students is captured and consolidated under one owner (AIE). This IP can then be transferred by AIE to a business run by graduates who wish to continue to commercialize the work they have developed, or to a cohort of AIE graduates who wish to publish the title as an indie studio. This approach reduces the risk of claims by other students that they own any of that IP. Without this structure in place, graduate businesses could face real risks of IP claims from other students.

8. Although AIE has the expertise to assist with the commercialization and management of the IP that is created by AIE students, AIE will not itself seek to commercialize any of this IP.

9. The objective of this Policy is to establish mechanisms for the identification, protection, management and commercialization of IP created by students. This will assist:
   - the attraction of industry and government funding;
   - the generation of financial returns for businesses of AIE graduates or student indie studios; and
   - the ability for graduates of AIE’s Advanced Diploma Program to benefit as much as possible from the IP they create.

10. Accordingly, AIE requires students to sign an assignment agreement, assigning IP they create in their second year of the Advanced Diploma of Professional Game Development or the Advanced Diploma of Screen and Media. It is not a condition of attendance that a student sign such an assignment, but if they do not then AIE will not:
    - permit any project they have worked on to be commercialized, due to the risk of IP claims at a later date against the business commercializing that IP from students that may have contributed to the IP being used, but that have not previously assigned that IP.

11. The American Copyright Act (http://www.copyright.gov/title17/) also provides for the protection of the “moral rights” of the author (i.e. creator) of a copyright work. These “moral rights” are the rights of the author to be recognized as the author of a work, the right for authorship not to be attributed to someone else and the right to object to the derogatory treatment of a work. These personal rights cannot be assigned or licensed, and can only be...
waived. While AIE will endeavor to attribute authorship wherever commercially practicable, AIE requires a waiver of the moral rights of each student, and their consent to the infringement of their moral rights, to simplify the commercialization of the IP.

12. Following the assignment of the IP to AIE by a student, AIE still permits that student to use any of that IP within their portfolio, solely for promoting their skills and talent.

13. Each student must:
   • disclose to AIE on a regular basis details of all IP created by that student; and
   • treat all of this IP as confidential information and not publicly disclose it without AIE’s prior written consent (this is particularly important if a patent might be able to be applied for in relation to this IP).

14. Where IP created by a student:
   • forms part of a project or;
   • forms part of a project but a decision has been made by participants not to commercialize that IP, then AIE will, upon written request, arrange for that IP to be transferred back to the student(s) that created it at no cost.

15. This Policy may only be waived or modified with the prior written approval of the CEO of AIE.

16. This Policy forms part of the terms and conditions of each student’s enrolment at AIE, or in any course or program of study conducted by or on behalf of AIE.

Complaints, Problems, Questions

*Nothing in this policy prevents the student from contacting the Workforce Board at 360-709-4600 at any time with a concern or complaint. Equally, students may also contact the Council on Occupational Education at 800-917-2081.*

The AIE is committed to continuous improvement of its programs, courses, teaching methods and administration. Students are invited to contact the Administration Office to make suggestions for improvement. AIE’s policy of handling complaints is based on the following:

**Principles**

- Feedback on performance provides an opportunity for the AIE to improve its service to its students.
- Staff, students and community members are encouraged to comment on any aspects of AIE’s performance to ensure continuous improvement and resolve difficulties.
- Staff and students have rights and responsibilities that are integral to the resolution of any problems.
- Complaints are taken seriously by staff at every level and every effort should be made to resolve identified problems as soon as feedback is received and to ensure that the problem does not recur.

**Process**

First, feedback should be provided to the area directly responsible for the subject of the complaint. If the problem is not resolved within a reasonable time, it will be referred to the Head of School. Students may choose to use an advocate (such as a student representative) to assist in resolving the matter.

Students are encouraged to achieve a resolution by using AIE’s complaint process. If the problem is of an academic nature that is not course specific (or if course specific but the issue involves the instructor of record) the student is encouraged to initially approach the Head of School with the problem and attempt to reach a resolution. If they are incapable of resolution through this avenue they are then recommended to approach the Head of School or designee.
If a student has exhausted all possible avenues within AIE without resolving the problem, he or she may choose to refer the matter to an agency outside the AIE. Assistance and advice can be obtained from the Head of School pertaining to 3rd party external resources available to students within Washington. Students will receive detailed written feedback on final resolution outcomes.

Counseling

AIE can arrange access to appropriate counseling support for all students. In the first instance, students should contact the Head of School or Student Services Coordinator.

Free Emergency Counseling is available through the Crisis Clinic at 866-4CRISIS (427-4747).

General Information

School Physical Facilities

AIE Seattle is located on the 4th floor of the Armory Building on the campus of the Seattle Center. The school facilities are ADA compliant and have elevator access.

Tardiness

Any student who is more than 15 minutes late is considered tardy, and should refrain from disrupting any lectures or presentations that have already begun. Any student that is more than 15 minutes late is counted absent for that hour. It is important to inform instructor of anticipated absences or tardiness.

Patterns of chronic tardiness will be brought to the attention of the Head of School, who will meet with the student to help create a solution to the problem.

Attendance

Class is held on the following schedule:

<table>
<thead>
<tr>
<th></th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Year</td>
<td>9:00 am to 6:00 pm</td>
<td>9:00 am to 6:00 pm</td>
<td>9:00 am to 2:00 pm</td>
<td>No class</td>
<td>No class</td>
</tr>
<tr>
<td>Second Year</td>
<td>No class</td>
<td>No class</td>
<td>1:00pm to 6:00 pm</td>
<td>9:00 am to 6:00 pm</td>
<td>9:00 am to 6:00 pm</td>
</tr>
</tbody>
</table>

Class times include one hour scheduled for lunch from 1:00pm to 2:00pm.

AIE requires students to attend classes regularly and for the full class period. Students who do not attend as scheduled miss vital information and interaction with instructors and other students. Most importantly, they do not accrue the full clock hours required for graduation (1600 for Cohort 2016 and 1800 for Cohort 2017).
Absenceism affects teamwork and causes other poor work habits. Attendance is taken by the classroom teacher and by students “clocking in” at the front desk.

All absences must be communicated to AIE immediately or in advance when possible. Contact the Student Services Coordinator at charlene.hernandez@aie.edu or (206) 428-6350. Absences that are not communicated on the day of occurrence are counted as unexcused and must be made-up.

Excused absences are defined by the Head of School and are limited to a personal illness or injury, a severe illness or death of an immediate family member, and recognized religious holidays. Any other request for an absence to excused must be approved by the Head of School.

AIE policy allows for 10% excused absences per semester or Financial Aid disbursement period. Absences exceeding the limit, regardless of reason, must be made up in order to receive credit.

Payment periods for 2017-2018:

<table>
<thead>
<tr>
<th>Semester</th>
<th>Hours Per Semester</th>
<th>Excused Absence Hours Allowed</th>
<th>Semester</th>
<th>Hours Per Semester</th>
<th>Excused Absence Hours Allowed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cohort 2016</td>
<td>450</td>
<td>45</td>
<td>Cohort 2017</td>
<td>450</td>
<td>45</td>
</tr>
<tr>
<td>Semester 1</td>
<td>450</td>
<td>45</td>
<td>Semester 2</td>
<td>450</td>
<td>45</td>
</tr>
<tr>
<td>Semester 3</td>
<td>350</td>
<td>35</td>
<td>Semester 4</td>
<td>350</td>
<td>35</td>
</tr>
</tbody>
</table>

All unexcused absences and excused absences exceeding the semester limit must be made up. Teacher supervision is required for clock-hours to count toward Satisfactory Academic Progress (SAP). Any student accruing more than 21 hours of unexcused absences or excused absences in excess of the allowable limit will need to action an hours make-up plan. If hours are not made-up in a reasonable amount of time, the student may not graduate with the rest of the class, may be dropped from the course, and his or her financial aid funds may be returned to the Department of Education.

A reasonable amount of time is defined as no more than two weeks of the occurrence, unless other arrangements are made with the Head of School.

Any student who misses two consecutive full weeks of instruction for any reason will be dropped automatically from both the financial aid program and from the class. Any student who finds that he or she is in, or expects to be in, such a situation should meet with the Head of School to discuss options, such as requesting a personal leave of absence.
Leave of Absence:

At times, major life disruptions occur, making it difficult to attend classes. In such cases, a Leave of Absence for a period of up to six months is an option for students.

If a student has a life event that will prevent him or her from attending school for more than two weeks (resulting in an automatic drop from the program, see above) that student should contact Student Services right away to see if a Leave of Absence is warranted. Students should understand that a long leave of absence may require that a year be repeated in order to successfully graduate the course.

**Interruptions & Readmission Policy**

AIE policy requires that a program be completed within 150% of its scheduled time. AIE’s Advanced Diploma programs are scheduled for two years, therefore all programs must be completed within three years from the initial start date.

If a student withdraws from an AIE program at any point in an academic year, he or she will restart that program from the beginning of that year upon readmission. It is not possible to restart the program at the point it was dropped.

If the gap between withdrawing from the program and restarting is greater than one year, the student cannot meet the 150% mark and will be required to restart the entire program from the beginning of year one.

Tuition collection for withdrawals will follow the policies in the Enrollment Contract and this Handbook. Students seeking readmission after an absence will have their tuition determined on a case-by-case basis with the Head of School.

If the above conditions are met, any student who wishes to return to AIE after an absence may apply to do so by completing an application. Official transcripts from all institutions attended since last attending AIE, and other official documentation for specific circumstances as requested below:

**Medical Withdrawals**

A physician’s statement must be included, and it must indicate that the applicant is ready to resume his or her studies. Additionally, it should describe any special needs the student may require upon returning to the School.

**Interruptions & Readmission after Academic Dismissal**

A statement explaining how time away from the school was spent, why the student wishes to return, and how the student plans to be successful by returning should be submitted as part of the application for readmission.

**Interruptions & Readmission after Disciplinary Action**

Applicants should include a formal appeal for the Head of School to review along with their application for readmission. Applicants previously withdrawn for disciplinary reasons must receive clearance from the Head of School to return.
Interruptions & Readmission for Personal Reasons

There are usually no impediments to returning to the school if there is space available; however, an academic plan may need to be developed with the student’s instructor upon re-enrollment, and students requesting readmission after an extended period of time must meet with their instructor to determine the viability of completing their program.

Interruptions & Readmission after Non-Payment of an Account

Outstanding accounts must first be settled before applying for readmission. Once settled, the policy for readmission follows the same guidelines listed under Readmission for Personal Reasons.

Interruptions & Readmission after Military Service

In compliance with the Higher Education Authorization Act, any student whose absence from the school is required by reason of service in the uniformed services shall be entitled to readmission to the school if the student (or an appropriate officer of the Armed Forces or official of the Department of Defense) gives advance written or verbal notice of such service to the Head of School. This is provided that the cumulative length of the absence and of all previous absences from the school, by reason of service in the uniformed services, does not exceed five years, and, except as otherwise provided in this section, the student submits a notification of intent to re-enroll in the school.

Make Up Policy

The “make up policy” affords students the opportunity to make up assessments that they have missed. Students who missed an assessment must make up the assessment upon returning to the school in order to satisfy the requirement curriculum. The student is responsible to make arrangements with the instructor to schedule a time to make up the assessment. Missed assessments will not be counted until the time that they are made up. Missed and failed assessments will adversely affect the student’s matriculation and Satisfactory Academic Progress (SAP). Please review our student handbook for more information.

Official Holidays / School Calendar

Please see the AIE Calendar on the last page of this document.

ID Card Badge Policy

AIE students are required to utilize their ID badge for attendance and tracking of clock attained using ID access card technology. The ID card reader is located at the front desk area.

- If an ID badge is lost or stolen this must be reported to AIE immediately by contacting Students Services.
- ID badges must be surrendered to AIE administration upon academic completion or termination.
- Under no circumstance may students allow anyone to use their badges for any reason.
- ID badges will include your legal name and must be in the student’s possession at all times while on school property. A badge may be replaced free of charge only if it stops working and there is no visible damage. Otherwise, there is a $25 fee to replace broken or misplaced badges. To request a replacement badge, contact Student Services.
Course Expectations

The programs are full time. The classroom environment encountered here during training simulates industry experience. All students are therefore expected to act as responsible industry professionals would in terms of attendance, communication, teamwork and meeting deadlines. In a number of modules students will be directly assessed in these “soft skill” areas.

If students are hired for work that requires commitment during class hours, AIE is not required to rearrange any class activities or access time. AIE is required to maintain educational standards, including the assessment standards. This reflects conditions in the industry; clients expect work to be up to standards and on time. Not attending for whatever reason means that fellow team members do not get full support. AIE understands that problems may arise with military requirements or ROTC needs, etc., and will accommodate students with these obligations.

If a student anticipates any problems, it is best to negotiate time off BEFORE taking it and discuss issues as they arise with the instructor, the Head of School or designee.

FERPA Policy

Release of Students Directory Information

The Family Educational Rights and Privacy Act (FERPA) of 1974 protects the privacy of students’ education records. However, the following information is considered public or directory information and may be released to anyone unless a student informs the Head of School that he or she does not wish any information released:

- Name
- Primary telephone number
- School email address
- Field of study
- Dates of attendance
- Diploma and awards received
- Enrollment status
- Course for which a student is registered each semester
- Educational institutions attended

Voter Registration

AIE is happy to assist any students with voter registration. Please see the Student Services Coordinator for assistance. Washington State residents can register to vote online through the Washington Secretary of State here: https://weiapplets.sos.wa.gov/MyVoteOLVR/MyVoteOLVR

Admission Requirements & Procedures

Application

To apply for an AIE course, a completed official application form, accompanied by supplemental materials listed below, must be submitted to the AIE campus by the priority closing date for applications. Check the website (www.aie.edu) to allow time to gather the materials you need to apply. The AIE staff will process the application forms and select applicants to be
interviewed. Should the campus reach capacity, subsequent priority application dates will be cancelled, so early application is encouraged.

**Application Process**

- Step 1 - Submit an application form and supplemental materials.
- Step 2 - Put together a portfolio of your work
- Step 3 - Complete an Administrative Interview and Portfolio Review
- Step 4 - Admission Decision
- Step 5 - If offered Acceptance, complete Enrollment forms

In addition to your application, you will need to submit the following supplemental materials (Please submit copies, as submitted materials will not be returned.):

- High school diploma OR GED certificate OR college diploma - - if a high school senior, provide most recent transcripts
- 250-word personal statement as outlined on the application (optional but strongly encouraged).
- For more information about the application process, to download an application form, or complete an application form online, go to: [http://aie.edu/studentinformation/applications/](http://aie.edu/studentinformation/applications/)

**Portfolio Requirements for Game Programming**

Game Programming Portfolios from applicants who have done previous programming work should include actual code samples as well as compiled working applications. Past portfolios have included IOS/ Windows/Android mobile applications, game engine mods such as: Visual Basic/Studio projects, and various other examples. We will accept either digital (e-mail, DropBox, Flash Drive, etc.) or physical portfolios.

Good grades in math, physics, information technology, and other computer-related classes are useful indicators of an aptitude to learn how to program and may be used in lieu of a portfolio of actual programming examples for individuals with no previous experience. Potential students should demonstrate a passion for programming, a willingness to learn directly from the industry, and an aptitude for problem solving. Please contact AIE directly with questions.

**Portfolio Requirements for Game Art & Animation**

The Game Art and Animation portfolio should demonstrate the aptitude to visually communicate. Applicants should provide 5-15 examples of their work, with at least one drawing from life (still, gesture, environment, etc.) Past portfolios have included oil paintings, gesture drawings, still lifes, poster designs, short animations, sculptures, concept art, character, level designs, and many more media.

The work chosen for the portfolio should be the applicant’s best examples. The Portfolio Review will be based on the creative process from concept to presentation. We will accept either digital (e-mail, DropBox, Flash Drive, etc.) or physical copies. Please contact AIE directly with questions.

**Portfolio Requirements for 3D Animation & VFX for Film**

The portfolio for 3D Animation and VFX should contain evidence of creative ability. Applicants who have explored animation and/or visual effects should provide their best examples. Applicants who have a strong interest in the area, but do not have
previous experience, should use the portfolio to demonstrate their ability to imagine and realize a creative piece of work in media that they are more familiar with.

All applicants should provide at least one drawing from life (still, gesture, environment, etc.). Portfolios can include short animations, gesture drawings, poster designs, sculptures, concept art and character designs. We will ask you about your creative process from concept to presentation during the portfolio review. We will accept either digital (e-mail, DropBox, Flash Drive, etc.) or physical copies. Please contact AIE directly with questions.

**Interview**

Selected applicants will be contacted to schedule an administrative interview and portfolio review. Applicants will be instructed on what to bring and where to go. It is important that applicants bring all necessary materials at the time of their interview, as failure to do so may delay the enrollment process.

**Admissions Policy**

AIE has a liberal admissions policy; the college is committed to giving every student who is interested in a career in digital media the chance to receive a quality education.

**Enrollment**

Accepted students must complete the enrollment form and remit enrollment fee (tuition deposit) to enrolled officially. All enrollment forms MUST be received by AIE and a payment plan in place before the beginning of the course.

**Withdrawal**

Students may withdraw from a course or module at any time; however, they may only be eligible for a REFUND in circumstances outlined by the Refund Policy. Students must complete the Course Withdrawal Form (in this Handbook's appendix or contact Student Services) in accordance with terms outlined in the Refund Policy, or they will be liable for the total amount of their invoice. A copy of the refund policy is available in this Catalog/Student Handbook.

**Enrollment for Year 2**

Students who have not successfully completed all assessments in Year 1 of their program may not enroll in Year 2. Students who have not paid the tuition for Year 1 will not be eligible to enroll in Year 2 unless an approved payment plan is in place.

**Re-Enrollment**

Students who withdraw from a program will need to reapply. Depending on curriculum changes, they may have to repeat assessments.

**Assessment Details**

Course syllabi, assignments and assessment methods will be provided to you by your teacher within the first two weeks of study, and are available on the portal.
Requests for Extensions

Requests for extensions on assignments must be directed to and signed by your instructor on the official Extension Application for Assignment form prior to the due date of the assignment. Relevant evidence should be attached to the form.

Student Services

Student Services provides services to all diploma-seeking students to support their academic, professional, and personal development. The Student Handbook provides information on the services and procedures including:

- Teacher Assistants
- Alumni Services
- Campus Life
- Housing
- Parking/Transportation
- Career Development Assistance
- Counseling Services
- Student Activities & Organization
- Graduation
- New Student Orientation

The sections below detail some aspects of a few of the services provided by Student Services.

Teaching Assistants

Teaching Assistants are advanced AIE students or graduates with a proven skill set and the appropriate temperament for teaching. TAs serve as supplemental instructors, providing guidance and assistance to groups and individuals. Students are encouraged to make full use of any TAs who may be assigned to their class.

TA numbers are determined by class loads and other factors as determined by the Head of School. Students interested in becoming TAs should speak first with their instructors and then with the Head of School about the application process.

Career Development Assistance

Advice on career options is available to enrolled diploma seeking students. AIE employs an Industry Relations specialist who works to establish relationships with prospective employers on an on-going basis. Industry Relations will offer resume and job-hunting workshops to supplement career education found in the curriculum.

AIE uses an email mailing list to post current job openings in the industry and provides placement services in the form of internships that may be available. Placement assistance continues beyond graduation as these services are extended to alumni. Please note that employment upon graduation is not guaranteed, nor is AIE obligated to secure employment on behalf of students.
Disability Support Services

AIE strives to ensure that all students are provided with an equal opportunity to participate in the Institute’s programs, courses, and activities. As outlined by the Americans with Disabilities Act of 1990, the Americans with Disabilities Act Amendments Act of 2008, and Section 504 of the Rehabilitation Act of 1973, AIE will provide reasonable accommodations.

Housing

AIE Seattle does not provide on-campus housing due to our public location in central Seattle.

Below is a list of resources we have compiled to help you in your search for housing and transportation in the area. Please note that AIE is not affiliated with these organizations; links provided are meant to be for information only.

If you are an enrolled incoming student, and you are interested in finding housing and or an AIE classmate to be your roommate, please contact Student Services. We will provide you options and facilitate a forum for you to contact other students and pursue housing together.

Classified Advertising:

- The Seattle Times
- UsedSeattle
- The Stranger
- The Daily - University of Washington’s newspaper
- Craigslist – Seattle

Rental Information:

- Zillow (rentals)
- Seattle Rentals
- Move.com
- aPodments – Calhoun Properties
- Seattle Apartment Finders
- PadMapper
- Hotpads

Access to Records

Students have access to their personal and academic records through AIE Administration Office. All relevant forms are available from AIE Administration Office.
Graduation Requirements:
The following are the three requirements that must be meet before the student is eligible for graduation.

1. The student must have received 100% on all assessments and able to demonstrate competence on all skills tested in the assessments for their chosen field of study.
2. The student must have settled all financial obligations and debits with AIE before graduation day.
3. The student must have accumulated the total number of hours outlined by their chosen track of study before graduation day. These hours can be accumulated by adding total hours of actual attendance to total excused hours to total make-up hours over the two years in attendance at AIE.
   a. Cohort 2016 – 1600 total hours all tracks
   b. Cohort 2017 – 1800 total hours all tracks

There are no exceptions to these requirements, however, if you need to discuss a specific situation please feel free to contact your Head of School.

Tuition and Fees
(International students, please refer to International Student Section later in this handbook.)

Current Tuition
Advanced Diploma of Professional Game Development: Game Programming or Game Art & Animation
An enrollment fee of $100 applies toward the tuition of $18,000 for 2017-2018; and that cohort’s tuition for 2018- 2019 is $18,500. Students are expected to supply their own transportation to and from the course. Students are not required to purchase any software, however if a student wishes to pursue completion of assignments at home they will be required to supply software as appropriate for the completion of course content.

Advanced Diploma of Screen and Media: 3D Animation & VFX for Film
An enrollment fee of $100 applies toward the tuition of $18,000 for 2017-2018; and that cohort’s tuition for 2018- 2019 is $18,500. Students are expected to supply their own transportation to and from the course. Students are not required to purchase any software, however if a student wishes to pursue completion of assignments at home they will be required to supply software as appropriate for the completion of course content.

Payment of Tuition and Fees
AIE understands that payment of tuition in full prior to the commencement of study can be difficult. For this reason, students may be offered the option of paying tuition via a payment plan, allowing tuition payments in monthly, quarterly, or semester installments.

A first payment must be made prior to the beginning of classes, with installments of a specific amount to be made per the payment plan. Students will be required to sign a Course Tuition Payment Contract when they make arrangements to pay using this scheme. The contract states that the student agrees to pay the tuition by specific dates, and AIE requires that students utilizing a payment plan set up an automatic payment draft from a bank account or credit card. It also states that
the student acknowledges that failure to pay the tuition will result in his or her diploma to be withheld and that legal action may be taken to recover the balance owed. Please refer to the enrollment contract for more information.

AIE reserves the right to log any student out of the college network who has not paid an installment by the due date, and to withhold the diploma or certificate from graduates until tuition is paid in full. Tuition for each program is based upon the level of the course and the length of the course for a successful student to graduate.

**Applying for Financial Aid**

AIE is fully accredited by the Department of Education to disburse Title IV financial aid. Any current or prospective student who wishes to explore financial aid can contact the Financial Aid Officer (see page 3). The Financial Aid Officer will provide complete information about loans, grants, and scholarships available to AIE students. The process begins by filling out the Free Application for Federal Student Aid (FAFSA) at https://fafsa.ed.gov/.

**Refund Policy**

I. **Refund for Non-Accepted Students**
   - AIE collects a $100 deposit from enrolled students only. Any funds collected in advance from non-accepted students are fully refundable.

II. **Student Cancelation**
   - AIE will refund all moneys received if the enrollee / applicant cancels within five business days (excluding Sundays and Holidays) after the day the enrollment agreement is signed or an initial payment is made, as long as the enrollee / applicant has not begun classes.

III. **Deposit Retention**
   - AIE may retain an established enrollment fee equal to ten percent of the total tuition cost, or one hundred dollars, whichever is less, if the enrollee / applicant cancels after the fifth business day after signing the enrollment agreement or making an initial payment. An “enrollment / registration” fee is any fee charged by the school to process student enrollment / application and establish a student record system.

IV. **Refunds for Students who Withdraw on the First Day of Class**
   a) If tuition and fees are collected in advance of the start date of classes and the student does not begin classes or withdraws on the first day of classes, AIE retains no more than $100 of the tuition and fees.
   b) Appropriate refunds for a student who does not begin classes are made within 30 calendar days of the class start date.

V. **Refunds for Cancelled or Discontinued Classes**
   a) Cancelled Classes
      i. If tuition and fees are collected in advance of the start date of a program and AIE cancels the class, AIE refunds 100% of the tuition and fees collected.
II. AIE makes these refunds within 30 calendar days of the planned start date.

b) Discontinued Classes
• If instruction in any program is discontinued after training has begun or if the school moves from one location to another, such that the student is unable to attend at the new location, it will:
  I. Provide students pro rata refunds of all tuitions and fees paid, or
  II. Arrange for comparable training at another public or private vocational school. Students must accept comparable training in writing.
  III. The school will notify the agency and students in advance. The notification will be in writing and will include data required under WAC 490-105-210(3).

VI. Refunds for Students Enrolled Prior to Visiting the Institution
• Students who have not visited the school facility prior to enrollment have the opportunity to withdraw without penalty within three days following either attendance at a regularly-scheduled orientation or following a tour of the facilities and inspection of the equipment.

VII. Terminated Training
• If the student leaves the program after entering classes, AIE may retain the enrollment fee established item (3) of this policy, plus a percentage of the total tuition as described in items (8) (a) and (b) below.

VIII. Refunds for Withdrawals after Class Commences
a) Refund Policy for Programs Obligating Students for Periods of 12 Months or Less
• The refund policy for students attending AIE who incur a financial obligation for a period of 12 months or less is as follows:
  o During the first 10% of the period of financial obligation, AIE refunds at least 90% of the tuition;
  o After the first 10% of the period of financial obligation and until the end of the first 25% of the period of obligation, AIE refunds at least 75% of the tuition;
  o After the first 25% of the period of financial obligation and until the end of the first 50% of the period of obligation, AIE refunds at least 50% of the tuition; and,
  o After the first 50% of the period of financial obligation, AIE may retain all of the tuition.

b) Refund Policy for Programs Obligating Students for Periods Beyond Twelve Months
• For programs exceeding 12 months, which all AIE programs do, AIE will release the student of the obligation to pay beyond the 12 months if the student withdraws during the first 12 months and does not intend to attend the program beyond the first 12 months.
  • The calculation of the refund for the unused portion of the first 12 months is based on section (a) above.
  • If the student withdraws during any subsequent period following the first 12 months, the student’s refund for the unused portion of the tuition applicable to the period of withdrawal is based on section (a) above.

IX. Calculating Refunds
• When calculating refunds, the official date of a student’s termination is the last day of recorded attendance:
  I. When the school receives notice of the student’s intention to discontinue the program; or,
  II. When the student is terminated for a violation of a published school policy which provides for termination; or,
III. When a student, without notice, fails to attend classes for thirty days.

X. Refund Period

- All refunds are made within thirty calendar days of the student’s official termination date.

AIE Title IV Refund Policy

This policy explains how AIE determines the amount of Title IV assistance that students earn if they must withdraw from AIE. These policies are specified by law and cover Federal Pell Grants, Federal Direct PLUS Loans, Federal Supplemental Educational Opportunity Grants (FSEOGs), and Federal Direct Loans (subsidized and unsubsidized).

Withdrawal

Students wishing to withdraw from AIE must complete a withdrawal form (available in the Catalog/ Student Handbook or from AIE Administration) and submit it to the Head of School or designee.

The last date of attendance for students who withdraw from AIE is the date denoted by the student on the withdrawal form, the date on which a student is terminated for violation of a published school policy which provides for termination, or when a student fails to attend class for fourteen calendar days without notice. In this last case, the last day of attendance will be the last date of recorded attendance.

Post-withdrawal disbursements will be calculated with the approved disbursement calculator and provided to the student in the form of a check.

Return of Title IV Funds

AIE has a specific formula that is used to determine the amount of Title IV assistance a student has earned up until the point of withdrawal. If the student received (or a parent or AIE received on the student’s behalf) less than that calculated amount, the student may be able to receive the additional funds. If the student, parent, or AIE received more than the calculated amount, the excess funds must be returned.

The amount of assistance earned by a student is pro-rated. For example, if the student attends 25% of the clock hours in the payment period, the student will earn 25% of the assistance he or she was originally scheduled to receive. If a student completes over 60% of clock hours in a payment period, the student will earn all of the scheduled assistance.

In the case that a student does not receive all earned funds, the student may be due a post-withdrawal disbursement. If it includes loans, the student may choose to decline those funds in order to avoid incurring additional debt. AIE may automatically use all or a portion of the post-withdrawal funds (including any accepted loans) for any tuition or fees, as contracted with AIE. For any other school-related charges, the student must provide AIE with explicit permission to use the disbursement. If permission is not given, the funds will be offered to the student. It may be in the student’s best interest to allow AIE to keep the funds in order to reduce debt.

In the case that AIE does owe the student a post-withdrawal disbursement, funds must be paid within 45 days of the withdrawal date, and loan funds must be paid within 180 days of the withdrawal date.

The return of unearned funds is disbursed in the following order:
1. Unsubsidized Federal Stafford Loan
2. Subsidized Federal Stafford Loan
3. Federal Perkins Loan
4. Federal Parent (Plus) Loan
5. Federal Pell Grant
6. Federal Supplemental Opportunity Grant
7. Other Title IV Assistance

Some Title IV funds the student was scheduled to receive cannot be earned once the student has withdrawn due to other eligibility requirements. Some program funding, for example, may only be disbursed to students who have been enrolled for more than 30 days. Students withdrawing before the 30 days have passed will not be eligible for those specific program funds.

Title IV Future Professionals re-entering within 180 days of the official withdrawal date will resume with financial aid at the same status as prior to withdrawal.

If a student, parent, or AIE receives excess funds that must be returned, AIE will return a portion of the excess funds equal to the lesser of the following:

1. All institutional charges multiplied by the unearned percentage of the funds, or
2. The entire amount of excess funds.

If AIE is not required to return all of the excess funds, the student must return the remaining amount. Any loans must be repaid by the student (or parent for a PLUS Loan) in accordance with the terms of the promissory note.

AIE will return the amount of Title IV funds for which it is responsible as soon as possible, but no later than 45 days after the date of the institution’s determination that the student withdrew.

Any amount of unearned grant funds that must be returned by the student is called an overpayment. The amount of a grant overpayment that must be repaid is equal to half of the received amount. It is the student’s responsibility to make arrangements with AIE or with the Department of Education to return any unearned grant funds.

The requirements for returning Title IV funds when a student withdraws are separate from AIE’s institutional refund policy. A student may still owe funds to AIE in order to cover unpaid institutional charges, and AIE may still charge a student for any Title IV funds that AIE is required to return.

Any questions about Title IV funds can be directed to the Federal Student Aid Information Center at 1-800-4FEDAID (1-800-433-3243). TTY users may call 1-800-730-8913. Information may also be found online at Student Aid on the Web (www.studentaid.ed.gov).
AIE Satisfactory Academic Progress (SAP) Policy – For All Students, Including Students Receiving Title IV, Higher Education ACT Program Funds Assistance

This policy applies to all students of AIE, including full-time and part-time students in AIE programs and receiving financial assistance under the Title IV, HEA program. Because AIE is transitioning from 1600 clock hours to 1800 clock hours, there are two sets of information relevant to each program.

**Satisfactory Academic Progress (SAP) Standards (1600 hours)**

For the purposes of financial aid, a student’s academic progress is evaluated at the end of each payment period. Payment periods occur after a certain number of clock hours in the program have been completed (see below). At each evaluation, the student must have achieved “Competent” scorings on all components of all assessments completed by the end of the payment period to meet SAP standards.

Financial aid payment periods occur every 450 hours for the first 900 hours. Then, because only 700 hours will remain in the program after the first 900 have been completed, financial aid payment periods will occur every 350 hours. The payment periods are as follows:

- **0-450 hours**
- **451-900 hours**
- **901-1250 hours**
- **1251-1600 hours**

Students must complete their educational program in 1600 clock hours of instruction, or four academic semesters of 400 clock hours each. Students must complete the 1600 hours of instruction at a full-time capacity (21 hours/week) in order to finish in two school years. The maximum time frame allowed for students to complete a program at AIE is 125 weeks.

Students are required to achieve competency at all administered assessments during the program and to attend at least 90% of the clock hours each payment period. AIE calculates the pace at which the student is progressing by dividing the cumulative number of hours the student has successfully completed by the cumulative number of hours the student has attempted.

Regardless of course withdrawals, repetitions, or credit hours transferred from another institution, students must achieve “Competent” scorings on all components of an assessment to meet SAP.

**Satisfactory Academic Progress (SAP) Standards (1800 hours)**

For the purposes of financial aid, a student’s academic progress is evaluated at the end of each payment period. Payment periods occur after a certain number of clock hours in the program have been completed (see below). At each evaluation, the student must have achieved “Competent” scorings on all components of all assessments completed by the end of the payment period to meet SAP standards.

Financial aid payment periods occur every 450 hours.
Students must complete their educational program in 1800 clock hours of instruction, or four academic semesters of 450 clock hours each. Students must complete the 1800 hours of instruction at a full-time capacity (21 hours/week) in order to finish in two school years. The maximum time frame allowed for students to complete a program at AIE is 150 weeks.

Students are required to achieve competency at all administered assessments during the program and to attend at least 90% of the clock hours each payment period. AIE calculates the pace at which the student is progressing by dividing the cumulative number of hours the student has successfully completed by the cumulative number of hours the student has attempted.

Regardless of course withdrawals, repetitions, or credit hours transferred from another institution, students must achieve “Competent” scorings on all components of an assessment to meet SAP.

Financial Aid Warning

Students not meeting SAP after the first payment period in the program will be placed on financial aid warning status. Students placed on this status are eligible to receive financial aid for only one payment period.

A student placed on financial aid warning status may continue to receive assistance under the Title IV, HEA programs until the evaluation at the end of the next payment period, at which time the student is required to meet SAP standards or will become ineligible to receive further assistance.

Financial Aid Probation

Students not meeting SAP standards after the financial aid warning status will have their financial aid terminated.

Students determined as ineligible to receive further assistance may appeal to re-establish eligibility. Students may file an appeal on the basis of the following: Death of a relative; injury or illness of the student; other special circumstances and information that the student must submit regarding the failure to meet SAP standards, in addition to what has changed in the student’s situation that will allow the student to meet SAP standards at the next assessment.

If a student’s appeal is approved by AIE, the student will be placed on financial aid probation for one payment period and will be eligible for their disbursement of financial aid during the probation payment period.

Students failing to meet SAP at the end of a payment period will be notified immediately of any impact on their Title IV, HEA eligibility.

If a student is not making SAP according to the above policy, AIE will place the student on financial aid probation and may disburse Title IV, HEA program funds to the student for the subsequent payment period if a) AIE evaluates that the student is not making satisfactory academic progress; b) the student appeals the determination; and c) AIE determines that the student should be able to make satisfactory academic progress during the subsequent payment period and meet SAP standards at the end of that payment period, or AIE develops an academic plan for the student that, if followed, will ensure that the student is able to meet AIE’s SAP standards by a specific point in time.
Students on financial aid probation must achieve SAP or satisfactory progress specified on an academic plan at the next evaluation. Otherwise, students will not receive Title IV, HEA program funds for the subsequent pay period. In unusual circumstances, students may appeal the next payment period and may be placed on financial aid probation again. The student may be reinstated to financial aid when AIE creates an educational plan for the student that will guide the student to meet SAP requirements within a certain amount of time. Students may appeal termination of Title IV funding no more than two times.

**Prior Learning Assessment**

Prior learning may be recognized under some circumstances. All students applying for a Prior Learning Assessment (PLA) must submit a completed PLA application form. AIE will schedule a formal meeting with the applicant to assess:

1. What Units of Competency will be reviewed, per the course guides
2. What evidence is to be provided (transcripts, portfolios, etc) and how that will be delivered
3. Clarification of which evidence is for which Unit of Competency
4. A cost structure for the PLA process (based upon the number of Units being credited by AIE)
5. The time frame for the PLA process

Applicants requesting PLA for specific modules must provide formal certification of achievement in this field of study OR submit a portfolio for assessment by AIE staff. Staff will assess the work against competency standards relating to the modules in question and a report of the assessment will be forwarded to the applicant. Students should be aware that AIE charges a fee of $200 for this PLA assessment service; however, applicants will be eligible for a 50% refund of that fee should their claim for PLA be unsuccessful.

If they are successful, the fee will be applied towards the tuition. Some students may be eligible for direct entry into Year Two of Advanced Diploma study. The Head of School or designee ultimately makes PLA decisions.

**Advanced Diploma of Professional Game Development: Game Programming**

For PLA of C/C++ and/or C# to be granted, evidence of formal qualifications may be provided in the form of: a certificate from a local community college or regionally accredited university or an applicable entity, a Diploma in Information Technology incorporating C/C++/C# programming, a Degree in Computer Science (Programming) or any other relevant education as determined by the Head of School or designee. Other forms of evidence in the shape of résumés, testimonials and references may also be considered.

Applicants for Year Two of the Advanced Diploma of Professional Game Development: Game Programming will be asked to take a test, which will help the AIE gauge the degree of PLA in C/C++/C# programming skills. The result of this test will be considered along with the above before PLA is granted. The amount of PLA granted to applicants will determine whether they are best suited to Year One or Year Two of the Advanced Diploma of Professional Game Development.

**Advanced Diploma of Professional Game Development: Game Art & Animation**

Completion of Certificate IV in Screen & Media from The AIE, equivalent industry experience or equivalent recognized prior learning is considered equivalent to a PLA for the Year One of the Advanced Diploma of Professional Game Development:
Game Art and Animation. Evidence of formal qualifications and/or portfolio will need to be provided for assessment by AIE staff. Other forms of evidence in the shape of résumés, testimonials may also be considered.

**Advanced Diploma of Screen and Media: 3D Animation & VFX for Film**

Completion of the Certificate IV in Screen & Media from The AIE, equivalent industry experience or equivalent recognized prior learning is considered equivalent to a PLA for the Year One of the Advanced Diploma of Screen and Media: 3D Animation & VFX for Film. Evidence of formal qualifications and/or portfolio will need to be provided for assessment by AIE staff. Other forms of evidence in the shape of resumes, testimonials and references may also be considered.

Applications may also be made requesting PLA for specific modules. Staff will assess the work against competency standards relating to the modules in question and a report of the assessment will be forwarded to the applicant. This portfolio need not contain graphics created in ZBrush or Maya software for PLA. Other software packages can be used to demonstrate competency in certain basic modeling/animation techniques. Some PLA may also be recognized after perusal of 2D art or design work and interview with the applicant.

**Transfer of Credits from AIE to Other Institutions**

Students who wish to leave AIE and transfer their units to other institutions must file with a transfer request with Student Services stating the institution they wish to transfer their units to. The application must also have attached verification that the student has been accepted to the institution the student is wishing to transfer the units to.

Decisions concerning the acceptance of credits earned in any course taken at AIE are made at the discretion of the receiving institution. AIE makes no representation whatsoever concerning the transferability of any credits earned at the school to any institution other than an AIE campus. **It is unlikely that any credits earned at AIE will be transferrable to or accepted by any institution other than AIE.**

Any student considering continuing his or her education at, or transferring to, any institution other than AIE must not assume that any credits earned in any course taken at the school will be accepted by the receiving institution. An institution’s accreditation does not guarantee that credits earned at that institution will be accepted for transfer by any other institution. The student must contact the registrar of the receiving institution to determine what credits earned at the school, if any, that institution will accept.

**Transfer of Credits within AIE**

AIE does not permit transfers of credits between programs internally.

**Transfer Credit**

Due to the specialized instruction, credit earned and/or by examination at other colleges or universities may not be transferred.
Assessment

AIE students are informed of their academic progress at the end of each unit of study. The assessment model includes an oral discussion of the learning module and a written record of the achievements for each skill in that unit. The schedule of assessment varies in that each unit of study takes a different amount of time. However, the student is given a schedule and the criteria for competency in advance of each unit of study. The student can check on his or her academic progress with the Student Services Coordinator at any time.

Assessment involves collecting evidence and deciding whether competency has been achieved. These decisions are made by comparing the student’s performance with a set of standards established through a course accreditation process that includes industry input.

Competency based assessment is used in all programs. Students will be given a learning and assessment schedule within the first two weeks of the course. If a student is uncertain about the process after the first week’s classes, they should ask the instructor for more information. Assessment tools can sometimes be negotiated to suit the needs of individual learners and the student can discuss different methods of presenting evidence of competence with the teacher.

Assessment processes are designed to be transparent, relevant, fair and current. If a student believes that a final assessment in any module is incorrect, he or she should check with the instructor in case an error has occurred. If after this meeting, the student wishes to appeal the decision made on the assessment, he or she should refer to the complete Assessment Appeals Policy in this handbook.

Clock Hour Grading System

Students receive the following additional assessment grades: Competent or Not Yet Competent. AIE is a clock-hour program. The program is 1600 hours for Cohort 2016 and 1800 hours for the Cohort 2017, and there are assessments that need to be passed.

- **COMPETENT** - Evidence of satisfactory achievement of the learning outcomes of all modules.
- **NOT YET COMPETENT** - Evidence of unsatisfactory achievement of one or more learning outcomes of the module.

Note: This competency criterion is written on the appropriate certificate and/or transcript to assist prospective employers in identifying additional details on the student’s performance. In that way a student can demonstrate competency to the employer.

How to Achieve Competency

To be awarded a certificate or diploma, a student must successfully complete each unit of competency associated with the qualification. The student must meet all the assessment criteria for a competency/module to receive a grade of “Competent.” Students will not be successful if they “get most of it right” or “get more than 50 % of it right.” Students will be successful when they can demonstrate their complete competency. Getting a task partially right or even mostly right is not enough to be considered competent. Students will be provided with training and clear ways they can demonstrate their competence. Students will also be provided with a description of exactly what constitutes “competence” in a given unit or module. Students will be provided with support to achieve that competence as well. Before submitting work for assessment, students should check it against all the assessment criteria. It is recommended that students form teams with other members of the
class, and peer review one another’s work before submission. The minimum grade considered satisfactory at AIE is Competent.

**Cheating, Plagiarism and Similar Misconduct**

Students are advised that AIE will deem work found to be the result of cheating, plagiarism or similar misconduct unacceptable and inadmissible for assessment purposes because it is contrary to the tradition of respect for knowledge, scholarship and independent achievements of learners.

**Submitting Work**

When students submit work for assessment, teachers make decisions about whether all the assessment criteria have been met. Inevitably, this involves a degree of subjectivity; teachers are required to exercise professional judgment and interpretation in determining the adequacy of student performance against the set criteria. The assessment of student work is done through a moderation procedure that requires more than one teacher to be part of the assessment process.

**Deadlines for Handing in Work**

Deadlines are not guidelines. Every assessment item will have a due date. Students are expected to respond to these deadlines in a professional manner.

**Late Submissions of Assessments**

Submitting assignments on time is the first rule in an industry-training situation such as ours. However, some unforeseen events may prevent students from doing this. Students may, prior to the submission date, negotiate an extension of time with their teacher. This request must be made in writing with supporting evidence. In case of a serious illness, a medical certificate will have to be produced. Use the “Official Extension for Assignment” form obtained from an Instructor or AIE Administration Office.

**Re-entrance after Dismissal**

A student reapplying will be considered for re-entry on the basis of standard enrolment requirements. Additionally, faculty advice is taken into consideration as a final condition of re-entry.

**Student Records**

Student records are maintained for a minimum of 50 (fifty) years at a secure offsite location.

**Articulation Agreements**

Credits from a college with an articulation agreement with Academy of Interactive Entertainment will be accepted, and reciprocated. Grades earned will be included in students’ AIE transcripts.

**Transcripts**

Students may request copies of their transcripts at any time during normal business hours from Administration.
Assessment Appeal Policy

Purpose

Students are responsible for maintaining standards of academic progress and following procedures established and made known by their college instructors. The purpose of this appeal is to protect students against errors or inconsistencies in their academic evaluation.

Appeal Expectations & Conditions

Assessment outcomes assigned by instructors are presumed to be correct. The student is responsible for knowing and initiating the assessment appeal procedure. It is the right and responsibility of the students who appeal an assessment to demonstrate how they believe it to be incorrect. The claim of appeal may be based on one (or more) of the following:

1. ERROR: The assessment was tabulated incorrectly (i.e. input or calculation error).
2. OTHER: The assessment appeal claim is based on other reasons than those outlined in the policy. Students who choose this basis of claim must write a further explanation of their reasons. These reasons must be best addressed through the Assessment Appeals Process.

Beginning the Process—Meet with your Instructor

A student must first review the assessment with the instructor of the assessment in question. It is the responsibility of the student to demonstrate how the assessment review is inaccurate and provide a suggestion for resolution. If an agreement cannot be obtained, the student may then file a formal appeal.

Conditions for Interruption of Program Due to Unsatisfactory Assessment

All students are expected to meet the first deadline for an assessment. If that assessment is decided to be in part or in whole Not Yet Competent, the student is granted a second deadline to correct the errors. That deadline is negotiated with the instructor and is usually one week after the first submission.

If the second deadline submission is decided to be Not Yet Competent, the student may appeal formally and in writing to the Head of School for a third and final attempt. The appeal should include the reasons why this third attempt will allow a grade of Competent to be achieved.

If the final appeal is decided to be Not Yet Competent, the student will be disenrolled from the program.

Re-Entrance After Dismissal

A student reapplying will be considered for re-entry on the basis of standard enrollment requirements. Additionally, faculty advice is taken into consideration as a final condition of re-entry.

Filing a Formal Appeal

An assessment appeal only applies to the final (second) assessment grade. If a student wishes to pursue a formal assessment appeal, the student must file a Student Assessment Appeal form and appropriate supportive documentation (i.e. course criteria, email correspondence, assignments, results, etc.) to the Head of School no later than 7 days after the
end of the assessment period. If a student does not submit the completed form by this time, AIE is not required to process the appeal. It is highly encouraged that students start the appeal process as soon as possible after the second assessment is completed. The Head of School will review the appeal, meet with the instructor and the student as necessary and make a decision. The Head of School will issue a written response to the student with a copy to the instructor within 7 days.

International Students

The Seattle campus of AIE is authorized under Federal law to enroll nonimmigrant alien students.

International students interested in AIE Seattle should consult the following website regarding the Student Exchange Visitor Program (SEVP) for more information: [https://www.ice.gov/sevis/students](https://www.ice.gov/sevis/students).

Additional information can be obtained by contacting the Primary Designated School Official (PDSO) for the Seattle campus: James Cardo at jamesc@aie.edu

Basic International Student Requirements

Students will require an M-1 visa issued by the US Department of State. The AIE PDSO will assist with this, the required I-20 form, and all other international paperwork. An F-1 student visa is not allowed for AIE.

Test of English as a Foreign Language (TOEFL) scores of no less than 25 are required in Listening and Speaking.

AIE and SEVP require that international students present financial evidence of the ability to cover their educational and living expenses. More details are available from the PDSO.

International Student Fees

International students are invoiced for fees at the beginning of each semester. The first invoice is payable prior to the beginning of the course and each subsequent invoice will be due within the first 2 weeks of beginning of semester studies, or by previous arrangement with AIE. If a student requires information regarding fees or needs to discuss possible payment options, please contact the Financial Aid Administrator: Regina Graw-Crockett at reginag@aie.edu.

Advanced Diploma of Professional Game Development: Game Programming or Game Art & Animation

Enrollment fee of $100 applies toward tuition. Tuition of $21,600 for 2017-2018 and tuition of $22,200 for 2018-2019. Students are expected to supply their own transportation to and from the course.

Students are not required to purchase any software, however if a student wishes to pursue completion of assignments at home they will be required to supply software as appropriate for the completion of course content.

Advanced Diploma of Screen and Media: 3D Animation & VFX for Film

Enrollment fee of $100 applies toward tuition. Tuition of $21,600 for 2017-2018 and tuition of $22,200 for 2018-2019. Students are expected to supply their own transportation to and from the course.

Students are not required to purchase any software, however if a student wishes to pursue completion of assignments at home they will be required to supply software as appropriate for the completion of course content.
Refund Policy for International Students

I. REFUND FOR NON-ACCEPTED STUDENTS
• AIE collects a $100 deposit from enrolled students only. Any funds collected in advance from non-accepted students are fully refundable.

II. STUDENT CANCELATION
• AIE will refund all moneys received if the enrollee / applicant cancels within five business days (excluding Sundays and Holidays) after the day the enrollment agreement is signed or an initial payment is made, as long as the enrollee / applicant has not begun classes.

III. DEPOSIT RETENTION
• AIE may retain an established enrollment fee equal to ten percent of the total tuition cost, or one hundred dollars, whichever is less, if the enrollee / applicant cancels after the fifth business day after signing the enrollment agreement or making an initial payment. An “enrollment / registration” fee is any fee charged by the school to process student enrollment / application and establish a student record system.

IV. REFUNDS FOR STUDENTS WHO WITHDRAW ON OR BEFORE THE FIRST DAY OF CLASS
a) If tuition and fees are collected in advance of the start date of classes and the student does not begin classes or withdraws on the first day of classes, AIE retains no more than $100 of the tuition and fees.

b) Appropriate refunds for a student who does not begin classes are made within 30 calendar days of the start date.

V. REFUNDS FOR CANCELED OR DISCONTINUED CLASSES
a) Cancelled Classes
   I. If tuition and fees are collected in advance of the start date of a program and AIE cancels the class, AIE refunds 100% of the tuition and fees collected.
   II. AIE makes these refunds within 30 calendar days of the planned start date.

b) Discontinued Classes
• If instruction in any program is discontinued after training has begun or if the school moves from one location to another, such that the student is unable to attend at the new location, it will:
   I. Provide students pro rata refunds of all tuitions and fees paid, or
   II. Arrange for comparable training at another public or private vocational school. Students must accept comparable training in writing.
   III. The school will notify the agency and students in advance. The notification will be in writing and will include data required under WAC 490-105-210(3).

VI. REFUNDS FOR STUDENTS ENROLLED PRIOR TO VISITING THE INSTITUTION
• Students who have not visited the school facility prior to enrollment have the opportunity to withdraw without penalty within three days following either attendance at a regularly-scheduled orientation or following a tour of the facilities and inspection of the equipment.
VII. TERMINATED TRAINING

- If the student leaves the program after entering classes, AIE may retain the enrollment fee established item (3) of this policy, plus a percentage of the total tuition as described in items (8) (a) and (b) below.

VIII. REFUNDS FOR WITHDRAWAL AFTER CLASS COMMENCES

a) Refund Policy for Programs Obligating Students for Periods of 12 Months or Less

- The refund policy for students attending AIE who incur a financial obligation for a period of 12 months or less is as follows:
  - During the first 10% of the period of financial obligation, AIE refunds at least 90% of the tuition;
  - After the first 10% of the period of financial obligation and until the end of the first 25% of the period of obligation, AIE refunds at least 75% of the tuition;
  - After the first 25% of the period of financial obligation and until the end of the first 50% of the period of obligation, AIE refunds at least 50% of the tuition; and,
  - After the first 50% of the period of financial obligation, AIE may retain all of the tuition.

b) Refund Policy for Programs Obligating Students for Periods Beyond Twelve Months

- For programs exceeding 12 months, which all AIE programs do, AIE will release the student of the obligation to pay beyond the 12 months if the student withdraws during the first 12 months and does not intend to attend the program beyond the first 12 months.

- The calculation of the refund for the unused portion of the first 12 months is based on section (a) above.

- If the student withdraws during any subsequent period following the first 12 months, the student’s refund for the unused portion of the tuition applicable to the period of withdrawal is based on section (a) above.

IX. CALCULATING REFUNDS

- When calculating refunds, the official date of a student’s termination is the last day of recorded attendance:
  I. When the school receives notice of the student’s intention to discontinue the program; or,
  II. When the student is terminated for a violation of a published school policy which provides for termination; or,
  III. When a student, without notice, fails to attend classes for thirty days.

X. REFUND PERIOD

- All refunds are made within thirty calendar days of the student’s official termination date.

Attendance and Academic Requirements

AIE is required to report any students failing to comply with either attendance or academic requirements of their visa to the Department of Homeland Security (DHS). This includes the following:

- Application for approved leave
- Withdrawal from the course, or
- Unsatisfactory academic results.

AIE is currently reporting on academic progress.
**Tardiness, Make Up, Absence, Interruptions for Unsatisfactory Attendance**

Absence from class must be followed up by the student with a notification to the instructor with a justification and a reasonable attempt to make up the work missed if possible. Tardiness is considered being 15 or more minutes late to a scheduled online session, meeting with an instructor, or classmate team meeting. Interruptions for unsatisfactory attendance must be discussed with the Head of School or designee.

**Arranging Health Insurance for Students**

AIE is dedicated to assisting our students with acquiring affordable healthcare if available. Please contact the Head of School or designee for information pertaining to these benefits.

**Credentials**

Upon completion of the program of your choice, you will receive one of the following credentials:

- Advanced Diploma of Professional Game Development (in Game Art & Animation, or Game Programming)
- Advanced Diploma of Screen & Media (in 3D Animation & VFX for Film)
Program Descriptions

Notice of Changes to AIE Advanced Diploma Program for the 2017-2018 School Year

When AIE Seattle was founded in 2011, the school instituted its curriculum based on its sister schools in Australia. As such, the Seattle programs followed the Australian model of 800 hour years for a 1600 hour, two-year program.

In 2017, AIE Seattle moved these 1600 hour programs to an American academic standard of 900 hour years for an 1800 hour, two-year program.

All three of the Advanced Diploma offerings (Game Programming, Game Art & Animation, and 3D Animation & Visual Effects for Film) will begin this new 1800 hour model for the August 2017 intake. Currently enrolled Advanced Diploma students will maintain their current 1600 hour model until graduation.

Start Dates:

- Currently enrolled students will begin their second year of studies on August 16, 2017 with an estimated graduation date of June 15, 2018.
- Newly enrolled students will begin their first year of studies on August 14, 2017 with an estimated graduation date on July 26, 2019.
Advanced Diploma of Professional Game Development – Game Programming (1600 hours) (CIP Code 11.0804)

**Start Date:** August 16, 2017 for second year students

**Estimated Graduation Date:** June 15, 2017

No additional students will be enrolled into this program.

The Advanced Diploma of Professional Game Development was developed in response to industry needs and driven by extensive consultation with local and international game development studios. The Advanced Diploma is a two-year full-time course, focused on preparing students to meet or exceed industry expectations in order to gain employment with a development studio or to develop their own independent games.

Game programmers drive the game development process. They are responsible for creating development tools, the underlying framework and the primary mechanics that drive gameplay. As the essential ingredient in the development process, game programmers are highly valued and in demand.

**Program Learning Objectives**

Students will:

- Demonstrate entry-level proficiency using industry standard software, middleware, languages and version control, such as but not limited to: Visual Studio, Advanced C++, C#, OpenGL, Unity3D, PhysX, Unreal Engine and Git. (Performance, Problem Solving, Responsibility)
- Demonstrate appropriate project management skills for entry into the interactive game industry as a programmer. (Collaboration, Communication, Performance, Problem Solving, Responsibility)
- Use analytical thinking skills to design, develop and troubleshoot. (Communication, Performance, Problem Solving, Responsibility)
- Analyze and interpret user requirements to design and develop appropriate solutions. (Communication, Performance, Problem Solving, Responsibility)
- Interpret information received from a variety of sources; including reference manuals, the Internet, computerized help systems and colleagues. (Collaboration, Communication, Performance, Problem Solving)
- Identify own skills and abilities and develop strategies for effectively using them in group settings. (Communication, Problem Solving)
- Initiate and participate in projects requiring teams of diverse individuals. (Collaboration, Communication, Performance, Problem Solving, Responsibility)
- Demonstrate the ability to effectively communicate both verbally and in writing. (Communication, Performance, Responsibility)
- Prepare an employment portfolio, including: a resume, cover letter, letters of reference, show-reel, work samples and pitch a concept. (Collaboration, Communication, Performance, Responsibility)
Year One Subject Descriptions (800 hours)

Start Date: N/A

Estimated Graduation Date: N/A

No additional students will be enrolled into this program.

Subject: Health and Safety in the Office

This module covers occupational health and safety, specifically in offices and at computer workstations. It covers the health implications of sedentary work at a computer workstation.

Knowledge and Skills

- Duties and responsibilities.
- Risk Management.
- Identify and assess Occupational Health and Safety risks at computer workstations.
- Recommend and communicate solutions to Occupational Health and Safety Risks.

Subject: Introduction to C++

You will learn the syntax of C++ and how to program using the most widely used language in the games industry. An Object-Oriented language, C++, can be used to create applications and simulations that can be deployed on a range of platforms including Windows, OS X, iOS, Android and all of the common games consoles. It has influences from multiple languages and has influenced the design of many others.

Knowledge and Skills

- Learn C++ language syntax and use.
- Understand the development of Software Applications.

Subject: Math for Games

This subject covers the mathematics essential for representing and managing the interactions of game objects and graphics within continuous spaces. Topics include linear algebra, geometry, and calculus specifically as they relate to video games. Major concepts include transformations, collision detection, and rigidbody dynamics.

Knowledge and Skills

- Learn fundamental mathematical skills needed for games and simulation programming.
- Knowledge of Vector and Matrix math as they relate to Euclidean spaces.
- Ability to implement basic collision detection and resolution.
- Create redistributable libraries for use in multiple applications.
Subject: Code Design and Data Structures

Throughout this subject you will learn various software architecture and design techniques that can be applied to many different programming languages in many different areas of software engineering. Knowledge and experience in this domain is essential for all programming professionals.

Software engineering is a complicated subject in itself, but there are many techniques and algorithms that have been developed over the years to make computer programming easier and more understandable.

Knowledge and Skills

- Gain an understanding of the common systems and patterns used in game development.
- Implement various game development algorithms and data structures.
- Implement basic real-time game systems.

Subject: Artificial Intelligence for Games

This subject introduces many of the core concepts behind the use of Artificial Intelligence in video games. Decision making techniques such as Finite State Machines and Behavior Trees are explored, along with locomotion techniques such as Steering Behaviors and Pathfinding techniques for finding ways around a level.

Knowledge and Skills

- Implement pathfinding algorithms.
- Implement decision making for autonomous agents.
- Learn how to creative competitive A.I. opponents.

Subject: Introduction to C#

Within this subject, you will focus on learning a tools based development stack. This will involve getting exposed to new languages and developing intermediate tools, such as a level editor, and libraries to assist with development.

Knowledge and Skills

- Exposure and practice with an additional industry relevant programming language.
- Discover how to design, implement, and utilize tools to assist in game development.

Subject: Cross-Platform Development

Within this subject, you will be exposed to a variety of tools curated at the instructor's discretion. The focus will primarily be on Game Engines and the considerations and techniques necessary to maximize their utility.

Knowledge and Skills

- Use industry standard tools and APIs for developing games.
- Learn various platform-specific considerations when developing games.
- Begin rapidly prototyping game concepts and ideas.
**Subject: Production Planning**

During this subject you will learn project management skills and production methodologies while working with team members. Your team will be writing project documentation, setting schedules, and contributing to the development process of a potential project.

**Knowledge and Skills**

- Gain insights in **how a game studio operates** on a day-to-day basis.
- Understand how the **students work together** as a group.
- Improve your ability to **outline, define** and **pitch** a game concept.
- Improve your skills at **organizing a team** and **planning a production**.
- Learn group **communication** and record-taking skills and processes.

**Subject: Production**

Students from various disciplines will work together on a production to gain a better understanding of the challenges encountered when developing a project. You will learn important lessons from project pre-production to completion.

**Knowledge and Skills**

- Gain experience with **project management** tools used within the industry.
- Learn how to **analyze features** and **prioritize tasks** based on their value to the project.
- Learn how to **evaluate your own performance**, other **team members’ performance**, and your **groups’ performance** as a whole.
- Learn how to **conduct, analyze** and **share constructive criticism**.

**Year Two Subject Descriptions (800 hours)**

**Start Date**: August 16, 2017 for second year students

**Estimated Graduation Date**: June 15, 2017

No additional students will be enrolled into this program.

**Subject: Computer Graphics**

This subject is designed to teach you the techniques and algorithms used in modern real-time rendering and film rendering. You will make use of a modern rendering API, such as OpenGL, to learn GPU shader programming and the various lighting and rendering pipelines that are commonly used in the industry today. Other cutting-edge GPU-related technologies are explored.

**Knowledge and Skills**

- Gain an understanding of **modern render pipelines** on Graphics Processing Units (GPUs).
- Industry standard **rendering techniques** for games, film and simulation.
- Knowledge of **procedural content generation** techniques.
Practical skills in GPU shader programming.

**Subject: Complex Game Systems**

Video games are full of various systems with varying degrees of complexity. In this subject you will take a look at some of these systems including multithreaded and parallel programming, audio programming, network programming and automation and testing systems, such as automated build servers, automated testing and analytics. Topic focus is curated by your instructor.

**Knowledge and Skills**

- Ability to implement networking for games and simulations.
- Understand threading and parallel programming techniques.
- Use of audio in game programming.
- Knowledge of various complex systems used in game development.

**Subject: Physics for Games**

In this subject, you explore physics as it relates to real-time applications and video games. We take a practical approach to integrating and implementing an advanced physics library to explore various interactions within the fields of rigid-body and soft-body physics. We’ll focus on practical applications and the appropriate tools and concepts to solve a variety of problems in game development.

**Knowledge and Skills**

- Understanding of physics formulas.
- Knowledge of real-time physics techniques.
- Ability to integrate third-party physics libraries.

**Subject: Proof of Concept**

All disciplines will work together on prototyping game ideas in teams. Once the game idea has been approved by a panel, the teams will formulize their development plan and start on the pre-production stage; creating clear outlines and documentation that they will take with them to the major production. Each team will create a workable prototype, Design Document, Art Bible and Technical Design Document.

**Knowledge and Skills**

- Learn iterative design processes for refining an idea.
- Learn how to pitch a game concept to an industry panel.
- Know how to incorporate feedback into your game ideas.
- Understand how to identify risks and target markets.
- Learn how to prioritize development tasks.

**Subject: Major Production**

This subject is the opportunity for students to put all of their art, programming and design skills that they have gained throughout the course, combined with their project management skills, into a final project. All streams work together as a
continuation of the approved proof of concept, in an environment that simulates the complete development process. This results in the final delivery of a polished game or interactive experience which has the potential to be market ready.

Knowledge and Skills

- Demonstrate acquired **skills in project development** from initial conception to completed product.
- You will learn how to **adapt the scope** and focus of your project throughout development.
- Develop **critical thinking skills** and the ability to reflect on your own work and the work of others in an unbiased manner.

Subject: Online Professional Portfolio

The aim of this subject is to ensure you have a well-planned and professional looking online portfolio ready for use when applying for work. In this subject, you will learn about the standards your portfolio should meet and how to best showcase your work and skills. You'll then create the online framework to house your portfolio and upload your work. This subject is an ongoing process which will run throughout the second year of study. This helps you develop a suite of work which best showcases your skills and incorporates improvements from feedback.

Knowledge and Skills

- Conduct **research** and identify **promotion opportunities**, target audience and audience requirements.
- Create a competent and accurate **strategic plan** for meeting your specific goals and opportunities.
- Identify and utilize available online opportunities and resources, as they relate to **marketing and promotion**.
- Understand how to successfully work under a **freelance** and or **contract employment** arrangement.
- Create an engaging and **professionally presented portfolio website**, which accurately showcases your skill-set.
- Understand how to create a “**Resume**”, a "**Letter of Introduction**" and a "**Cover Letter**", which is tailored to a specific position and / or employer.
- Identify and implement key **considerations** when planning your portfolio and show-reel, based on your specific goals and on your observations of your competitors.
- Identify and adhere to the **industry-accepted standards** and conventions, as they apply to the **presentation** of portfolios, for show-reels and applications.
- Identify and implement successful practices for positively engaging your relevant **online community** to build a **strong online presence**.
Advanced Diploma of Professional Game Development – Game Art and Animation (1600 hours) (CIP Code 11.0803)

Start Date: August 16, 2017 for second year students

Estimated Graduation Date: June 15, 2017

No additional students will be enrolled into this program.

The Advanced Diploma of Professional Game Development was developed in response to industry needs and driven by extensive consultation with local and international game development studios. The Advanced Diploma is a two-year full-time course, focused on getting students to meet or exceed industry expectations in order to gain employment with a development studio or to develop their own independent games.

Game artists design the environments, create the characters and craft the vehicles for the games that you love to play. They can specialize in modeling, texturing, animation and level design. Game art development is a dynamic medium to showcase creative ability. Students work with other artists and programmers to design and create their own unique entertainment experiences using cutting-edge game technology.

Program Learning Objectives

Students will:

- Demonstrate entry-level proficiency using industry standard software and resources such as: Maya, ZBrush, Photoshop, Mudbox and Unity to design, create and import art assets into game engines. (Performance, Problem Solving, Responsibility)

- Demonstrate appropriate project management skills for entry into the interactive game industry as a game artist. (Collaboration, Communication, Performance, Problem Solving, Responsibility)

- Use analytical thinking skills to design, develop and troubleshoot. (Communication, Performance, Problem Solving, Responsibility)

- Demonstrate how game art addresses both visual aesthetics and engine/game context functionality. (Communication, Performance, Problem Solving, Responsibility)

- Analyze and interpret user requirements to design and develop appropriate solutions. (Communication, Performance, Problem Solving, Responsibility)

- Interpret information received from a variety of sources; including reference manuals, the Internet, computerized help systems and colleagues. (Collaboration, Communication, Performance, Problem Solving)

- Identify own skills and abilities and develop strategies for effectively using them in group settings. (Communication, Problem Solving, Responsibility)

- Initiate and participate in projects requiring teams of diverse individuals (Collaboration, Communication, Performance, Problem Solving, Responsibility)

- Demonstrate the ability to effectively communicate both verbally and in writing and through a visual medium. (Communication, Performance, Responsibility)

- Prepare an employment portfolio including a resume, cover letter, letters of reference and show reel/work samples and pitch a concept. (Collaboration, Communication, Performance, Responsibility)
Year One Subject Descriptions (800 hours)

Start Date: N/A

Estimated Graduation Date: N/A

No additional students will be enrolled into this program.

Subject: Health and Safety in the Office

This module covers occupational health and safety, specifically in offices and at computer workstations. It covers the health implications of sedentary work at a computer workstation.

Knowledge and Skills

- Duties and responsibilities.
- Risk Management.
- Identify and assess Occupational Health and Safety risks at computer workstations.
- Recommend and communicate solutions to Occupational Health and Safety Risks.

Subject: 3D Art Pipeline

This subject is your introduction and overview of how 3D software is used to generate 3D art assets and art work. You will be introduced to the whole process including: concepting, modeling, texturing, lighting, rendering and presenting 3D art. You’ll work on a project to practice and demonstrate your new skills.

Knowledge and Skills

- Understanding of a 3D Pipeline including planning, approval and production stages.
- Learn current 3D software used throughout industry.
- Develop multiple modeling techniques.
- An understanding of the use and application of 3D Lighting.
- Understanding of scene rendering for presentation.
- Understand techniques for UV unwrapping a 3D model ready for textures.
- Understanding materials and shaders and how to apply them.
- Introduction to texturing of 3D Models.

Subject: Modeling and Texturing

This subject is focused on advancing your skills in creating and texturing 3D models. Students interested in games will begin learning to work with game engines and the workflows necessary to produce engine-ready art. Students interested in screen will focus on high quality rendering to bring their models to life. Everyone will work on a project to practice and demonstrate their new skills.

Knowledge and Skills

- Further advancement in modeling techniques.
- UV and alternative UV unwrapping techniques and workflows.
- Advancement in texturing using 3D texturing applications.
- An understanding of modular construction.
- Developing an understanding of materials and texture networks.

**Subject: Principles of Animation**

In this subject you’ll be introduced to the skills and techniques used to create animation. You’ll learn the technical side of how 3D animation is created in 3D software packages, as well as learn fundamental animation principles that make animation appealing to watch. You’ll produce a number of small animated pieces as demonstrations of your new skills.

**Knowledge and Skills**

- Understanding the importance of weight and timing in animation.
- Develop convincing animation building on core principles (weight, overlap, squash and stretch, arcs, etc.).
- Practical understanding of animation principles through a variety of rigs.
- Completing a plan and production schedule.
- Producing a final animation that is consistent with the approved planning.

**Subject: Character Pipeline**

This subject is designed to advance your skills by learning how 3D characters are produced. You’ll learn how to use sculpting software to create highly detailed models. You’ll learn how these sculpted characters are used in either games or film. You’ll create a character using the various techniques covered.

**Knowledge and Skills**

- Gain an understanding of what a character artist is and his/her relationship to industry.
- Gain a deeper understanding of the complexities of character modeling and disciplines involved.
- Gain an understanding of story-telling through character design.
- A practical knowledge of figurative proportions and anatomy.
- Creating concept art using various techniques (paint-overs, thumb-nailing etc.).
- Understanding the importance of mesh topology.
- Gain knowledge of UV unwrapping techniques for organic characters.
- Building fundamental techniques for sculpting characters.
- Gain understanding of rigging characters.
- Setting up shader and material networks.
- Learn the fundamentals of lighting characters and rendering an appealing image.

**Subject: Character Animation**

This subject will build on the principles developed in the animation subject and advance your skills further. You will progress with more complex character rigs and, through a better understanding of body mechanics and acting principles, you will bring the characters to life. You will further combine all these techniques with audio syncing and emotional expression which will result in a convincing character animation piece.
Knowledge and Skills

- Ability to create or source useful and relevant reference material for animation.
- Learn to plan animation for convincing performance.
- Understanding of developing polished animation through passes.
- Develop understanding of body mechanics.
- Create acting performance confidently, including lip-sync and facial animation.
- Ability to critique your own work as well as seek feedback and to improve your work.
- Ability to produce a short polished animation which conveys emotion.

Subject: Digital Lighting and Compositing

In this subject, you’ll be introduced to the world of visual effects. You’ll learn about the skills and techniques used to integrate 3D objects into live footage. You’ll work on a project to bring some of your art into the “real world” as a demonstration of your new skills.

Knowledge and Skills

- Knowledge of how to plan a project, seek approvals and produce agreed deliverables.
- An understanding of the impact of color and how it can be applied to improve visual appeal.
- Competency in basic concepts in lighting and composition.
- Knowledge and skills to use digital lighting to simulate real world lighting effects.
- Competency in setting up and utilizing 3D shaders.
- Introductory knowledge and skills in the use of compositing packages.

Subject: Storyboards

This subject is designed to advance your skills in understanding the production of larger projects through pre-production. You’ll learn how to prepare for large projects and develop an understanding of scripts, storyboards and pipeline management. You will learn how to produce and understand the direction and composition given within narrative spaces, such as game levels, and how to present them in a professional manner.

Knowledge and Skills

- Develop core understanding of designing narrative spaces.
- Practical experience in collaborative production.
- Ability to iterate through concepts and respond to feedback.
- Understand how to break down story into a meaningful sequence.
- Understanding of pre-production planning.

Subject: Production Planning

During this subject you will learn project management skills and production methodologies while working with team members. Your team will be writing project documentation, setting schedules, and contributing to the development process of a potential project.
Knowledge and Skills

- Gain insights in how a game studio operates on a day-to-day basis.
- Understand how the students work together as a group.
- Improve your ability to outline, define and pitch a game concept.
- Improve your skills at organizing a team and planning a production.
- Learn group communication and record-taking skills and processes.

Subject: Production

Students from various disciplines will work together on a production to gain a better understanding of the challenges encountered when developing a project. You will learn important lessons from project pre-production to completion.

Knowledge and Skills

- Gain experience with project management tools used within the industry.
- Learn how to analyze features and prioritize tasks based on their value to the project.
- Learn how to evaluate your own performance, other team members' performance, and your groups' performance as a whole.
- Learn how to conduct, analyze and share constructive criticism.

Year Two Subject Descriptions (800 hours)

Start Date: August 16, 2017 for second year students

Estimated Graduation Date: June 16, 2017

No additional students will be enrolled into this program.

Subject: Game Art Pipeline

This subject is an introduction to the specialization of game art for year two students. It will refresh knowledge from year one with a focus on expectations of a game artist and real-time workflow. You will be challenged to adopt industry techniques and focus on preparing high quality assets for game engines. You will further develop your 3D creative skills while working within different game art pipelines.

Knowledge and Skills

- Gain an understanding of real-time art techniques.
- Knowledge of industry standard production techniques for games.
- Knowledge of major 3rd party game engines.
- Practical skills in real-time content development and optimization.
Subject: Game Environments

You will work individually or in teams to develop a game level you might be asked to create in a commercial studio. You will plan, schedule and execute the production of a polished level which is aimed to showcase your strengths as a real-time environment artist.

An iterative approach to development will be used to refine concepts, grey box and planning, through to the development of high quality assets. The final project will demonstrate a high level of creativity and effective workflows and be presented in a real-time game engine.

Knowledge and Skills

- Critical analysis of game level development.
- Plan and schedule tasks.
- Ability to integrate pre-production and concept strategies prior to production.
- Game environment construction and implementation.
- Ability to iterate through the development process and respond to feedback.
- Knowledge of engine implementation processes used in game development.
- Practical understanding of environment workflows and asset management.

Subject: Game Characters

You will design and develop a 3D interactive gameplay model or character for use in a computer game while carefully considering both the design brief and technical considerations. This subject will develop more advanced techniques of modeling, texturing, rigging and animation and explore all aspects of developing a real-time character with approaches ranging from console to mobile game development.

The final animated character will be presented in a real time engine and demonstrate a deeper understanding of a full character pipeline and the technical considerations for character-driven games.

Knowledge and Skills

- Identify and use appropriate modeling and texturing tools.
- Produce and deliver documentation, showing evidence of concepts creation and design decisions.
- Plan and manage the design process for creating 3D character models according to a design brief.
- Incorporate the design specifications and create complex 3D character models.
- Knowledge of current game-play hardware and software products.
- Understanding of technical constraints imposed on design and development.

Subject: Graphical User Interface

You will be introduced to the topics and techniques needed to research, plan and create a Graphical User Interface (GUI) project. You will examine and replicate the workflow involved in implementing a basic GUI for a real-time project. You can create a standalone project or attach this to either the game environment or the game character assessment.

Knowledge and Skills

- Understanding of workflow and pipelines of GUI in industry, including commonly used software.
• Knowledge of current trends and best practices relating to GUI.
• Planning and documentation of the design process.
• Basic implementation of GUI to an interactive level or character.
• Reflection and evaluation of the project.

Subject: Proof of Concept
All disciplines will work together on prototyping game ideas in teams. Once the game idea has been approved by a panel, the teams will formulize their development plan and start on the pre-production stage; creating clear outlines and documentation that they will take with them to the major production. Each team will create a workable prototype, Design Document, Art Bible and Technical Design Document.

Knowledge and Skills
• Learn iterative design processes for refining an idea.
• Learn how to pitch a game concept to an industry panel.
• Know how to incorporate feedback into your game ideas.
• Understand how to identify risks and target markets.
• Learn how to prioritize development tasks.

Subject: Major Production
This subject is the opportunity for students to put all of their art, programming and design skills that they have gained throughout the course, combined with their project management skills, into a final project. All streams work together as a continuation of the approved proof of concept, in an environment that simulates the complete development process. This results in the final delivery of a polished game or interactive experience which has the potential to be market ready.

Knowledge and Skills
• Demonstrate acquired skills in project development from initial conception to completed product.
• You will learn how to adapt the scope and focus of your project throughout development.
• Develop critical thinking skills and the ability to reflect on your own work and the work of others in an unbiased manner.

Subject: Online Professional Portfolio
The aim of this subject is to ensure you have a well-planned and professional looking online portfolio ready for use when applying for work. In this subject, you will learn about the standards your portfolio should meet and how to best showcase your work and skills. You’ll then create the online framework to house your portfolio and upload your work. This subject is an ongoing process which will run throughout the second year of study. This helps you develop a suite of work which best showcases your skills and incorporates improvements from feedback.

Knowledge and Skills
• Conduct research and identify promotion opportunities, target audience and audience requirements.
• Create a competent and accurate strategic plan for meeting your specific goals and opportunities.
• Identify and utilize available online opportunities and resources, as they relate to marketing and promotion.
• Understand how to successfully work under a freelance and or contract employment arrangement.
• Create an engaging and professionally presented portfolio website, which accurately showcases your skill-set.
• Understand how to create a “Resume”, a “Letter of Introduction” and a “Cover Letter”, which is tailored to a specific position and / or employer.
• Identify and implement key considerations when planning your portfolio and show-reel, based on your specific goals and on your observations of your competitors.
• Identify and adhere to the industry-accepted standards and conventions, as they apply to the presentation of portfolios, for show-reels and applications.
• Identify and implement successful practices for positively engaging your relevant online community to build a strong online presence.
Advanced Diploma of Screen and Media – 3D Animation and VFX for Film (1600 hours) (CIP Code 10.0304)

Start Date: August 16, 2017 for second year students

Estimated Graduation Date: June 15, 2017

No additional students will be enrolled into this program.

The Advanced Diploma of Screen and Media is a two-year, full-time course for students who want to work in film, TV or visual effects. It is a practical course designed to give students the best technical training to work as 3D artists using the latest state-of-the-art technology.

Developed with the input of leading film and visual effects studios, the Advanced Diploma of Screen and Media will enable students to complete impressive film projects that showcase their skills and form the basis of a professional show-reel to impress potential employers.

Program Learning Objectives

Students will:

• Demonstrate entry-level proficiency using industry standard software and resources such as: Maya, ZBrush, Photoshop, After-Effects, Nuke, and Premiere to design, create and render digital visual effects. (Performance, Problem Solving, Responsibility)

• Demonstrate appropriate project management skills, such as scheduling, and maintaining deadlines, for entry into the 3D Animation and VFX industry. (Collaboration, Communication, Performance, Problem Solving, Responsibility)

• Demonstrate a holistic approach to see the entire scope of a project and how each individual’s roles interface and impact others. (Collaboration, Performance, Responsibility)

• Develop the ability to adapt to team diversity, varying timetables, art styles and processes. (Collaboration, Communication, Problem Solving, Responsibility)

• Use analytical thinking skills to design, develop and troubleshoot. (Communication, Performance, Problem Solving, Responsibility)

• Analyze and interpret user requirements to design and develop appropriate solutions. (Communication, Performance, Problem Solving, Responsibility)

• Interpret information received from a variety of sources; including reference manuals, the Internet, computerized help systems and colleagues. (Collaboration, Communication, Performance, Problem Solving)

• Identify own skills and abilities and develop strategies for effectively using them in group settings. (Communication, Problem Solving)

• Demonstrate the ability to effectively communicate both verbally and in writing and through a visual medium. (Communication, Performance, Responsibility)

• Prepare an employment portfolio including a resume, cover letter, letters of reference and Show Reel/work samples and pitch a concept. (Collaboration, Communication, Performance, Responsibility)
Year One Subject Descriptions (800 hours)

Start Date: N/A

Estimated Graduation Date: N/A

No additional students will be enrolled into this program.

Subject: Health and Safety in the Office

This module covers occupational health and safety, specifically in offices and at computer workstations. It covers the health implications of sedentary work at a computer workstation.

Knowledge and Skills

- Duties and responsibilities.
- Risk Management.
- Identify and assess Occupational Health and Safety risks at computer workstations.
- Recommend and communicate solutions to Occupational Health and Safety Risks.

Subject: 3D Art Pipeline

This subject is your introduction and overview of how 3D software is used to generate 3D art assets and art work. You will be introduced to the whole process including: concepting, modeling, texturing, lighting, rendering and presenting 3D art. You’ll work on a project to practice and demonstrate your new skills.

Knowledge and Skills

- Understanding of a 3D Pipeline including planning, approval and production stages.
- Learn current 3D software used throughout industry.
- Develop multiple modeling techniques.
- An understanding of the use and application of 3D Lighting.
- Understanding of scene rendering for presentation.
- Understand techniques for UV unwrapping a 3D model ready for textures.
- Understanding materials and shaders and how to apply them.
- Introduction to texturing of 3D Models.

Subject: Modeling and Texturing

This subject is focused on advancing your skills in creating and texturing 3D models. Students interested in games will begin learning to work with game engines and the workflows necessary to produce engine-ready art. Students interested in screen will focus on high quality rendering to bring their models to life. Everyone will work on a project to practice and demonstrate their new skills.

Knowledge and Skills

- Further advancement in modeling techniques.
• UV and alternative **UV unwrapping techniques** and workflows.
• Advancement in **texturing** using 3D texturing applications.
• An understanding of **modular construction**.
• Developing an understanding of **materials and texture networks**.

**Subject: Principles of Animation**

In this subject you’ll be introduced to the skills and techniques used to create animation. You’ll learn the technical side of how 3D animation is created in 3D software packages, as well as learn fundamental animation principles that make animation appealing to watch. You’ll produce a number of small animated pieces as demonstrations of your new skills.

**Knowledge and Skills**

• Understanding the importance of **weight and timing** in animation.
• Develop convincing animation building on **core principles** (weight, overlap, squash and stretch, arcs, etc.).
• Practical understanding of **animation principles** through a variety of rigs.
• Completing a **plan** and production **schedule**.
• Producing a final animation that is consistent with the **approved planning**.

**Subject: Character Pipeline**

This subject is designed to advance your skills by learning how 3D characters are produced. You’ll learn how to use sculpting software to create highly detailed models. You’ll learn how these sculpted characters are used in either games or film. You’ll create a character using the various techniques covered.

**Knowledge and Skills**

• Gain an understanding of what a **character artist** is and his/her relationship to industry.
• Gain a deeper understanding of the **complexities of character modeling** and disciplines involved.
• Gain an understanding of **story-telling** through character design.
• A practical knowledge of **figurative proportions and anatomy**.
• Creating **concept art** using various techniques (paint-overs, thumb-nailing etc.).
• Understanding the importance of **mesh topology**.
• Gain knowledge of **UV un-wrapping techniques** for organic characters.
• Building fundamental techniques for **sculpting** characters.
• Gain understanding of **rigging** characters.
• Setting up **shader and material networks**.
• Learn the fundamentals of **lighting characters and rendering** an appealing image.

**Subject: Character Animation**

This subject will build on the principles developed in the animation subject and advance your skills further. You will progress with more complex character rigs and, through a better understanding of body mechanics and acting principles, you will bring the characters to life. You will further combine all these techniques with audio syncing and emotional expression which will result in a convincing character animation piece.
Knowledge and Skills

- Ability to create or source useful and relevant reference material for animation.
- Learn to plan animation for convincing performance.
- Understanding of developing polished animation through passes.
- Develop understanding of body mechanics.
- Create acting performance confidently, including lip-sync and facial animation.
- Ability to critique your own work as well as seek feedback and to improve your work.
- Ability to produce a short polished animation which conveys emotion.

Subject: Digital Lighting and Compositing

In this subject, you’ll be introduced to the world of visual effects. You’ll learn about the skills and techniques used to integrate 3D objects into live footage. You’ll work on a project to bring some of your art into the “real world” as a demonstration of your new skills.

Knowledge and Skills

- Knowledge of how to plan a project, seek approvals and produce agreed deliverables.
- An understanding of the impact of color and how it can be applied to improve visual appeal.
- Competency in basic concepts in lighting and composition.
- Knowledge and skills to use digital lighting to simulate real world lighting effects.
- Competency in setting up and utilizing 3D shaders.
- Introductory knowledge and skills in the use of compositing packages.

Subject: Storyboards

This subject is designed to advance your skills in understanding the production of larger projects through pre-production. You’ll learn about how to prepare for a large projects and develop an understanding of scripts, storyboards and pipeline management. You will learn how to produce and understand the direction and composition given within story board panels and how to present them in a professional manner.

Knowledge and Skills

- Develop core understanding of cinematography.
- Practical experience developing story boards.
- Ability to iterate through story passes and respond to feedback.
- Understand how to break down story into a meaningful sequence.
- Understanding of pre-production planning.

Subject: Production Planning

During this subject you will learn project management skills and production methodologies while working with team members. Working in small teams, you will be writing project documentation, setting schedules, producing assets, testing and contributing to the development process of a potential project.
Knowledge and Skills

• Gain insights in how a VFX studio operates on a day-to-day basis.
• Understand how the students work together as a group.
• Improve your ability to outline, define and pitch a film concept.
• Improve your skills at organizing a team and planning a production.
• Learn group communication and record-taking skills and processes.

Subject: Production

Students will work together on a production to gain a better understanding of the challenges encountered when developing a project. You will learn important lessons from project pre-production to completion.

Knowledge and Skills

• Gain experience with project management tools used within the industry.
• Learn how to analyze features and prioritize tasks based on their value to the project.
• Learn how to evaluate your own performance, other team members’ performance, and your groups’ performance as a whole.
• Learn how to conduct, analyze and share constructive criticism.

Year Two Subject Descriptions (800 hours)

Start Date: August 16, 2017 for second year students
Estimated Graduation Date: June 16, 2017
No additional students will be enrolled into this program.

Subject: Visual Effects

This subject focuses on the development of your skills and knowledge considered core to working effectively in the visual effects industry. You’ll learn and practice this core skill set and produce some VFX shots using these skills.

Knowledge and Skills

• You will learn advance compositing techniques.
• You will learn how to track and match live action plates.
• You will learn how to create particle and fluid simulations.

Subject: Specialization

This subject is designed to guide you to produce work at a professional level. You’ll discuss with your teacher before choosing what area to specialize in. You’ll learn about and research what a “professional” level of quality means and then work on a project to meet those standards.

Knowledge and Skills
• Through research, understand what a professional level skillset and quality of work means in a chosen field.
• Develop skills to seek and act on valid feedback to improve your work.
• Develop your skills in a chosen field to a professional level.
• Research and apply how creativity is achieved in a chosen field.

Subject: Story Development

This subject is all about learning what makes a compelling story and narrative. You’ll discuss and propose ideas and develop storylines. You’ll prepare a proposal and pitch your ideas to stakeholders for possible future development.

Knowledge and Skills

• Advance and expand your knowledge of story or narrative, as it applies to screen productions.
• Develop a strong understanding of the structures and formulas used in crafting the storytelling process.
• Develop the skills to brainstorm, create and define a narrative concept.
• Understand principles and techniques through practical application of the story creation processes.
• Learn how to design and create storyboards from a narrative script, using the cinematic visual language of cinematography.
• Complete the process of creating a motion animatic or pre-visualization animation.

Subject: Short Film Production

This subject is the opportunity for you and your fellow students to put all their skills they have gained throughout the course, combined with their project management skills, into a final project. Again, students work together in an environment that simulates the studio development process. This results in the final delivery of a polished film which has the potential to be market ready.

Knowledge and Skills

• Visually interpreting a script and narrative.
• Ability to lay out 3D scenes to pre-existing shot plans.
• Understanding cinematography and virtual cameras.
• Skills in designing and building 3D sets.
• Skills to design, document and implement visual effects.
• Skills to create and maintain a variety of production documentation.
• Ability to implement and complete an operational plan.
• Ability to design and implement a sustainable project.

Subject: Online Professional Portfolio

The aim of this subject is to ensure you have a well-planned and professional looking online portfolio ready for use when applying for work. In this subject, you will learn about the standards your portfolio should meet and how to best showcase your work and skills. You’ll then create the online framework to house your portfolio and upload your work. This subject is an ongoing process which will run throughout the second year of study. This helps you develop a suite of work which best showcases your skills and incorporates improvements from feedback.
Knowledge and Skills

- Conduct **research** and **identify promotion opportunities**, target audience and audience requirements.
- Create a competent and accurate **strategic plan** for meeting your specific goals and opportunities.
- Identify and utilize available online opportunities and resources, as they relate to **marketing and promotion**.
- Understand how to successfully work under a **freelance** and or **contract employment** arrangement.
- Create an engaging and **professionally presented portfolio website**, which accurately showcases your skill-set.
- Understand how to create a “**Resume**”, a "**Letter of Introduction"* and a "**Cover Letter"*, which is tailored to a specific position and / or employer.
- Identify and implement key **considerations** when **planning your portfolio** and show-reel, based on your specific goals and on your observations of your competitors.
- Identify and adhere to the **industry-accepted standards** and conventions, as they apply to the **presentation** of portfolios, for show-reels and applications.
- Identify and implement successful practices for positively engaging your relevant **online community** to build a **strong online presence**.
Advanced Diploma of Professional Game Development – Game Programming (1800 hours) (CIP Code 11.0804)

Start Date: August 14, 2017
Estimated Graduation Date: July 26, 2019

The Advanced Diploma of Professional Game Development was developed in response to industry needs and driven by extensive consultation with local and international game development studios. The Advanced Diploma is a two-year full-time course, focused on preparing students to meet or exceed industry expectations in order to gain employment with a development studio or to develop their own independent games.

Game programmers drive the game development process. They are responsible for creating development tools, the underlying framework and the primary mechanics that drive gameplay. As the essential ingredient in the development process, game programmers are highly valued and in demand.

Program Learning Objectives

Students will:

- Demonstrate entry-level proficiency using industry standard software, middleware, languages and version control, such as but not limited to: Visual Studio, Advanced C++, C#, OpenGL, Unity3D, PhysX, Unreal Engine and Git. (Performance, Problem Solving, Responsibility)
- Demonstrate appropriate project management skills for entry into the interactive game industry as a programmer. (Collaboration, Communication, Performance, Problem Solving, Responsibility)
- Use analytical thinking skills to design, develop and troubleshoot. (Communication, Performance, Problem Solving, Responsibility)
- Analyze and interpret user requirements to design and develop appropriate solutions. (Communication, Performance, Problem Solving, Responsibility)
- Interpret information received from a variety of sources; including reference manuals, the Internet, computerized help systems and colleagues. (Collaboration, Communication, Performance, Problem Solving)
- Identify own skills and abilities and develop strategies for effectively using them in group settings. (Communication, Problem Solving)
- Initiate and participate in projects requiring teams of diverse individuals. (Collaboration, Communication, Performance, Problem Solving, Responsibility)
- Demonstrate the ability to effectively communicate both verbally and in writing. (Communication, Performance, Responsibility)
- Prepare an employment portfolio, including: a resume, cover letter, letters of reference, show-reel, work samples and pitch a concept. (Collaboration, Communication, Performance, Responsibility)
Year One Subject Descriptions (900 hours)

Start Date: August 14, 2017

Estimated Graduation Date: July 26, 2019

Subject: Health and Safety in the Office
This module covers occupational health and safety, specifically in offices and at computer workstations. It covers the health implications of sedentary work at a computer workstation.

Knowledge and Skills
- Duties and responsibilities.
- Risk Management.
- Identify and assess Occupational Health and Safety risks at computer workstations.
- Recommend and communicate solutions to Occupational Health and Safety Risks.

Subject: Introduction to C++
You will learn the syntax of C++ and how to program using the most widely used language in the games industry. An Object-Oriented language, C++, can be used to create applications and simulations that can be deployed on a range of platforms including Windows, OS X, iOS, Android and all of the common games consoles. It has influences from multiple languages and has influenced the design of many others.

Knowledge and Skills
- Learn C++ language syntax and use.
- Understand the development of Software Applications.

Subject: Math for Games
This subject covers the mathematics essential for representing and managing the interactions of game objects and graphics within continuous spaces. Topics include linear algebra, geometry, and calculus specifically as they relate to video games. Major concepts include transformations, collision detection, and rigidbody dynamics.

Knowledge and Skills
- Learn fundamental mathematical skills needed for games and simulation programming.
- Knowledge of Vector and Matrix math as they relate to Euclidean spaces.
- Ability to implement basic collision detection and resolution.
- Create redistributable libraries for use in multiple applications.

Subject: Code Design and Data Structures
Throughout this subject you will learn various software architecture and design techniques that can be applied to many different programming languages in many different areas of software engineering. Knowledge and experience in this domain is essential for all programming professionals.
Software engineering is a complicated subject in itself, but there are many techniques and algorithms that have been developed over the years to make computer programming easier and more understandable.

**Knowledge and Skills**

- Gain an understanding of the common systems and patterns used in game development.
- Implement various game development algorithms and data structures.
- Implement basic real-time game systems.

**Subject: Artificial Intelligence for Games**

This subject introduces many of the core concepts behind the use of Artificial Intelligence in video games. Decision making techniques such as Finite State Machines and Behavior Trees are explored, along with locomotion techniques such as Steering Behaviors and Pathfinding techniques for finding ways around a level.

**Knowledge and Skills**

- Implement pathfinding algorithms.
- Implement decision making for autonomous agents.
- Learn how to creative competitive A.I. opponents.

**Subject: Introduction to C#**

Within this subject, you will focus on learning a tools based development stack. This will involve getting exposed to new languages and developing intermediate tools, such as a level editor, and libraries to assist with development.

**Knowledge and Skills**

- Exposure and practice with an additional industry relevant programming language.
- Discover how to design, implement, and utilize tools to assist in game development.

**Subject: Cross-Platform Development**

Within this subject, you will be exposed to a variety of tools curated at the instructor's discretion. The focus will primarily be on Game Engines and the considerations and techniques necessary to maximize their utility.

**Knowledge and Skills**

- Use industry standard tools and APIs for developing games.
- Learn various platform-specific considerations when developing games.
- Begin rapidly prototyping game concepts and ideas.

**Subject: Production Planning**

During this subject you will learn project management skills and production methodologies while working with team members. Your team will be writing project documentation, setting schedules, and contributing to the development process of a potential project.

**Knowledge and Skills**

- Gain insights in how a game studio operates on a day-to-day basis.
• Understand how the students work together as a group.
• Improve your ability to outline, define and pitch a game concept.
• Improve your skills at organizing a team and planning a production.
• Learn group communication and record-taking skills and processes.

Subject: Production

Students from various disciplines will work together on a production to gain a better understanding of the challenges encountered when developing a project. You will learn important lessons from project pre-production to completion.

Knowledge and Skills

• Gain experience with project management tools used within the industry.
• Learn how to analyze features and prioritize tasks based on their value to the project.
• Learn how to evaluate your own performance, other team members’ performance, and your groups’ performance as a whole.
• Learn how to conduct, analyze and share constructive criticism.

Year Two Subject Descriptions (900 hours)

Subject: Computer Graphics

This subject is designed to teach you the techniques and algorithms used in modern real-time rendering and film rendering. You will make use of a modern rendering API, such as OpenGL, to learn GPU shader programming and the various lighting and rendering pipelines that are commonly used in the industry today. Other cutting-edge GPU-related technologies are explored.

Knowledge and Skills

• Gain an understanding of modern render pipelines on Graphics Processing Units (GPUs).
• Industry standard rendering techniques for games, film and simulation.
• Knowledge of procedural content generation techniques.
• Practical skills in GPU shader programming.

Subject: Complex Game Systems

Video games are full of various systems with varying degrees of complexity. In this subject you will take a look at some of these systems including multithreaded and parallel programming, audio programming, network programming and automation and testing systems, such as automated build servers, automated testing and analytics. Topic focus is curated by your instructor.

Knowledge and Skills

• Ability to implement networking for games and simulations.
• Understand threading and parallel programming techniques.
• Use of audio in game programming.
• Knowledge of various complex systems used in game development.

**Subject: Physics for Games**

In this subject, you explore physics as it relates to real-time applications and video games. We take a practical approach to integrating and implementing an advanced physics library to explore various interactions within the fields of rigid-body and soft-body physics. We’ll focus on practical applications and the appropriate tools and concepts to solve a variety of problems in game development.

**Knowledge and Skills**

• Understanding of physics formulas.
• Knowledge of real-time physics techniques.
• Ability to integrate third-party physics libraries.

**Subject: Proof of Concept**

All disciplines will work together on prototyping game ideas in teams. Once the game idea has been approved by a panel, the teams will formulate their development plan and start on the pre-production stage; creating clear outlines and documentation that they will take with them to the major production. Each team will create a workable prototype, Design Document, Art Bible and Technical Design Document.

**Knowledge and Skills**

• Learn iterative design processes for refining an idea.
• Learn how to pitch a game concept to an industry panel.
• Know how to incorporate feedback into your game ideas.
• Understand how to identify risks and target markets.
• Learn how to prioritize development tasks.

**Subject: Major Production**

This subject is the opportunity for students to put all of their art, programming and design skills that they have gained throughout the course, combined with their project management skills, into a final project. All streams work together as a continuation of the approved proof of concept, in an environment that simulates the complete development process. This results in the final delivery of a polished game or interactive experience which has the potential to be market ready.

**Knowledge and Skills**

• Demonstrate acquired skills in project development from initial conception to completed product.
• You will learn how to adapt the scope and focus of your project throughout development.
• Develop critical thinking skills and the ability to reflect on your own work and the work of others in an unbiased manner.
Subject: Online Professional Portfolio

The aim of this subject is to ensure you have a well-planned and professional looking online portfolio ready for use when applying for work. In this subject, you will learn about the standards your portfolio should meet and how to best showcase your work and skills. You’ll then create the online framework to house your portfolio and upload your work. This subject is an ongoing process which will run throughout the second year of study. This helps you develop a suite of work which best showcases your skills and incorporates improvements from feedback.

Knowledge and Skills

- Conduct research and identify promotion opportunities, target audience and audience requirements.
- Create a competent and accurate strategic plan for meeting your specific goals and opportunities.
- Identify and utilize available online opportunities and resources, as they relate to marketing and promotion.
- Understand how to successfully work under a freelance and or contract employment arrangement.
- Create an engaging and professionally presented portfolio website, which accurately showcases your skill-set.
- Understand how to create a “Resume”, a "Letter of Introduction" and a "Cover Letter", which is tailored to a specific position and / or employer.
- Identify and implement key considerations when planning your portfolio and show-reel, based on your specific goals and on your observations of your competitors.
- Identify and adhere to the industry-accepted standards and conventions, as they apply to the presentation of portfolios, for show-reels and applications.
- Identify and implement successful practices for positively engaging your relevant online community to build a strong online presence.
Advanced Diploma of Professional Game Development – Game Art and Animation (1800 hours) (CIP Code 11.0803)

**Start Date:** August 14, 2017

**Estimated Graduation Date:** July 26, 2019

The Advanced Diploma of Professional Game Development was developed in response to industry needs and driven by extensive consultation with local and international game development studios. The Advanced Diploma is a two-year full-time course, focused on getting students to meet or exceed industry expectations in order to gain employment with a development studio or to develop their own independent games.

Game artists design the environments, create the characters and craft the vehicles for the games that you love to play. They can specialize in modeling, texturing, animation and level design. Game art development is a dynamic medium to showcase creative ability. Students work with other artists and programmers to design and create their own unique entertainment experiences using cutting-edge game technology.

**Program Learning Objectives**

Students will:

- **Demonstrate entry-level proficiency using industry standard software and resources such as:** Maya, ZBrush, Photoshop, Mudbox and Unity to design, create and import art assets into game engines. (Performance, Problem Solving, Responsibility)
- **Demonstrate appropriate project management skills for entry into the interactive game industry as a game artist.** (Collaboration, Communication, Performance, Problem Solving, Responsibility)
- **Use analytical thinking skills to design, develop and troubleshoot.** (Communication, Performance, Problem Solving, Responsibility)
- **Demonstrate how game art addresses both visual aesthetics and engine/game context functionality.** (Communication, Performance, Problem Solving, Responsibility)
- **Analyze and interpret user requirements to design and develop appropriate solutions.** (Communication, Performance, Problem Solving, Responsibility)
- **Interpret information received from a variety of sources; including reference manuals, the Internet, computerized help systems and colleagues.** (Collaboration, Communication, Performance, Problem Solving)
- **Identify own skills and abilities and develop strategies for effectively using them in group settings.** (Communication, Problem Solving, Responsibility)
- **Initiate and participate in projects requiring teams of diverse individuals** (Collaboration, Communication, Performance, Problem Solving, Responsibility)
- **Demonstrate the ability to effectively communicate both verbally and in writing and through a visual medium.** (Communication, Performance, Responsibility)
- **Prepare an employment portfolio including a resume, cover letter, letters of reference and show reel/work samples and pitch a concept.** (Collaboration, Communication, Performance, Responsibility)
Year One Subject Descriptions (900 hours)

Start Date: August 14, 2017

Estimated Graduation Date: July 26, 2019

Subject: Health and Safety in the Office

This module covers occupational health and safety, specifically in offices and at computer workstations. It covers the health implications of sedentary work at a computer workstation.

Knowledge and Skills

- Duties and responsibilities.
- Risk Management.
- Identify and assess Occupational Health and Safety risks at computer workstations.
- Recommend and communicate solutions to Occupational Health and Safety Risks.

Subject: 3D Art Pipeline

This subject is your introduction and overview of how 3D software is used to generate 3D art assets and art work. You will be introduced to the whole process including: concepting, modeling, texturing, lighting, rendering and presenting 3D art. You’ll work on a project to practice and demonstrate your new skills.

Knowledge and Skills

- Understanding of a 3D Pipeline including planning, approval and production stages.
- Learn current 3D software used throughout industry.
- Develop multiple modeling techniques.
- An understanding of the use and application of 3D Lighting.
- Understanding of scene rendering for presentation.
- Understand techniques for UV unwrapping a 3D model ready for textures.
- Understanding materials and shaders and how to apply them.
- Introduction to texturing of 3D Models.

Subject: Modeling and Texturing

This subject is focused on advancing your skills in creating and texturing 3D models. Students interested in games will begin learning to work with game engines and the workflows necessary to produce engine-ready art. Students interested in screen will focus on high quality rendering to bring their models to life. Everyone will work on a project to practice and demonstrate their new skills.

Knowledge and Skills

- Further advancement in modeling techniques.
- UV and alternative UV unwrapping techniques and workflows.
• Advancement in texturing using 3D texturing applications.
• An understanding of modular construction.
• Developing an understanding of materials and texture networks.

**Subject: Principles of Animation**

In this subject you’ll be introduced to the skills and techniques used to create animation. You’ll learn the technical side of how 3D animation is created in 3D software packages, as well as learn fundamental animation principles that make animation appealing to watch. You’ll produce a number of small animated pieces as demonstrations of your new skills.

**Knowledge and Skills**

• Understanding the importance of weight and timing in animation.
• Develop convincing animation building on core principles (weight, overlap, squash and stretch, arcs, etc.).
• Practical understanding of animation principles through a variety of rigs.
• Completing a plan and production schedule.
• Producing a final animation that is consistent with the approved planning.

**Subject: Character Pipeline**

This subject is designed to advance your skills by learning how 3D characters are produced. You’ll learn how to use sculpting software to create highly detailed models. You’ll learn how these sculpted characters are used in either games or film. You’ll create a character using the various techniques covered.

**Knowledge and Skills**

• Gain an understanding of what a character artist is and his/her relationship to industry.
• Gain a deeper understanding of the complexities of character modeling and disciplines involved.
• Gain an understanding of story-telling through character design.
• A practical knowledge of figurative proportions and anatomy.
• Creating concept art using various techniques (paint-overs, thumb-nailing etc.).
• Understanding the importance of mesh topology.
• Gain knowledge of UV un-wrapping techniques for organic characters.
• Building fundamental techniques for sculpting characters.
• Gain understanding of rigging characters.
• Setting up shader and material networks.
• Learn the fundamentals of lighting characters and rendering an appealing image.

**Subject: Character Animation**

This subject will build on the principles developed in the animation subject and advance your skills further. You will progress with more complex character rigs and, through a better understanding of body mechanics and acting principles, you will bring the characters to life. You will further combine all these techniques with audio syncing and emotional expression which will result in a convincing character animation piece.
Knowledge and Skills

- Ability to create or source useful and relevant reference material for animation.
- Learn to plan animation for convincing performance.
- Understanding of developing polished animation through passes.
- Develop understanding of body mechanics.
- Create acting performance confidently, including lip-sync and facial animation.
- Ability to critique your own work as well as seek feedback and to improve your work.
- Ability to produce a short polished animation which conveys emotion.

Subject: Digital Lighting and Compositing

In this subject, you’ll be introduced to the world of visual effects. You’ll learn about the skills and techniques used to integrate 3D objects into live footage. You’ll work on a project to bring some of your art into the “real world” as a demonstration of your new skills.

Knowledge and Skills

- Knowledge of how to plan a project, seek approvals and produce agreed deliverables.
- An understanding of the impact of color and how it can be applied to improve visual appeal.
- Competency in basic concepts in lighting and composition.
- Knowledge and skills to use digital lighting to simulate real world lighting effects.
- Competency in setting up and utilizing 3D shaders.
- Introductory knowledge and skills in the use of compositing packages.

Subject: Storyboards

This subject is designed to advance your skills in understanding the production of larger projects through pre-production. You’ll learn how to prepare for large projects and develop an understanding of scripts, storyboards and pipeline management. You will learn how to produce and understand the direction and composition given within narrative spaces, such as game levels, and how to present them in a professional manner.

Knowledge and Skills

- Develop core understanding of designing narrative spaces.
- Practical experience in collaborative production.
- Ability to iterate through concepts and respond to feedback.
- Understand how to break down story into a meaningful sequence.
- Understanding of pre-production planning.

Subject: Production Planning

During this subject you will learn project management skills and production methodologies while working with team members. Your team will be writing project documentation, setting schedules, and contributing to the development process of a potential project.
Knowledge and Skills

- Gain insights in **how a game studio operates** on a day-to-day basis.
- Understand how the **students work together** as a group.
- Improve your ability to **outline, define and pitch** a game concept.
- Improve your skills at **organizing a team and planning a production**.
- Learn group **communication** and record-taking skills and processes.

**Subject: Production**

Students from various disciplines will work together on a production to gain a better understanding of the challenges encountered when developing a project. You will learn important lessons from project pre-production to completion.

Knowledge and Skills

- Gain experience with **project management** tools used within the industry.
- Learn how to **analyze features** and **prioritize tasks** based on their value to the project.
- Learn how to **evaluate your own performance**, other **team members’ performance**, and your **groups’ performance** as a whole.
- Learn how to **conduct, analyze and share constructive criticism**.

**Year Two Subject Descriptions (900 hours)**

**Subject: Game Art Pipeline**

This subject is an introduction to the specialization of game art for year two students. It will refresh knowledge from year one with a focus on expectations of a game artist and real-time workflow. You will be challenged to adopt industry techniques and focus on preparing high quality assets for game engines. You will further develop your 3D creative skills while working within different game art pipelines.

Knowledge and Skills

- Gain an understanding of **real-time art techniques**.
- Knowledge of industry standard **production techniques** for games.
- Knowledge of **major 3rd party game engines**.
- Practical skills in real-time content development and optimization.

**Subject: Game Environments**

You will work individually or in teams to develop a game level you might be asked to create in a commercial studio. You will plan, schedule and execute the production of a polished level which is aimed to showcase your strengths as a real-time environment artist.

An iterative approach to development will be used to refine concepts, grey box and planning, through to the development of high quality assets. The final project will demonstrate a high level of creativity and effective workflows and be presented in a real-time game engine.
Knowledge and Skills

- Critical analysis of game level development.
- Plan and schedule tasks.
- Ability to integrate pre-production and concept strategies prior to production.
- Game environment construction and implementation.
- Ability to iterate through the development process and respond to feedback.
- Knowledge of engine implementation processes used in game development.
- Practical understanding of environment workflows and asset management.

**Subject: Game Characters**

You will design and develop a 3D interactive gameplay model or character for use in a computer game while carefully considering both the design brief and technical considerations. This subject will develop more advanced techniques of modeling, texturing, rigging and animation and explore all aspects of developing a real-time character with approaches ranging from console to mobile game development.

The final animated character will be presented in a real time engine and demonstrate a deeper understanding of a full character pipeline and the technical considerations for character-driven games.

Knowledge and Skills

- Identify and use appropriate modeling and texturing tools.
- Produce and deliver documentation, showing evidence of concepts creation and design decisions.
- Plan and manage the design process for creating 3D character models according to a design brief.
- Incorporate the design specifications and create complex 3D character models.
- Knowledge of current game-play hardware and software products.
- Understanding of technical constraints imposed on design and development.

**Subject: Graphical User Interface**

You will be introduced to the topics and techniques needed to research, plan and create a Graphical User Interface (GUI) project. You will examine and replicate the workflow involved in implementing a basic GUI for a real-time project. You can create a standalone project or attach this to either the game environment or the game character assessment.

Knowledge and Skills

- Understanding of workflow and pipelines of GUI in industry, including commonly used software.
- Knowledge of current trends and best practices relating to GUI.
- Planning and documentation of the design process.
- Basic implementation of GUI to an interactive level or character.
- Reflection and evaluation of the project.
Subject: Proof of Concept

All disciplines will work together on prototyping game ideas in teams. Once the game idea has been approved by a panel, the teams will formulize their development plan and start on the pre-production stage; creating clear outlines and documentation that they will take with them to the major production. Each team will create a workable prototype, Design Document, Art Bible and Technical Design Document.

Knowledge and Skills

- Learn **iterative design processes** for refining an idea.
- Learn how to **pitch a game concept** to an industry panel.
- Know how to **incorporate feedback** into your game ideas.
- Understand how to **identify risks** and target markets.
- Learn how to **prioritize development tasks**.

Subject: Major Production

This subject is the opportunity for students to put all of their art, programming and design skills that they have gained throughout the course, combined with their project management skills, into a final project. All streams work together as a continuation of the approved proof of concept, in an environment that simulates the complete development process. This results in the final delivery of a polished game or interactive experience which has the potential to be market ready.

Knowledge and Skills

- Demonstrate acquired **skills in project development** from initial conception to completed product.
- You will learn how to **adapt the scope** and focus of your project throughout development.
- Develop **critical thinking skills** and the ability to reflect on your own work and the work of others in an unbiased manner.

Subject: Online Professional Portfolio

The aim of this subject is to ensure you have a well-planned and professional looking online portfolio ready for use when applying for work. In this subject, you will learn about the standards your portfolio should meet and how to best showcase your work and skills. You’ll then create the online framework to house your portfolio and upload your work. This subject is an ongoing process which will run throughout the second year of study. This helps you develop a suite of work which best showcases your skills and incorporates improvements from feedback.

Knowledge and Skills

- Conduct research and **identify promotion opportunities**, target audience and audience requirements.
- Create a competent and accurate **strategic plan** for meeting your specific goals and opportunities.
- Identify and utilize available online opportunities and resources, as they relate to **marketing and promotion**.
- Understand how to successfully work under a **freelance** and or **contract employment** arrangement.
- Create an engaging and **professionally presented portfolio website**, which accurately showcases your skill-set.
- Understand how to create a “**Resume**”, a "**Letter of Introduction**" and a "**Cover Letter**", which is tailored to a specific position and / or employer.
• Identify and implement key considerations when planning your portfolio and show-reel, based on your specific goals and on your observations of your competitors.
• Identify and adhere to the industry-accepted standards and conventions, as they apply to the presentation of portfolios, for show-reels and applications.
• Identify and implement successful practices for positively engaging your relevant online community to build a strong online presence.
Advanced Diploma of Screen and Media – 3D Animation and VFX for Film (1800 hours) (CIP Code 10.0304)

Start Date: August 14, 2017

Estimated Graduation Date: July 26, 2019

The Advanced Diploma of Screen and Media is a two-year, full-time course for students who want to work in film, TV or visual effects. It is a practical course designed to give students the best technical training to work as 3D artists using the latest state-of-the-art technology.

Developed with the input of leading film and visual effects studios, the Advanced Diploma of Screen and Media will enable students to complete impressive film projects that showcase their skills and form the basis of a professional show-reel to impress potential employers.

Program Learning Objectives

Students will:

- Demonstrate entry-level proficiency using industry standard software and resources such as: Maya, ZBrush, Photoshop, After-Effects, Nuke, and Premiere to design, create and render digital visual effects. (Performance, Problem Solving, Responsibility)
- Demonstrate appropriate project management skills, such as scheduling, and maintaining deadlines, for entry into the 3D Animation and VFX industry. (Collaboration, Communication, Performance, Problem Solving, Responsibility)
- Demonstrate a holistic approach to see the entire scope of a project and how each individual’s roles interface and impact others. (Collaboration, Performance, Responsibility)
- Develop the ability to adapt to team diversity, varying timetables, art styles and processes. (Collaboration, Communication, Problem Solving, Responsibility)
- Use analytical thinking skills to design, develop and troubleshoot. (Communication, Performance, Problem Solving, Responsibility)
- Analyze and interpret user requirements to design and develop appropriate solutions. (Communication, Performance, Problem Solving, Responsibility)
- Interpret information received from a variety of sources; including reference manuals, the Internet, computerized help systems and colleagues. (Collaboration, Communication, Performance, Problem Solving)
- Identify own skills and abilities and develop strategies for effectively using them in group settings. (Communication, Problem Solving)
- Demonstrate the ability to effectively communicate both verbally and in writing and through a visual medium. (Communication, Performance, Responsibility)
- Prepare an employment portfolio including a resume, cover letter, letters of reference and Show Reel/work samples and pitch a concept. (Collaboration, Communication, Performance, Responsibility)
Year One Subject Descriptions (900 hours)

Start Date: August 14, 2017

Estimated Graduation Date: July 26, 2019

Subject: Health and Safety in the Office
This module covers occupational health and safety, specifically in offices and at computer workstations. It covers the health implications of sedentary work at a computer workstation.

Knowledge and Skills
- Duties and responsibilities.
- Risk Management.
- Identify and assess Occupational Health and Safety risks at computer workstations.
- Recommend and communicate solutions to Occupational Health and Safety Risks.

Subject: 3D Art Pipeline
This subject is your introduction and overview of how 3D software is used to generate 3D art assets and art work. You will be introduced to the whole process including: concepting, modeling, texturing, lighting, rendering and presenting 3D art. You’ll work on a project to practice and demonstrate your new skills.

Knowledge and Skills
- Understanding of a 3D Pipeline including planning, approval and production stages.
- Learn current 3D software used throughout industry.
- Develop multiple modeling techniques.
- An understanding of the use and application of 3D Lighting.
- Understanding of scene rendering for presentation.
- Understand techniques for UV unwrapping a 3D model ready for textures.
- Understanding materials and shaders and how to apply them.
- Introduction to texturing of 3D Models.

Subject: Modeling and Texturing
This subject is focused on advancing your skills in creating and texturing 3D models. Students interested in games will begin learning to work with game engines and the workflows necessary to produce engine-ready art. Students interested in screen will focus on high quality rendering to bring their models to life. Everyone will work on a project to practice and demonstrate their new skills.

Knowledge and Skills
- Further advancement in modeling techniques.
- UV and alternative UV unwrapping techniques and workflows.
• Advancement in texturing using 3D texturing applications.
• An understanding of modular construction.
• Developing an understanding of materials and texture networks.

Subject: Principles of Animation

In this subject you’ll be introduced to the skills and techniques used to create animation. You’ll learn the technical side of how 3D animation is created in 3D software packages, as well as learn fundamental animation principles that make animation appealing to watch. You’ll produce a number of small animated pieces as demonstrations of your new skills.

Knowledge and Skills

• Understanding the importance of weight and timing in animation.
• Develop convincing animation building on core principles (weight, overlap, squash and stretch, arcs, etc.).
• Practical understanding of animation principles through a variety of rigs.
• Completing a plan and production schedule.
• Producing a final animation that is consistent with the approved planning.

Subject: Character Pipeline

This subject is designed to advance your skills by learning how 3D characters are produced. You’ll learn how to use sculpting software to create highly detailed models. You’ll learn how these sculpted characters are used in either games or film. You’ll create a character using the various techniques covered.

Knowledge and Skills

• Gain an understanding of what a character artist is and his/her relationship to industry.
• Gain a deeper understanding of the complexities of character modeling and disciplines involved.
• Gain an understanding of story-telling through character design.
• A practical knowledge of figurative proportions and anatomy.
• Creating concept art using various techniques (paint-overs, thumb-nailing etc.).
• Understanding the importance of mesh topology.
• Gain knowledge of UV un-wrapping techniques for organic characters.
• Building fundamental techniques for sculpting characters.
• Gain understanding of rigging characters.
• Setting up shader and material networks.
• Learn the fundamentals of lighting characters and rendering an appealing image.

Subject: Character Animation

This subject will build on the principles developed in the animation subject and advance your skills further. You will progress with more complex character rigs and, through a better understanding of body mechanics and acting principles, you will bring the characters to life. You will further combine all these techniques with audio syncing and emotional expression which will result in a convincing character animation piece.
Knowledge and Skills

- Ability to create or source useful and relevant reference material for animation.
- Learn to plan animation for convincing performance.
- Understanding of developing polished animation through passes.
- Develop understanding of body mechanics.
- Create acting performance confidently, including lip-sync and facial animation.
- Ability to critique your own work as well as seek feedback and to improve your work.
- Ability to produce a short polished animation which conveys emotion.

Subject: Digital Lighting and Compositing

In this subject, you’ll be introduced to the world of visual effects. You’ll learn about the skills and techniques used to integrate 3D objects into live footage. You’ll work on a project to bring some of your art into the “real world” as a demonstration of your new skills.

Knowledge and Skills

- Knowledge of how to plan a project, seek approvals and produce agreed deliverables.
- An understanding of the impact of color and how it can be applied to improve visual appeal.
- Competency in basic concepts in lighting and composition.
- Knowledge and skills to use digital lighting to simulate real world lighting effects.
- Competency in setting up and utilizing 3D shaders.
- Introductory knowledge and skills in the use of compositing packages.

Subject: Storyboards

This subject is designed to advance your skills in understanding the production of larger projects through pre-production. You’ll learn about how to prepare for a large project and develop an understanding of scripts, storyboards and pipeline management. You will learn how to produce and understand the direction and composition given within story board panels and how to present them in a professional manner.

Knowledge and Skills

- Develop core understanding of cinematography.
- Practical experience developing story boards.
- Ability to iterate through story passes and respond to feedback.
- Understand how to break down story into a meaningful sequence.
- Understanding of pre-production planning.

Subject: Production Planning

During this subject you will learn project management skills and production methodologies while working with team members. Working in small teams, you will be writing project documentation, setting schedules, producing assets, testing and contributing to the development process of a potential project.
Knowledge and Skills

- Gain insights in **how a VFX studio operates** on a day-to-day basis.
- Understand how the **students work together** as a group.
- Improve your ability to **outline, define and pitch** a film concept.
- Improve your skills at **organizing a team** and **planning a production**.
- Learn group **communication** and record-taking skills and processes.

**Subject: Production**

Students will work together on a production to gain a better understanding of the challenges encountered when developing a project. You will learn important lessons from project pre-production to completion.

Knowledge and Skills

- Gain experience with **project management** tools used within the industry.
- Learn how to **analyze features** and **prioritize tasks** based on their value to the project.
- Learn how to **evaluate your own performance**, other **team members’ performance**, and your **groups’ performance** as a whole.
- Learn how to **conduct, analyze and share constructive criticism**.
Year Two Subject Descriptions (900 hours)

Subject: Visual Effects
This subject focuses on the development of your skills and knowledge considered core to working effectively in the visual effects industry. You’ll learn and practice this core skill set and produce some VFX shots using these skills.

Knowledge and Skills
- You will learn advance compositing techniques.
- You will learn how to track and match live action plates.
- You will learn how to create particle and fluid simulations.

Subject: Specialization
This subject is designed to guide you to produce work at a professional level. You’ll discuss with your teacher before choosing what area to specialize in. You’ll learn about and research what a “professional” level of quality means and then work on a project to meet those standards.

Knowledge and Skills
- Through research, understand what a professional level skillset and quality of work means in a chosen field.
- Develop skills to seek and act on valid feedback to improve your work.
- Develop your skills in a chosen field to a professional level.
- Research and apply how creativity is achieved in a chosen field.

Subject: Story Development
This subject is all about learning what makes a compelling story and narrative. You’ll discuss and propose ideas and develop storylines. You’ll prepare a proposal and pitch your ideas to stakeholders for possible future development.

Knowledge and Skills
- Advance and expand your knowledge of story or narrative, as it applies to screen productions.
- Develop a strong understanding of the structures and formulas used in crafting the storytelling process.
- Develop the skills to brainstorm, create and define a narrative concept.
- Understand principles and techniques through practical application of the story creation processes.
- Learn how to design and create storyboards from a narrative script, using the cinematic visual language of cinematography.
- Complete the process of creating a motion animatic or pre-visualization animation.

Subject: Short Film Production
This subject is the opportunity for you and your fellow students to put all their skills they have gained throughout the course, combined with their project management skills, into a final project. Again, students work together in an environment that simulates the studio development process. This results in the final delivery of a polished film which has the potential to be market ready.
Knowledge and Skills

- Visually interpreting a script and narrative.
- Ability to lay out 3D scenes to pre-existing shot plans.
- Understanding cinematography and virtual cameras.
- Skills in designing and building 3D sets.
- Skills to design, document and implement visual effects.
- Skills to create and maintain a variety of production documentation.
- Ability to implement and complete an operational plan.
- Ability to design and implement a sustainable project.

Subject: Online Professional Portfolio

The aim of this subject is to ensure you have a well-planned and professional looking online portfolio ready for use when applying for work. In this subject, you will learn about the standards your portfolio should meet and how to best showcase your work and skills. You’ll then create the online framework to house your portfolio and upload your work. This subject is an ongoing process which will run throughout the second year of study. This helps you develop a suite of work which best showcases your skills and incorporates improvements from feedback.

Knowledge and Skills

- Conduct research and identify promotion opportunities, target audience and audience requirements.
- Create a competent and accurate strategic plan for meeting your specific goals and opportunities.
- Identify and utilize available online opportunities and resources, as they relate to marketing and promotion.
- Understand how to successfully work under a freelance and or contract employment arrangement.
- Create an engaging and professionally presented portfolio website, which accurately showcases your skill-set.
- Understand how to create a “Resume”, a “Letter of Introduction” and a “Cover Letter”, which is tailored to a specific position and / or employer.
- Identify and implement key considerations when planning your portfolio and show-reel, based on your specific goals and on your observations of your competitors.
- Identify and adhere to the industry-accepted standards and conventions, as they apply to the presentation of portfolios, for show-reels and applications.
- Identify and implement successful practices for positively engaging your relevant online community to build a strong online presence.
Cancellation / Withdrawal Form

ACADEMY OF INTERACTIVE ENTERTAINMENT

Federal School Code 042236

This form can be returned in person or to:

Academy of Interactive Entertainment
305 Harrison Street
Suite 405
Seattle, WA 98109

OR

Email: seattle@aie.edu

Use this form to withdraw from study at the AIE.

Note: If you withdraw after the due date on your invoice you will be liable for part or all of your fees. Refunds will only be approved according to the terms outlined in the Refund Policy.

Do not assume that non-attendance is an automatic withdrawal as you will still be liable for the fees.

FIRST NAME:__________________________________________

LAST NAME:________________________________________________________________________

MIDDLE NAME:_______________________________________________________________________

STUDENT ID: AIE ______________________

DATE OF BIRTH:_______/_______/_______

I wish to withdraw completely from my studies at the AIE.

PROGRAM NAME:__________________________________________

PROGRAM CODE:__________________________________________

STUDENT SIGNATURE:__________________________________________

DATE: ______/_______/____

Office Use Only
Details Checked by Administration Officer □  Date _____/_____/____  Signed ____________________________

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Student Grievance Procedure

Nothing in this policy prevents the student from contacting the Workforce Board (the state licensing agency) at 360-709-4600 at any time with a concern or a complaint, workforce@wtb.wa.gov

Additionally, unresolved grievances can be addressed to: Commission of the Council on Occupational Education; 7840 Roswell Road, Building 300, Suite 325, Atlanta, GA 30350; Telephone: 770-396-3898 / FAX: 770-396-3790; www.council.org.

Any students who have grievances should first raise them verbally or in writing with their classroom teacher. If this does not lead to a resolution that the student finds appropriate, then the student can file the grievance in writing with the Head of School who will meet with the student within a reasonable amount of time to discuss the situation and the possible resolutions. All appeals, including appeals of disciplinary action, must be appealed by the student to the Head of School in writing.

The Head of School will also serve as the primary point of contact for any complaints or violations that would be covered under the Title IX regulations.

If the outcome of the grievance with the Head of School remains unsatisfactory with the student, that student may make a final appeal to a grievance committee, which shall be formed by a different AIE Head of School, an AIE administrator, and an AIE faculty member. The decision of this committee on the matter will be final.

Should the student’s grievance directly involve the Head of School at his or her campus, the employee should follow the above procedure but report the issue to the US Controller, another AIE US Head of School, or the CEO.