







APPLY NOW!



performing arts centres to name a few.

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f Canterbury Technical Institute

Provider: Canterbury Technical Institute Pty Ltd CRICOS Provider Code: 02938M RTO Number: 31645 ABN: 61 128 149 324

ADVANCED DIPLOMA OF **INFORMATION TECHNOLOGY** DIPLOMAS OF **DIGITAL AND INTERACTIVE GAMES SOFTWARE DEVELOPMENT**





QUALITY EDUCATION BRIGHTER TOMORROW

ADVANCED DIPLOMA OF INFORMATION TECHNOLOGY

NATIONALLY RECOGNISED TRAINING

DIPLOMA OF **DIGITAL AND INTERACTIVE GAMES** NATIONALLY RECOGNISED TRAINING

DIPLOMA OF **SOFTWARE DEVELOPMENT**

NATIONALLY RECOGNISED TRAINING

ICT50215 - CRICOS 088040J

WHY STUDY THIS ADVANCED DIPLOMA

Learn & develop high level information and communications technology (ICT), process information and business skills and knowledge to enable you to be effective in senior ICT roles within the organisation.

WHY STUDY THIS DIPLOMA

Create, design and develop your own 3D game. An exciting and awesome opportunity to create real world physics such as buildings and landscapes and bring 3D models to life! A wide array of challenging and creative work opportunities when you successfully complete your Diploma of Digitial and Interative Games.

WHY STUDY THIS DIPLOMA

ICT50715 - CRICOS 086699D

We're keeping up with the latest IT market trends training you to design and develop e-commerce Apps in an Android based platform for SMART phones and other SMART devices. You will learn about the latest cloud technology, networking, program testing and data security taught by industry professionals.



WHAT WILL I LEARN?

Lead IT Teams

■ Manage copyright, ethics and privacy in an ICT environment

ICT60115 - CRICOS 096769A

- Lead and manage team effectiveness
- Interact with clients on a business level
- Lead and manage organisational change

Manage IT Projects

- Plan and direct complex ICT projects
- Manage ICT project quality
- Develop communities of practice
- Integrate sustainability in ICT planning and design projects

Manage Business Systems

- Manage innovation and continuous improvement
- Identify and implement business innovation
- Develop a knowledge management strategy
- Implement a knowledge management strategy

Data Security and Management

- Manage security, privacy and compliance of cloud service deployment
- Create cloud computing services
- Build a data warehouse
- Monitor and improve knowledge management system

Duration

52 weeks

(48 weeks' study + 4 weeks break)

2018 Intake Dates

19 Mar, 9 Apr, 30 Apr, 21 May, 18 Jun, 30 Jul, 20 Aug, 10 Sep. 1 Oct. 22 Oct. 12 Nov. 3 Dec

2019 Intake Dates

28 Jan, 18 Feb, 11 Mar, 1 Apr, 22 Apr, 13 May, 10 Jun, 22 Jul, 12 Aug, 2 Sep, 23 Sep, 14 Oct, 4 Nov, 2 Dec

Entry Requirements

- An overall equivalent IELTS 5.5 or equivalent and above.
- 18 years and above with a High School Certificate (year12)

Career Outcomes

- Business Analyst ■ ICT Project Manager
- Network Specialist
- Software Developer
- Web Developer Systems Analyst

WHEN CAN I START?













WHAT WILL I LEARN?

Working in the Gaming Industry and Game Data

- Contribute to implementing and maintaining WHS consultation and participation processes
- Work effectively in the digital media industry ■ Build a database to support a computer game
- Use structured query language

3-D Art and Animation

Game Design

- Create complex 3D characters for games
- Manage technical art and rigging in 3D animation
- Animate a 3D character for digital games

Produce a digital animation sequence

- Create design concepts for digital games and 3D media
- Collaborate in the design of 3D game levels and environments
- Design and create models for a 3D and digital effects environment
- Design and create advanced particles, fluids and bodies for 3D digital effects

Games Development

- Manage testing of games and interactive media
- Apply advanced object-oriented language skills
- Create interactive 3D environments for digital games
- Create a complex 3D interactive computer game

Duration

52 weeks (40 weeks' study + 12 weeks break)

2017 Intake Dates

3 Apr, 17 Apr, 1 May, 15 May, 29 May 12 Jun, 26 Jun, 10 Jul, 24 Jul, 7 Aug, 21 Aug, 4 Sep, 18 Sep, 2 Oct, 16 Oct 30 Oct, 13 Nov, 27 Nov, 11 Dec

2018 Intake Dates

22 Jan, 5 Feb, 19 Feb, 5 Mar, 19 Mar, 2 Apr, 16 Apr, 30 Apr, 14 May, 28 May, 11 Jun, 25 Jun, 9 Jul, 23 Jul, 6 Aug, 20 Aug, 3 Sep, 17 Sep, 1 Oct, 15 Oct 29 Oct, 12 Nov, 26 Nov, 10 Dec

Entry Requirements

- An overall equivalent IELTS 5.5 or equivalent and above.
- 18 years and above with a High School Certificate (year12)

Career Outcomes

- 3D Graphic Designer and animator
- Game designer/developer
- Game programmer and software developer
- Marketing material designer
- Virtual environment designer
- 3D printing designer

WHEN CAN I START?

WHAT WILL I LEARN?

Intermediate Programming

- Contribute to copyright, ethics and privacy in an IT environment
- Apply intermediate programming skills in another language
- Apply intermediate object-oriented language skills
- Manage a project using software management

Advanced Programming

- Apply advanced object oriented language skills
- Apply advanced programing skills in another language
- Implement security for applications

Networks and Servers

- Create mashup
- Design, build and test a network server
- Configure an internet gateway
- Manage network security
- Build advanced user interface

Testing and Validation

- Debug and monitor applications
- Deploy and application to a production environment
- Validate an application design against specification
- Apply testing technics for software development

Duration

52 weeks

(40 weeks' study + 12 weeks break)

2017 Intake Dates

3 Apr, 17 Apr, 1 May, 15 May, 29 May, 12 Jun, 26 Jun, 10 Jul, 24 Jul, 7 Aug, 21 Aug, 4 Sep, 18 Sep, 2 Oct, 16 Oct, 30 Oct, 13 Nov, 27 Nov, 11 Dec

2018 Intake Dates

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Entry Requirements

- An overall equivalent IELTS 5.5 or equivalent and above.
- 18 years and above with a High School Certificate (year12)

Career Outcomes

- Web Developer, IT Support
- Applications Programmer
- Database Officer Programme R/ Analyst
- Technical Officer

WHEN CAN I START?

cti.ald.edu.au