

Diploma in Interactive Gaming

S.No	Fields	Description
1.	Institution	Media Design School
2.	Location	Auckland
3.	Brief	<p>Media Design School's Diploma of Interactive Gaming is designed for students wanting to pursue game programming study at an undergraduate level. The qualification is specifically designed so graduates qualify for direct entry onto the level 7 graduate programme in Game Development (programming stream) although graduates can also use their interactive skills to seek employment in various interactive media industry fields.</p> <p>During their studies students learn the key programming skills needed for game developments, building knowledge and skills including C/C++ programming, programming for real-time applications, 3D Mathematics, Game Architectures, Graphics Programming, as well as learning how to implement original game ideas. During the last eight weeks of the course, students work collaboratively on an original, game project, fixed in scope to include Pre-Production, Production, and Post-Production phases.</p>
4.	Duration	8 Months
5.	Level	6
6.	Intakes	To be announced for 2009
7.	Entry requirements	<p>Entry requires applicants to have skills equivalent to Intermediate mathematics (algebra, geometry and trigonometry in particular) and experience with C++ programming. Knowledge of physics is an advantage but not essential. Strong written and verbal communication skills (English language) and a keen interest in games and the gaming industry are essential, as well as general computer knowledge: working with operating systems and software.</p> <p>Note: Applicants without formal Mathematics qualifications are required to demonstrate their ability in a Mathematics Entrance Exam. Please ask for details if required.</p>
8.	English requirement	Minimum IELTS (academic) requirement of 5.5.
9.	Documents required (For Admission)	<ol style="list-style-type: none"> Five Passport size Color Photographs not more than 6 months old (name of student and passport number should be written on the reverse of the photograph). Passport in original. Statement of Purpose (SOP) for Admission. A brief one Page document that describes your background, what subject you wish to study and why, and also your reasons for choosing a particular institution in New Zealand for your study. All students also have to submit a latest CV. Educational certificates. All educational certificates provided should be in original and a set of copies. <p>The documents to include are:</p> <ul style="list-style-type: none"> IELTS scores Class 10 Mark sheet/Certificates. Class 12 Mark sheet/Certificates. Graduation Mark sheet/Certificates. Post Graduate Mark sheet/Certificate. Other courses and Diplomas done. <ol style="list-style-type: none"> Evidence of Employment – Originals and attested copies If the student is working, and taking leave to study, provide an original letter of leave from the employer on company letterhead. If student is resigning from the job, a work reference from the employer on company letterhead is a must. The company's address and phone number must be included on the letter. Two reference letters from professors/HOD/tutors of previous College/university.
10.	Work options (During study)	You would be allowed to work for 20 hrs per week during study and full time during Christmas break.
11.	Outcomes	Graduates may also choose to seek employment in entry-level roles in game production or related programming industries or apply their skills to application programming, entertainment media development or to emerging interactive technologies.
12.	Further Study Pathways	The majority of graduates of the Diploma of Interactive Gaming progress to the programming stream of Media Design School's Graduate Diploma of Game Development (64-weeks).
13.	Immigration benefits	50 points (Diploma)
14.	Fees in NZ\$ (per annum)	18900
15.	Web links	http://www.mediadesign.school.nz/courses/interactive-gaming/