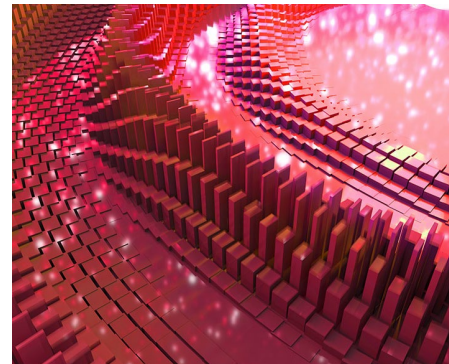
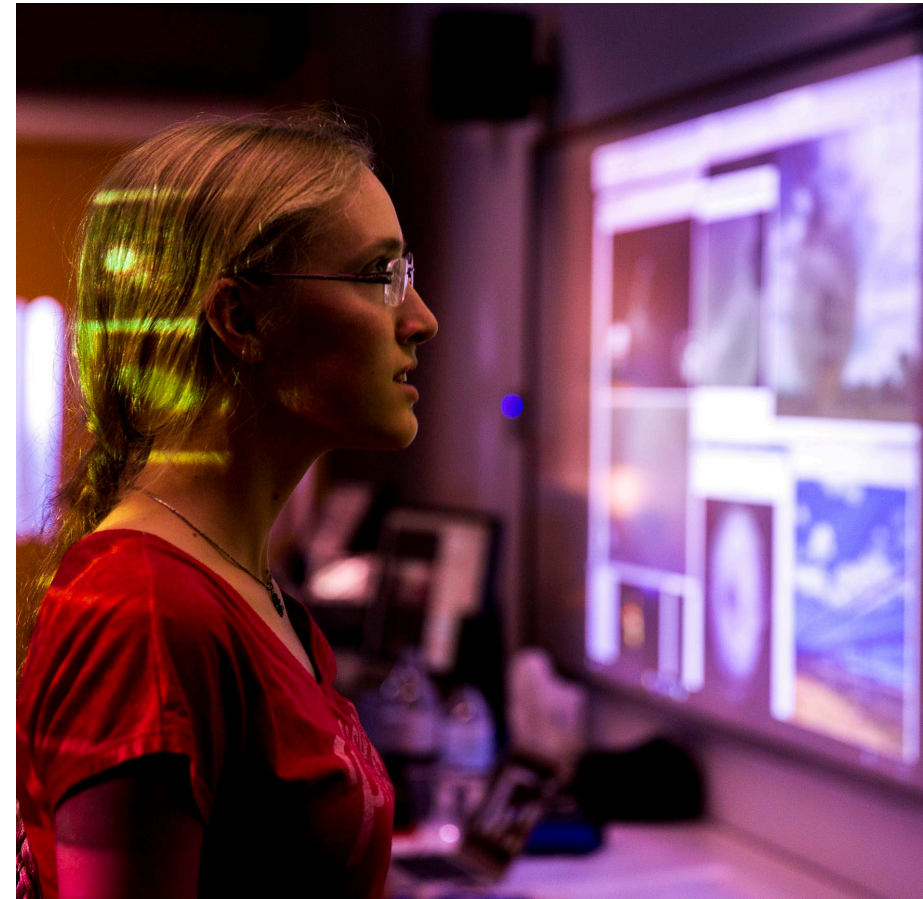


.
.

Games and Animation

2025

. .
. .



.
.
.
.

Acknowledgement of Country

We respectfully acknowledge the Wurundjeri People of the Kulin Nation, who are the Traditional Owners of the land on which Swinburne's Australian campuses are located in Melbourne's east and outer-east, and pay our respect to their Elders past, present and emerging.

We are honoured to recognise our connection to Wurundjeri Country, history, culture, and spirituality through these locations, and strive to ensure that we operate in a manner that respects and honours the Elders and Ancestors of these lands.

We also respectfully acknowledge Swinburne's Aboriginal and Torres Strait Islander staff, students, alumni, partners and visitors.

We also acknowledge and respect the Traditional Owners of lands across Australia, their Elders, Ancestors, cultures, and heritage, and recognise the continuing sovereignties of all Aboriginal and Torres Strait Islander Nations.

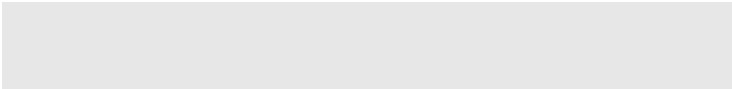


- •
- •
- • • • • • • • • • • •
- • • • • • • • • • • •

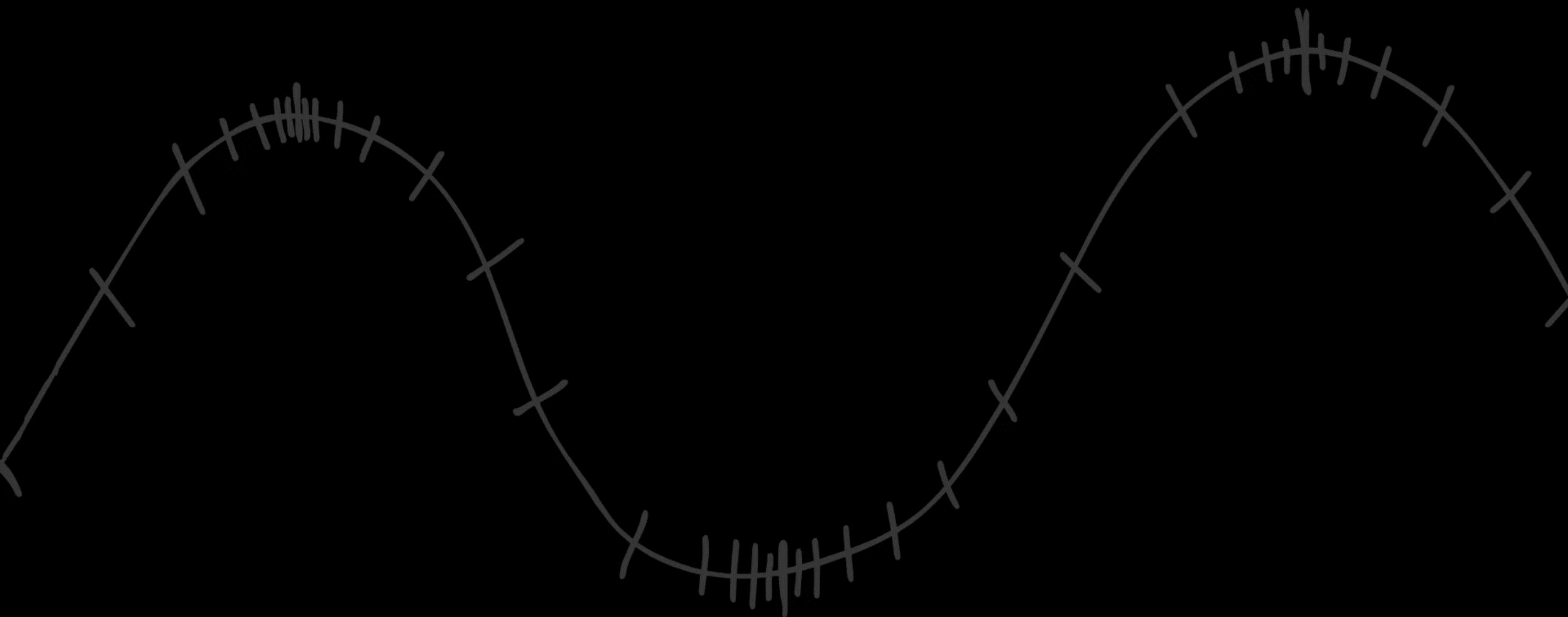
• • • • • • • •
• • • • • • • •
• • • • • • • •

Bachelor of Animation

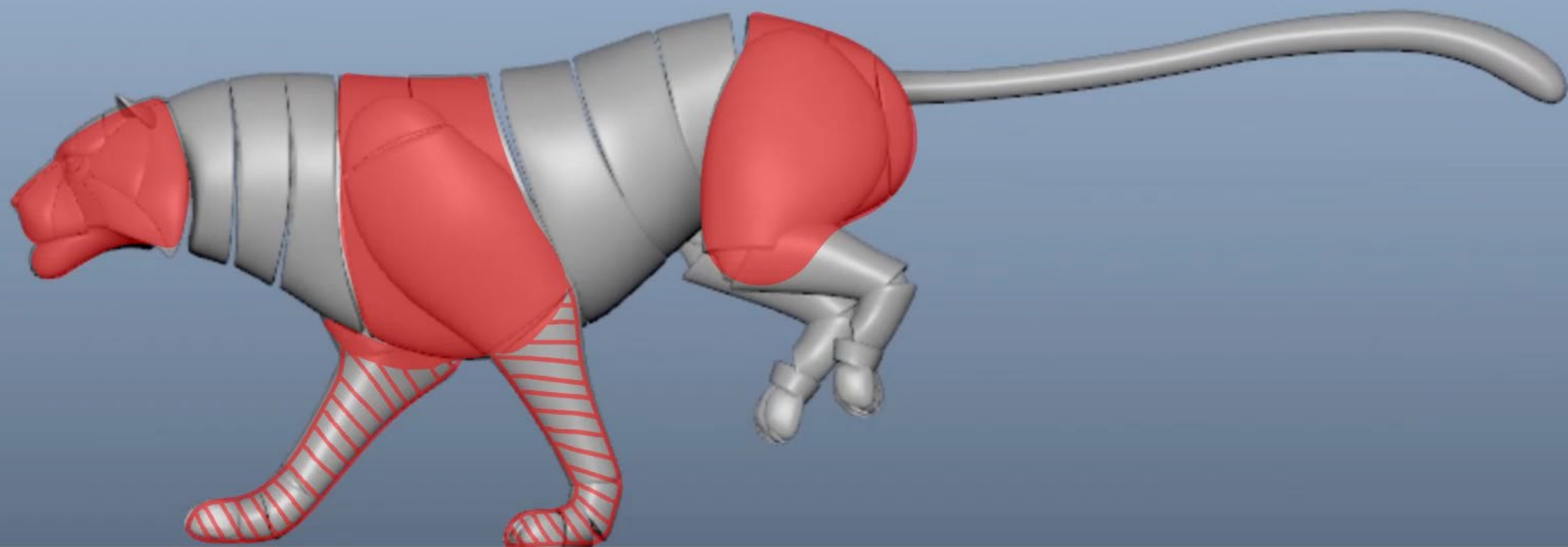
• • • • • • • •
• • • • • • • •
• • • • • • • •
• • • • • • • •
• • • • • • • •
• • • • • • • •
• • • • • • • •





















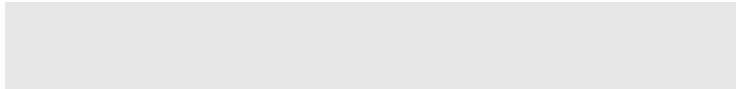




.
.
.

Bachelor of Games & Interactivity

.
.
.
.
.
.
.



TECHNOLOGY, DESIGN AND AESTHETICS

BOARD GAME DESIGN

PERVASIVE PLAY

DIGITAL PROTOTYPING



TECHNOLOGY, DESIGN AND AESTHETICS

BOARD GAME DESIGN

PERVASIVE PLAY

DIGITAL PROTOTYPING



TECHNOLOGY, DESIGN AND AESTHETICS

BOARD GAME DESIGN

PERVASIVE PLAY

DIGITAL PROTOTYPING



TECHNOLOGY, DESIGN AND AESTHETICS

BOARD GAME DESIGN

PERVASIVE PLAY

DIGITAL PROTOTYPING

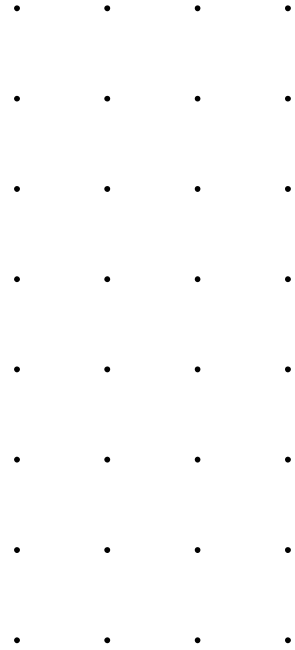


FINAL YEAR PROJECT

**ORIGINAL GAME DESIGN AND
DEVELOPMENT PROJECT**

**CROSS FACULTY AND CROSS UNIVERSITY
COLLABORATION**

STUDIO ENVIRONMENT AND MENTORING



PS4



WELCOME
HOME.

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

WARGAMING.NET
LIVE BATTLE

KEEP CLEAR
EMERGENCY AISLEWAY
3 METRE CLEAR ZONE

BEWARE!
PEDESTRIAN
WALKING
THIS
←



SWINBURNE
UNIVERSITY
OF
TECHNOLOGY

next
gen_now

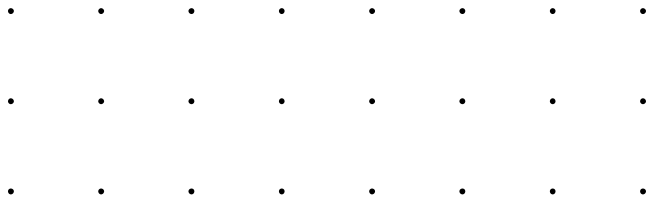


DESIGN

WHAT CAN

Game Design
Creative Design
User Interface Design
User Experience Design
Product Design
Service Design
Environmental Design





Thank you

