Overview

This course explores advanced multimedia technology and 3D game development and, in doing so, develops insight into applications for architectural and built environment contexts. It draws from the fields of digital media, computer science and game theory to find interdisciplinary relationships. 3D games are used as a vehicle to understand enhanced levels of digital communication, user engagement and 3D representation. The major project is a 3D game proposal, which develops an appreciation of issues in game design and communication of ideas, as well as the use of the latest tools and techniques in creating rich digital media experiences.
Faculty
Faculty of Built Environment

School
School of Built Environment

Study Level
Undergraduate

Offering Terms
Term 1, Term 2, Term 3

Campus
Kensington

Delivery Mode
Fully online

Indicative contact hours
4

Timetable
Visit timetable website for details
Exclusion Courses

BENV7145  |  6 UOC
Advanced Multimedia
Fees

**Commonwealth Supported Students**  $1191
**Domestic Students**  $5130
**International Students**  $5130

**DISCLAIMER**
Please note that the University reserves the right to vary student fees in line with relevant legislation. This fee information is provided as a guide and more specific information about fees, including fee policy, can be found on the fee website.

For advice about fees for courses with a fee displayed as "Not Applicable", including some Work Experience and UNSW Canberra at ADFA courses, please contact the relevant Faculty. Fees for courses delivered through UNSW Global are published and charged by UNSW Global and thus appear as "Not Applicable" on this site.

Where a Commonwealth Supported Students fee is displayed, it does not guarantee such places are available.
Pre-2019 Handbook Editions

Access past handbook editions (2018 and prior)

Pre-2019 Handbook Editions
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Authorised by Deputy Vice-Chancellor (Academic)
CRICOS Provider Code 00098G
ABN: 57 195 873 179