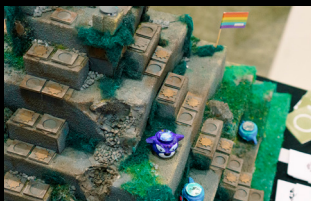# Graduate Diploma of Creative Industries

Michael Horgen
Game Design

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Impala, James McDonald, Violeta
Gordana & Akina Bott
Game Design

Bram Heinrich-McPartlan
Game Design

Game Design
Specialisation

About the Graduate Diploma

The Graduate Diploma of Creative Industries is a postgraduate coursework degree for emerging and established creatives seeking to deepen their practice and expand their impact.

Blending theoretical exploration with hands-on practical work, the course builds advanced skills, industry awareness and professional confidence.

You'll select a specialisation and develop a self-directed creative project supported by a robust research framework, with guidance from experienced educators and industry professionals.

With a focus on professional practice, collaboration and entrepreneurial thinking, the course prepares you to position your work within industry and contribute meaningfully to Australia's creative economy.

Accelerated option

The Graduate Diploma of Creative Industries can be completed in an accelerated full-time mode over two trimesters. This intensive pathway is designed for motivated creatives seeking to advance their practice quickly while maintaining academic rigour.

			CONTEXTS	PRINCIPLES	PRACTICAL
GRAD DIP	GRAD CERT	TRIMESTER 1	Creative Identity	Practice as Research	Creative Workshop 1: Creative Process
		TRIMESTER 2	Arts and Design Law and Ethical Practice	Creative Industries Ecosystems	Creative Workshop 2: Creative Project

Specialise your creative practice. Make work that matters.

Explore the full game development pipeline, taking a draft proposal or capstone concept all the way through to published media.

Through this hands-on project, you'll develop research, design and production skills while refining ideas into a cohesive, polished outcome.

Guided by experienced Collarts educators and industry mentors, you'll graduate with a complete, industry-ready game ready for publication, demonstrating your creative and technical capabilities to professional audiences.

Why choose game design?

End-to-end game development

Industry-led teaching

Contemporary tools and workflows

Game Design mentors

Elm MacPherson

Successful completion of the Graduate Diploma of Creative Industries provides a pathway into further postgraduate study, including progression to the Master of Creative Industries, subject to meeting entry requirements.

Australia's #1 Creative Arts Provider*

We make you #1, it's why we're #1

Our students ranked us #1 in Australia for:

→ Teaching Quality and Engagement
→ Overall Educational Experience
→ Skills Development
→ Student Support and Services
→ Learning Resources Experience

Get in touch

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