

Proposal to the Ministry of Tourism and Creative Economy

Training 3,000 Talents in Game Design

Introduction

The gaming industry is a rapidly growing sector with significant economic potential. Recognizing the need to harness this potential, RMIT University proposes a comprehensive training program aimed at developing 3,000 highly skilled talents in various aspects of game design. This initiative aligns with the Ministry of Tourism and Creative Economy's objectives to foster creativity, innovation, and economic growth through the creative industries.

About RMIT University

RMIT University is a global leader in education, research, and engagement with the industry. With a strong focus on practical and industry-relevant education, RMIT has a rich history of producing graduates who excel in their fields. Our School's from Creative Industries, Business and Enterprise within the College of Vocational Education is renowned for its cutting-edge programs in game design, animation, and digital media, project management and entrepreneurship.

Program Overview

The proposed training program will cover multiple facets of game design, including:

- 1. Game Development Fundamentals:**
 - Introduction to game design principles
 - Programming for games (using languages such as C++ and Unity)
 - Game mechanics and dynamics
- 2. Advanced Game Design:**
 - Level design and world-building
 - Narrative and storytelling in games
 - User experience (UX) and user interface (UI) design
- 3. Art and Animation:**
 - 2D and 3D art creation
 - Character design and animation
 - Visual effects and motion graphics
- 4. Sound Design and Music:**
 - Fundamentals of sound design
 - Music composition for games
 - Audio integration and implementation
- 5. Project Management:**
 - Project planning and management for game development
- 6. Entrepreneurship**
 - Starting and managing a game development studio
 - Business and marketing strategy
 - Finance, legal and risk mitigation for small businesses

Training Methodology

The program will utilize a blend of theoretical instruction, practical workshops, and real-world project experience to ensure participants gain hands-on skills and knowledge. Key features include:

- **Industry Expert Instructors:** Sessions led by experienced professionals from the gaming industry.
- **State-of-the-Art Facilities:** Access to local cutting-edge labs and equipment.
- **Collaborative Projects:** Group projects simulating real-world game development scenarios.
- **Mentorship and Networking:** Opportunities for participants to connect with industry leaders and potential employers.

Benefits to the Ministry of Tourism and Creative Economy

1. **Economic Growth:** By developing a skilled workforce, the program will contribute to the growth of the local gaming industry, attracting investment and creating job opportunities.
2. **Global Competitiveness:** Training 3,000 talents will position the region as a hub for game design, enhancing its reputation on the global stage.
3. **Cultural Promotion:** Games developed by local talents can showcase and promote the region's unique culture and heritage to a global audience.
4. **Sustainable Development:** The program supports sustainable economic development through the creation of a knowledge-based industry.

Conclusion

RMIT University is committed to partnering with the Ministry of Tourism and Creative Economy to empower the next generation of game designers. This training program is an investment in the future, fostering creativity, innovation, and economic prosperity. We look forward to the opportunity to contribute to the development of a vibrant and dynamic gaming industry.