

# **SCHOOL OF MEDIA & DESIGN**

# Bachelor of Applied Arts in 3D Animation (NQF 7)

2023 Tuition Fees - First Year Students Contact Learning - 125 Credits

#### **UPFRONT PRICE: DUE BY 31 JANUARY 2023**

TUITION FEE	PAYMENTS	FREQUENCY
R81 610	R81 610	ONE

#### MONTHLY PRICE: DUE BY FIRST DAY OF THE MONTH (FEBRUARY TO NOVEMBER 2023)

TUITION FEE	PAYMENTS	FREQUENCY
R85 900	R8 590	TEN
R6 000 refundable deposit MUST be paid on enrolment - this will be offset against the monthly payment.		

#### ADDITIONAL COMPULSORY COSTS

Annual Registration Fee (non-refundable)	R2 510

#### Please note:

- Prices quoted above are for tuition fees only and DO NOT include the cost of study materials.
- Should you withdraw your enrolment at STADIO prior to registration, a withdrawal fee of R650 becomes payable and will be deducted from your deposit prior to refund.

#### **CAMPUS INFORMATION & BANKING DETAILS**

#### **BELLVILLE (CAPE TOWN) CAMPUS**

# Student Recruitment Office

hellobellville@stadio.ac.za | 021 949 5036

# **Banking Details**

Name: Stadio Bellville Campus

Bank: ABSA

Bank code: National 632-005 Account number: 405-570-118-8 Payment ref: Student number

hellobellville@stadio.ac.za | www.stadio.ac.za

# **ANCILLARY FEES (IF APPLICABLE)**

CREDIT ACCUMULATION AND TRANSFER	FEE PER APPLICATION	FEE PER MODULE WHERE CREDITS ARE AWARDED	
Where credits awarded in other qualifications are recognised towards learning and certification of the qualification under consideration	FREE	R750	

RECOGNITION OF PRIOR LEARNING	^ FEE PER APPLICATION	FEE PER MODULE WHERE EXEMPTIONS ARE AWARDED	
The processes through which prior knowledge and skills is recognised for the purpose of alternative access and/or module exemptions on a qualification	R870	R1 070	
^ Additional fees may apply			

# **MODULE FEE BREAKDOWN**

COMPULSORY MODULES			
MODULE NAME	CREDITS	ADVANCE PRICE	MONTHLY PRICE
3D Animation 1	30	R19 950	R21 000
3D Computer Graphics 1	20	R13 240	R13 940
Contextual Info Design 1	10	R6 270	R6 600
Creative Thinking	10	R6 270	R6 600
Drawing and Design in Context	30	R19 950	R21 000
Foundations of Drawing	5	R3 940	R4 150
Philosophy and History of Animation	10	R6 520	R6 860
Presentation Skills	5	R3 140	R3 300
Statistical Methods	5	R2 330	R2 450
	125	R81 610	R85 900