
ACADEMY OF INTERACTIVE ENTERTAINMENT

AIE'S CAMPUS RENEWAL MASTERPLAN CHANGES & STAGE 1 DEVELOPMENT UPDATE

PRESENTATION TO NORTH CANBERRA COMMUNITY
COUNCIL(NCCCC)

15TH OF MAY 2024



SPECIALIST EDUCATORS IN GAMES,
CODING, ANIMATION & FILM VFX

AIE RTO: 88021 | AIE CRICOS: 02406F | AIE Institute Provider: PRV14333 | AIE Institute CRICOS: P03986F

WELCOME

- **Presentation facilitator:** Tania Parkes

AIE presenters:

John De Margheriti – Chairman & CEO

- **Casey Gregory – Manager, Planning & Implementation**

PRESENTATION OVERVIEW

WELCOME

OVERVIEW UPDATE

AIE overview and project Update

Campus Vision

AIE campus renewal timeline

FUTURE INTENTIONS PLAN AMENDMENTS

Summary of key changes

Revised Master Plan - Concept

Revised Master Plan – Building Uses

CONSULTATION PROCESS

Ways to participate

Consultation Program

TIME FOR Q&A

AIE OVERVIEW & PROJECT UPDATE



SPECIALIST EDUCATORS IN GAMES,
CODING, ANIMATION & FILM VFX

AIE RTO: 88021 | AIE CRICOS: 02406F | AIE Institute Provider: PRV14333 | AIE Institute CRICOS: P03986F

Overview and update

- **About AIE**

AIE is a not-for profit, nationally accredited, Registered Training Organisation headquartered in our Nation's Capital – Canberra. We are also the parent company of AIE Institute Limited, an accredited Institute of Higher Education.

- **AIE Mission Statement:**

To be a catalyst for building the interactive entertainment and related industries, primarily, by producing industry ready graduates through the provision of world class 3D animation, visual effects, film and game development education.



Image: A selection of AIE Graduate Games and Film Credits

- **Campus Vision**

AIE's vision for the site is focused on supporting AIE graduates into meaningful employment opportunities and enterprise creation programs.

The addition of associated student accommodation will enable future students to live, study and create on site.

AIE's new global headquarters will feature enhanced teaching, learning, research and production facilities that are specifically focused on the interactive entertainment and film industries.

Current vocational training will be expanded to include higher education degrees and master's courses through the establishment of AIE Institute. The AIE is aiming to create a newly invigorated, purposeful, and contemporary Campus that is connected to the local community and environment.

PROPOSED AMENDMENTS TO THE FUTURE INTENTIONS PLAN



SPECIALIST EDUCATORS IN GAMES,
CODING, ANIMATION & FILM VFX

AIE RTO: 88021 | AIE CRICOS: 02406F | AIE Institute Provider: PRV14333 | AIE Institute CRICOS: P03986F

Development envelope

3 SITE ANALYSIS - LOCAL CONTEXT PLAN

- Site Boundary
 - Significant Streets
 -  Light rail Stop
 - 1. Open Green Space (ACT Government)
 - 2. Nipperville Early Learning Centre
 - 3. Alberi Mixed-Use Development
 - 4. Watson Local Shops
 - 5. Majura Primary School
 - 6. Watson Preschool
 - 7. Australian Catholic University
 - 8. Brindabella Court & Bamardos Family Centre
 - 9. Downer Village
-
- CFZ: Community Facilities
 - PRZ1: Urban Open Space
 - CZ4: Local Centre
 - RZ1: Suburban
 - Max 2 Storeys (1 Storey rear dwellings)
 - Max Height 8.5m
 - Typical 6m Setback
 - RZ2: Urban Medium Rise Residential
 - Max 2 Storeys
 - Max Height 9.5m
 - Unit Titling, Subdivision and Consolidation Permitted
 - Typical 6m Setback
 - RZ4: Urban Medium Rise Residential
 - Max 3 Storeys
 - Max Height 12.5m
 - Apartments Permitted
 - Unit Titling, Subdivision and Consolidation Permitted
 - Typical 6m Setback
 - RZ5: High Density Residential
 - Max 6 Storeys
 - Max Height 21.5m
 - Apartments Permitted
 - Unit Titling, Subdivision and Consolidation Permitted
 - Typical 6m Setback



MASTER PLAN – CONCEPT

Before & After

MASTER PLAN - BUILDING USES

LHS Image

- Pink = Education & Industry
- Blue = Student Accommodation
- White = Production Facility

RHS image

- Brown = Education & Industry
- Blue = Student Accommodation
- Green = Production Facility



Summary of key changes

- Building A reduced to 2 Storeys with a resulting increase to the footprint.
 - Previous height and footprint 4 Storeys, 1,696m²
 - Revised height and footprint 2 Storeys, 3,043m² (maximum).
- Production Hall Workshop and amenities moved forward to Stage 1
 - In the original location of the Student Production Hall.
- Student Production Hall A has been moved to the opposite side of the driveway and the size marginally increased.
 - Previous footprint 864m²
 - Revised footprint 1,334m².

Summary of key changes

- Student Accommodation has been removed from Stage 1
 - Future accommodation remains as planned.
- Increased surface level parking and extended student boulevard through to Building A student entry.
 - Previous onsite surface level parking 23 spaces.
 - Traffic and parking calculations currently being re-assessed and revised by traffic consultant based on the revisions to stage 1.
- Timeline adjusted for commencement dates of stage 1 & 2.
 - Aiming to submit DA for Stage 1 later this year.

MASTER PLAN – BUILDING USES (UPDATED)

LEGEND

- EXISTING TREES
- EXISTING TREES - REMOVED
- TREES (LANDSCAPE DESIGN TO BE CONFIRMED BY LANDSCAPE ARCHITECT)
- BUILDING (DASHED FOR BUILDING OVER)
- LANDSCAPE (LANDSCAPE DESIGN TO BE CONFIRMED BY LANDSCAPE ARCHITECT)
- INTERNAL ROADWAYS & ON GRADE PARKING (ROAD DESIGN TO BE CONFIRMED BY CIVIL/TRAFFIC ENGINEER)

DEVELOPMENT SUMMARY	
BLOCK 4, SECTION 13 WATSON GFA:	8,017m ²
STUDENT ACCOMMODATION PORTION:	NIL
BLOCK 2, SECTION 13 WATSON GFA:	27,886m ²
STUDENT ACCOMMODATION PORTION:	11,671m ²
TOTAL GFA (BLOCK 4 + BLOCK 2):	35,903m ²
STUDENT ACCOMMODATION PORTION:	11,671m ²

- SURFACE LEVEL CAR PARKING**
TO BE CONFIRMED BY TRAFFIC ENGINEER.
- BUILDING A / EDUCATION & INDUSTRY**
2 STOREY
FOOTPRINT: 3,043m²
TOTAL GFA: 5,785m²

TEACHING & LEARNING + ADMIN PORTION: 2,599m²
GAME PLUS/FILM PLUS PORTION: 782m²
ANCILLARY USES PORTION: 1,529m²
- STUDENT PRODUCTION HALL A / EDUCATION & INDUSTRY**
1 STOREY (15.2m HIGH)
FOOTPRINT: 1,377m²
TOTAL GFA: 1,334m²
- PRODUCTION HALL FACILITIES A & WORKSHOP / EDUCATION & INDUSTRY**
1 STOREY (9.5m HIGH)
FOOTPRINT: 935m²
TOTAL GFA: 898m²

FILM AMENITIES/FACILITIES PORTION: 236m² GFA
- WATER STUDIO / EDUCATION & INDUSTRY**
1 STOREY (6m HIGH)
FOOTPRINT: 399m²
- STUDENT PRODUCTION HALL B / EDUCATION & INDUSTRY**
1 STOREY (15m HIGH)
BLOCK A PORTION: 170m² (GFA)
BLOCK B PORTION: 2,680m² (GFA)

FOOTPRINT: 2,850m²
TOTAL GFA: 2,850m²
- PRODUCTION HALL WORKSHOP B / EDUCATION & INDUSTRY**
1 STOREY (6 & 15m HIGH)
FOOTPRINT: 1,825m²
TOTAL GFA: 1,825m²
- PRODUCTION HALL FACILITIES B / EDUCATION & INDUSTRY**
2 STOREY (WITHIN 15m HIGH VOLUME)
TOTAL GFA: 1,360m²
- BUILDING B / EDUCATION & INDUSTRY**
4 STOREY
FOOTPRINT: 850m²
TOTAL GFA: 3,210m²
- BUILDING C / EDUCATION & INDUSTRY**
2 & 4 STOREY
FOOTPRINT: 1,683m²
TOTAL GFA: 6,405m²
- STUDENT ACCOMMODATION 1**
4 STOREY (215 BEDS)
FOOTPRINT: 1,696m²
TOTAL GFA: 6,789m²
- STUDENT ACCOMMODATION 2**
4 STOREY (165 BEDS)
FOOTPRINT: 1,251m²
TOTAL GFA: 4,882m²
- INNER NORTH PLAY SPACE**
CONDITIONAL DA APPROVAL
FOOTPRINT: 22, 168m²



Overall comparison

- Footprint (about the same)
 - Previous Block A footprint 4,626 m²
 - Revised Block A footprint 5,355m².
- Gross Floor Area (reduced)
 - Previous Block A GFA 16,728m²
 - Revised Block A GFA 8,017m². This could be further reduced depending on partner commitments for Building A.

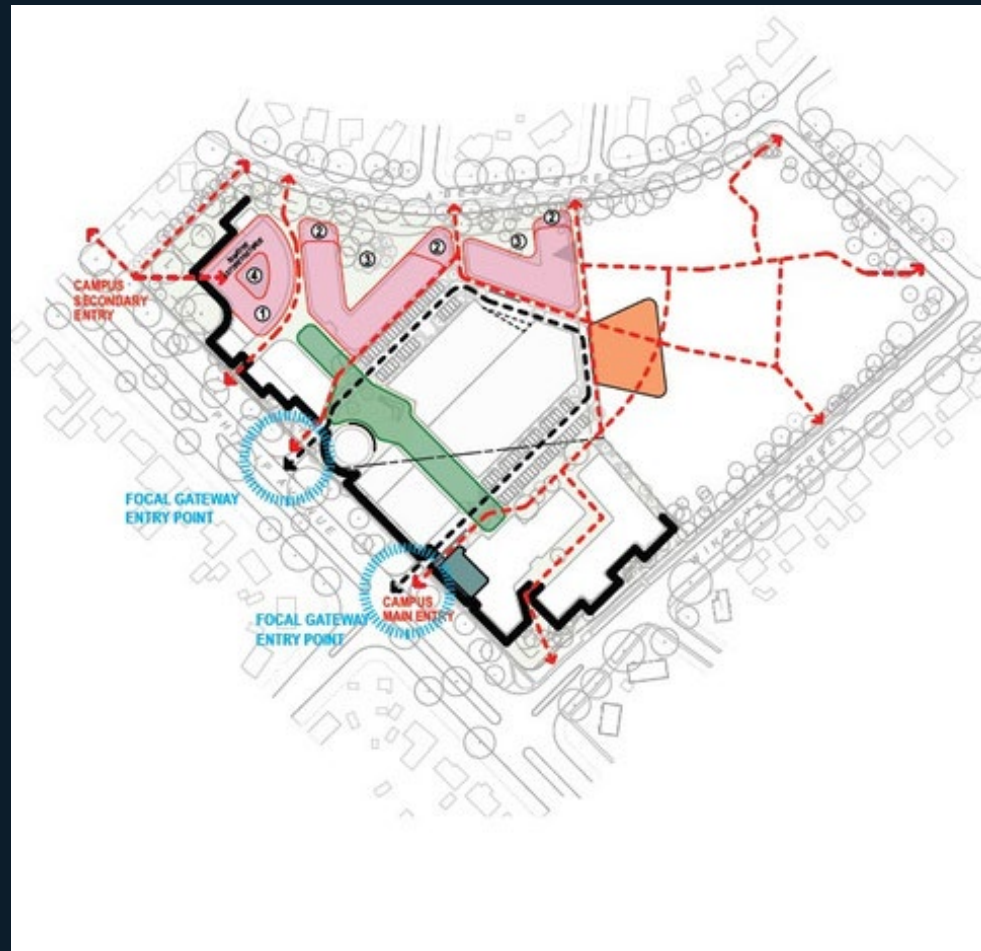
MASTER PLAN – CONCEPT

Before & After

MASTER PLAN - CONCEPT

Both images

- Red dotted line = pedestrian permeability.
- Orange shape = potential for outdoor theatre projection.
- Green shape = student boulevard.



RHS image

- Green dotted line = Garden City Cycle route.

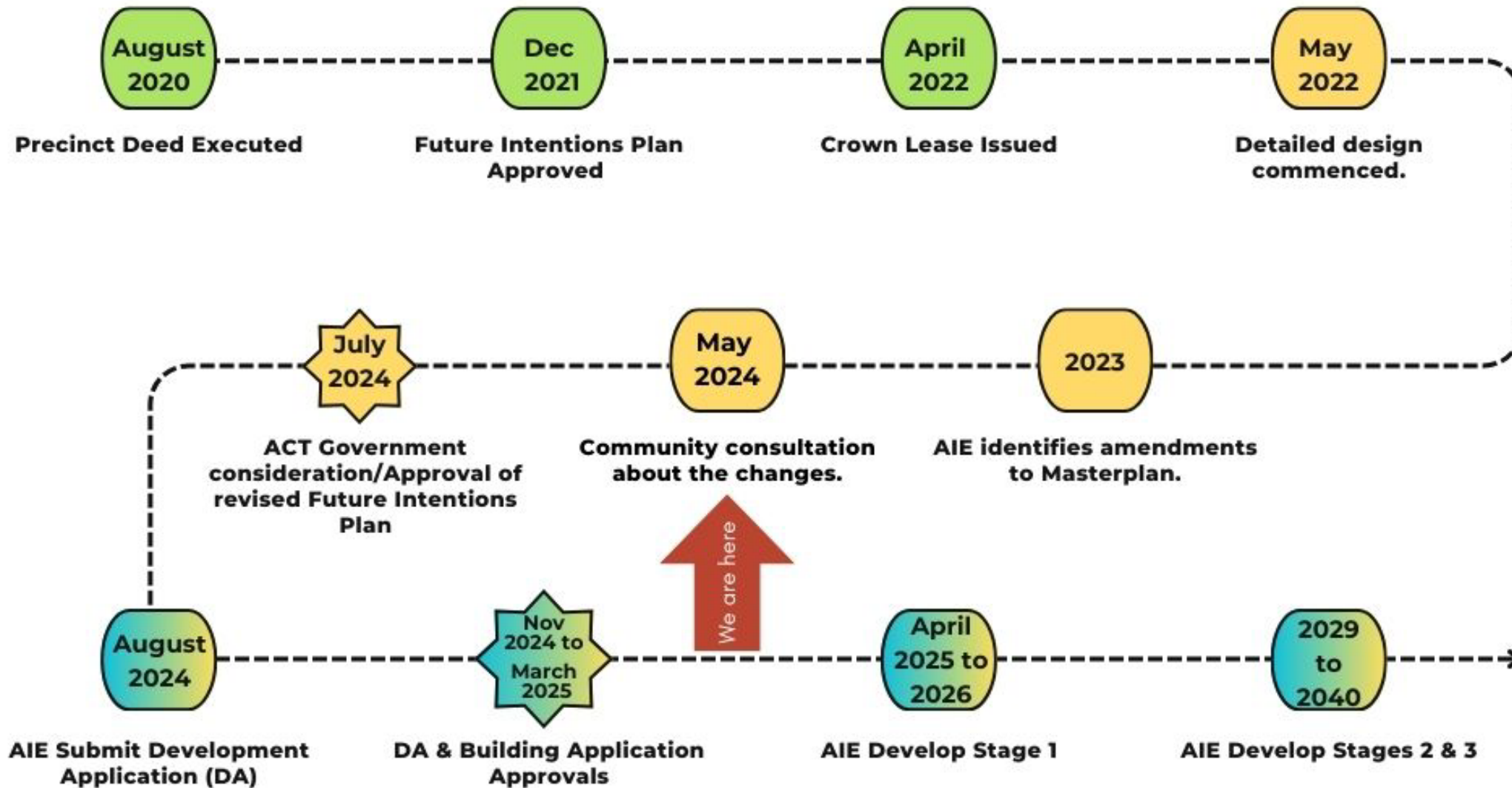
This slide has been updated to correct an error in the previous depiction of the Garden city cycle route.

MASTER PLAN – CONCEPT (UPDATED)



This slide has been updated to correct an error in the previous depiction of the Garden city cycle route.

AIE Campus Renewal Implementation



CONSULTATION PROCESS



SPECIALIST EDUCATORS IN GAMES,
CODING, ANIMATION & FILM VFX

AIE RTO: 88021 | AIE CRICOS: 02406F | AIE Institute Provider: PRV14333 | AIE Institute CRICOS: P03986F

WAYS TO PARTICIPATE

- There will be multiple ways to participate:
 - Letterbox drop (2km radius)
 - Visit a pop-up at the Watson Shops or at AIE's Campus Open Day.
 - Attend an online information session.
 - Fill in a survey.
 - Send an email with feedback or questions or call the 1800 number to speak in person.
 - Visit the website (updated information after 20 May 2024)
www.community.aie.edu.au

CONSULTATION PROGRAM

1. AIE will be hosting several public open sessions where you can learn more about the changes and provide your feedback.
2. More information will be available from 20 May 2024 to 14 June at www.community.aie.edu.au

- **AIE Open Day session - Sat 25 May 2024, 10 am to 12 pm.**
- **Online Meeting 1 - Tues 28 May 2024, 6:30 pm**
Join from the meeting link on the AIE community website.
- **Online Meeting 2 - Thurs 30 May 2024, 12:30 pm**
Join from the meeting link on the AIE community website.
- **Watson Shops Pop Up 1 – Fri 7 June 2024, 3:30 pm to 5:00 pm**
- **Watson Shops Pop Up 2 – Sat 8 June 2024, 10:00 am to 12:00 pm**

THANKS & TIME
FOR QUESTIONS!



SPECIALIST EDUCATORS IN GAMES,
CODING, ANIMATION & FILM VFX

AIE RTO: 88021 | AIE CRICOS: 02406F | AIE Institute Provider: PRV14333 | AIE Institute CRICOS: P03986F