Bachelor of

Design

Sunshine Coast, Semester 2 2022

Program structure

Introductory courses (6) 72 units

DES101 Elements of Design
DES103 Fundamentals of Photography
DES104 Art, Design and Digital Culture
DES105 Design Methods
DES107 Drawing Practice
SGD102 Introduction to Games Programming

Graduate courses (1) 12 units

BCI304 Creative Engagement

PLUS select 1 course (1) 12 units from:

BCI302 Work Integrated Learning Project
BCI303 Work Integrated Learning Placement

Plus select 16 courses (192 units) towards 1 required major and 1 major from the specified list; or 1 required major and 2 minors:

Required Major

Select 1 required major from:

- Digital Culture^
- Game Design
- Interactive Media
- Visual Communication

Majors

- Creative Writing and Publishing
- Digital Culture^
- Game Design
- Interactive Media
- Journalism
- Music^
- Screen Media
- Social Media
- Theatre and Performance^
- Visual Communication

Minors

- Creative and Interactive Advertising
- Creative Writing and Publishing
- Digital Culture^
- Fashion Studies^
- Game Art and Animation
- Game Design
- Game Programming
- Interactive Media
- Journalism
- Music^

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- Photographic Practice^
- Screen Media
- Social Media
- Strategic Global Communication
- Theatre and Performance^
- Visual Communication

^Not currently available at Moreton Bay campus.

Elective courses

Select up to a total of 12 to 36 units from the undergraduate elective course options. The number of electives will vary depending on the majors chosen.

Note: Program structures are subject to change. Not all UniSC courses are available on every UniSC campus.

Total units: 288

Study sequence

Semester 2

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
DES104 Art, Design and Digital Culture	• Semester 2	12	
DES105 Design Methods	• Semester 2	12	
SGD103 Introduction to Game Production	• Semester 2	12	

PLUS select 1 course towards your second major or minors or elective from the undergraduate elective course options.

Semester 1

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
DES101 Elements of Design	• Semester 1	12	
DES103 Fundamentals of Photography	• Semester 1	12	
DES107 Drawing Practice	• Semester 1	12	Anti: FSH101
SGD102 Introduction to Games Programming	• Semester 1	12	

Semester 2

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
SGD202 Video Game Analysis and Design	• Semester 2	12	

PLUS select 1 course from:

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
SGD211 Game Art: Characters & Vehicles	• Semester 2	12	
SGD213 Professional Games Programming	• Semester 1	12	Pre: SGD102 or ICT112 or SGD203

PLUS select 2 courses towards your second major or minors or electives from the undergraduate elective course options.

Semester 1

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
DES231 Animation Principles, Process and Production	• Semester 1	12	
SGD200 Experimental Game Design	• Semester 1	12	

PLUS select 2 courses towards your second major or minors or electives from the undergraduate elective course options.

Semester 2

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
SGD305 Game Studio: Polish and Publish	• Semester 2	12	

PLUS select 1 course from:

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
BCI302 Work Integrated Learning Project	• Semester 1, Semester 2	12	Pre: Completion of 192 units Anti: CMN311, CMN312, CMN313, CMN316 or ENT311
BCI303 Work Integrated Learning Placement	• Session 8, Semester 1, Semester 2	12	Pre: Course Coordinator Consent Required and successful completion of 192 units Anti: BUS331, CMN312, ENT311, CMN316 and CMN313

PLUS select 2 courses towards your second major or minors or electives from the undergraduate elective course options.

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Semester 1

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
BCI304 Creative Engagement	• Session 4, Session 8, Semester 1, Semester 2	12	
SGD230 Game Art: Virtual Environments	• Semester 1	12	

PLUS select 2 courses towards your second major or minors or electives from the undergraduate elective course options.

Program requirements and notes

In order to graduate you must:

- Successfully complete 288 units as outlined in the Program Structure
- Complete no more than 10 introductory level (100 coded) courses

Program notes

- Completing this program within the specified (full-time) duration is based on studying 48 unit points per semester (normally 4 courses) and following the recommended study sequence
- The unit value of all courses is 12 units unless otherwise specified
- It is each students responsibility to enrol correctly according to your course requisites, program rules and requirements and be aware of the academic calendar dates
- Courses within this program are assessed using a variety of assessment methods which may include essays, seminar presentations, reports, in-class tests and examinations
- As part of your UniSC program, you may apply to Study Overseas to undertake courses with an overseas higher education provider
- Only a full-time study option is available to international students on a Student Visa
- Refer to the Managing your progression page for help in understanding your program structure, reviewing your progress and planning remaining courses.

WIL notes

- Considering work integrated learning (WIL) in your final year of study? Refer to School of Business and Creative Industries Work Integrated Learning (WIL) Program

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