Diploma in

Creative Industries



Sunshine Coast, Semester 1 2023

Program structure

Introductory Courses (3)

UCC101 Academic and Professional Skills: Planning for Success UCC102 ICT for Academic and Professional Applications

UCC105 Innovation: Addressing Challenges

Required courses from a specified list (5) 60 units

Select 5 discipline courses from the following:

CMN101 Introduction to Creative Entrepreneurship

CMN104 Introduction to Screen and Media Industries

CMN105 Creative Production

CMN107 Communication for the Creative Professional

CMN116 Playing with Words: an Introduction to Creative Writing Craft

DES103 Fundamentals of Photography

DES105 Design Methods

DES107 Drawing Practice

FSH100 Introduction to Key Concepts of Fashion

Total units: 96

Study sequence

Year 1

Semester 1

UCC101 Academic and Professional Skills:	Semester 1, Semester 2	12	Pre: Enrolled in Program UC101,
Planning for Success			UC102, UC103 or UC104

Select 3 discipline courses from the list provided:

CMN104 Introduction to Screen and Media	Semester 1	12		
	(SUNSHINE COAST)			
COURSE	SEMESTER OF OFFER	UNITS	REQUISITES	

MN104 Introduction to Screen and Media Industries

usc.edu.au/uc102

CMN116 Playing with Words: an Introduction to Creative Writing Craft	Semester 1	12	
CMN107 Communication for the Creative Professional	Semester 1	12	
DES103 Fundamentals of Photography	Semester 1	12	
DES107 Drawing Practice	Semester 1	12	Anti: FSH101
FSH100 Introduction to Key Concepts of Fashion	• Semester 1	12	
CMN101 Introduction to Creative Entrepreneurship	Semester 1	12	

Semester 2

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
UCC102 ICT for Academic and Professional Applications	• Semester 1, Semester 2	12	Pre: Enrolled in Program UC101, UC102, UC103 or UC104
UCC105 Innovation: Addressing Challenges	• Semester 1, Semester 2	12	Pre: Enrolled in Program UC101 or UC102

Select 2 discipline courses from the list provided:

COURSE	SEMESTER OF OFFER	UNITS	REQUISITES
	(SUNSHINE COAST)		
CMN105 Creative Production	Semester 2	12	
DES105 Design Methods	Semester 2	12	

Program requirements and notes

In order to graduate you must:

• Successfully complete 96 units as outlined in the Program Structure

Program notes

- Completing this program within the specified (full-time) duration is based on studying 48 unit points per semester (normally 4 courses)
- Most courses are valued at 12 units unless otherwise specified
- Maximum credit towards the Bachelor of Creative Industries is possible only if you select relevant discipline electives in the Diploma
 that are required courses in the Bachelor degree, including in majors and minors; and also on the choice of major and minor. Credit
 might be limited due to insufficient elective space for introductory level courses.