Diploma in
Creative Industries

UniSC

Sunshine Coast, Semester 2 2024

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 2

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
UCC101 Academic and Professional Skills: Planning for Success	• Semester 1, Semester 2	12	Pre: Enrolled in Program UC101, UC102, UC103 or UC104
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

PLUS select 1 discipline course from the list provided:

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

Semester 1

Select 4 discipline courses from the list provided:

COURSE	SEMESTER OF OFFER (SUNSHINE COAST)	UNITS	REQUISITES
CMN101 Introduction to Creative Entrepreneurship	• Semester 1	12	
CMN104 Introduction to Screen and Media Industries	• Semester 1	12	
CMN107 Communication for the Creative Professional	• Semester 1	12	
CMN116 Playing with Words: an Introduction to Creative Writing Craft	• 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	

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.