

3115 - Bachelor of Multimedia and Digital Arts (Version 1.1)

Course Structure - The course consists of the following areas of study:

(a) Multimedia and digital arts major studios (42 points)

This is the major study of the course and there are studios at each level. Units commence at a basic level of understanding and progress to a high level of competence in multimedia design. The knowledge gained in other parts of the course is progressively incorporated into the studio practice, developing problem-solving skills relevant to multimedia and digital arts. Assigned projects are approached within the context of the unique properties and opportunities of multimedia. The multimedia and digital arts studio unit will combine lectures and participation in a group studio environment involving traditional design activities and those of a more digital nature.

(b) Technical units (12 points)

These units will introduce the technicalities associated with creating digital media content and programming.

(c) Complementary studies (42 points)

Studies including design studio, drawing, typography, photomedia and digital imaging.

(d) Cultural and critical issues (theory) (18 points)

All students take three units on the theory, contextual and cultural aspects of art, design and new media throughout the course.

(e) Professional practice (6 points)

All students take one professional practice unit at year three level.

(f) Electives (24 points)

Twenty-four points are available for elective studies, which are selected in consultation with the course coordinator. Units will generally be taken from those available within the Faculty of Art and Design, but units offered elsewhere in the university are also available. As well choosing from the suite of digital imaging electives, it is likely that many students may also wish to undertake photomedia and/or other studio studies, such as drawing.

(g) Occupational health and safety (0 points)

A compulsory health and safety unit which deals with issues relevant to art and design.

For any variations to the course map students must seek approval from the course coordinator



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Course Map					
Year 1	Sem 1	DGN1001 Design studio 1 (6 points) & OHS1000 Introduction to art and design health and safety (0 points)	TAD1203 Introduction to design history and theory (6 points)	DWG1103 Visual thinking and communication (6 points)	DIS1103 Digital processes for art and design (6 points)
	Sem 2	MMD1302 Multimedia and digital arts studio A (6 points)	DIS1911 3D design and visualisation (6 points)	VCO1302 Typography 1 (6 points) or PHO1203 Photomedia imaging 1 (6 points)	FIT1012 Website authoring (6 points)
Year 2	Sem 1	MMD2303 Multimedia and digital arts studio B (6 points)	DIS2601 Digital audio/video (6 points)	FIT2012 Digital media authoring (6 points)	Elective (6 points)
	Sem 2	MMD2304 Multimedia and digital arts studio C (6 points)	MMD2306 Graphic user interface design (6 points)	Theory of art and design (choice) (6 points)	Elective (6 points)
Year 3	Sem 1	MMD3305 Multimedia studio 5A (12 points) or MMD3307 Digital arts studio 5A (12 points)		PPR3103 Professional practice for design and multimedia (6 points)	Elective (6 points)
	Sem 2	MMD3306 Multimedia studio 6A (12 points) or MMD3308 Digital arts studio 6A (12 points)		Theory of art and design (choice) (6 points)	Elective (6 points)
Total Requirement: 144 credit points					

My Enrolment					
Year	Sem				
	Sem				

Notes					