

# Bachelor of Industrial Design (288JA.3)

Please note these are the 2018 details for this course

## Domestic students

Selection rank	60
	<b>Note:</b> The selection rank is the minimum ATAR plus adjustment factors required for admission to the program in the previous year. This is an indicative guide only as ranks change each year depending on demand.
Delivery mode	
Location	Bruce, Canberra
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Design and the Built Environment
UAC code	363124
English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent). <a href="#">View IELTS equivalences</a>

## International students

Academic entry requirements	To study at UC, you'll need to meet our academic entry requirements and any admission requirements specific to your course. Please read your course admission requirements below. To find out whether you meet UC's academic entry requirements, visit our <a href="#">academic entry requirements page</a> .
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[View UC's academic entry requirements](#)

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**Delivery mode**

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**Location** Bruce, Canberra

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**Duration** 3.0 years

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**Faculty** Faculty of Arts and Design

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**Discipline** School of Design and the Built Environment

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**CRICOS code** 068891J

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**English language requirements** An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).

[View IELTS equivalences](#)

# About this course

## Innovate and improve lives

UC's industrial design degree is well-established and respected throughout the industry supported by leading researchers and academics undertaking many unique and exciting projects.

The focus of our program is on industry relevant skills and design technology with cutting edge materials. Our link into sports design through carbon technology is especially exciting and provides students interesting options and experiences.

## Study a Bachelor of Industrial Design at UC and you will:

- achieve high levels of proficiency in the execution of design processes and procedures
- understand our physical and psychological relationship to products and the ethical considerations of social and environmental responsibility
- apply a variety of design strategies to improve people's lives
- undertake projects that progressively develop your design communication skills from 2D drawing to advanced Computer-Aided Design (CAD) and rapid prototyping
- engage with the community, and collaborate with industry to apply your design knowledge to real projects
- be part of a rich and vibrant studio-based program where practical design experience is supported by the latest design technology and workshop equipment, both digital and traditional.

## Work integrated learning

You will participate in live projects, research-led teaching and industry engagement via visits to manufacturers and design studios. Project options include but not limited to: product design of hand-held devices, packages, furniture, lighting, sports equipment, electric and electronic appliances, future product concepts and the design of services.

## Career opportunities

- furniture design
- sports equipment design
- design strategy
- design consulting

## Course specific information

Standard entry to this course is by ATAR score however you can also apply via portfolio entry: [canberra.edu.au/arts-design/portfolio-entry](http://canberra.edu.au/arts-design/portfolio-entry)

# Admission requirements

Normal UC requirements for admission to an undergraduate course.

## Assumed knowledge

Year 12 Mathematics and English

## Periods course is open for new admissions

This course is not open for new admissions.

## Credit arrangements

There are currently no formal credit transfer arrangements for entry to this course. Any previous study or work experience will only be considered as part of the application process in accordance with current [course rules and university policy](#).

# Course requirements

## Bachelor of Industrial Design (288JA) | 72 credit points

**Location - UC Canberra - Bruce Campus Campus**

[Expand All](#) | [Collapse All](#)

**Required - 57 credit points as follows**

**Major in Design (Studio) (MJ0284) | 18 credit points**

### **Required - Must pass 12 credit points as follows**

Studio 2 (8968) | 3 credit points — Level 1

Design Studio 3 (9976) | 3 credit points — Level 2

Design Studio 4 (9977) | 3 credit points — Level 2

Design Studio 5 (9978) | 3 credit points — Level 3

### **Restricted Choice - Must pass 6 credit points from the following**

Graduation Studio (Interior) (8957) | 6 credit points — Level 3

Graduation Studio (Industrial Design) (8958) | 6 credit points — Level 3

Graduation Studio (Landscape) (9982) | 6 credit points — Level 3

### **Major in Industrial Design (MJ0288) | 18 credit points**

#### **Required - Must pass 18 credit points as follows**

Materials and Processes 1 (8966) | 3 credit points — Level 2

Materials and Processes 2 (8967) | 3 credit points — Level 2

User Centred Design (8973) | 3 credit points — Level 3

Design Strategies (9302) | 3 credit points — Level 3

3D Digital Design 2 (9980) | 3 credit points — Level 2

3D Digital Design 1 (10297) | 3 credit points — Level 2

#### **Required Units - Must pass 21 credit points as follows**

Design Studio 1.1 (8314) | 3 credit points — Level 1

Visual Representation (8322) | 3 credit points — Level 1

Digital Environment (8330) | 3 credit points — Level 1

Technology Laboratory (8335) | 3 credit points — Level 1

Graphic Design Thinking and Research (8600) | 3 credit points — Level 1

3D Digital Design 3 (9981) | 3 credit points — Level 3

Professional Orientation (Design) (10336) | 3 credit points — Level 1

- Students who completed 9799 Foundations of Professional Planning prior to 2018 may count this unit in lieu of 10336 Professional Orientation (Design)

### **Restricted Choice - Must pass 3 credit points from the following**

#### **Faculty of Arts and Design Restricted Choice Unit (ARTSFOUND) | credit points**

## Pre Curriculum Renewal 2019 Units - May select from

Introduction to Journalism (5565) | 3 credit points — Level 1

Editing Sound and Image (8120) | 3 credit points — Level 1

Introduction to Media Production (8121) | 3 credit points — Level 1

Writing Short Narratives (8147) | 3 credit points — Level 1

Globalisation and Resistance (8169) | 3 credit points — Level 1

Introduction to Creative Writing (8304) | 3 credit points — Level 1

Cultures and Diversity (8671) | 3 credit points — Level 1

People, Place and the Past (8948) | 3 credit points — Level 1

Digital Media Literacy (9022) | 3 credit points — Level 1

Introduction to Communication (9023) | 3 credit points — Level 1

Introduction to Political Communication (9024) | 3 credit points — Level 1

Media, Technology and Society (9027) | 3 credit points — Level 1

Design History (9483) | 3 credit points — Level 1

Academic English (9487) | 3 credit points — Level 1

## Units Available from 2019 - May select from

Pixels and Polygons (11013) | 3 credit points — Level 1

Heritage Conservation (11015) | 3 credit points — Level 1

BE: History and Culture (11016) | 3 credit points — Level 1

The Art and Power of Communication (11079) | 3 credit points — Level 1

Digital Media Fundamentals (11080) | 3 credit points — Level 1

Journalism Now and Next (11084) | 3 credit points — Level 1

Introduction to Creative Writing (11113) | 3 credit points — Level 1

Writing, Rewriting (11114) | 3 credit points — Level 1

Cultures and Diversity (11129) | 3 credit points — Level 1

Fundamentals for Building Construction Management (11483) | 3 credit points — Level 1

### Note:

- 1. If one of the units in this list is already a required unit within the typical course structure, it cannot be counted as an Arts Foundation Unit.
- 2. This list includes units from both Semesters 1 and 2 so you will need to check unit availability.
- 3. Pre Curriculum Renewal 2019 Units are not offered at UC BRUCE from Semester 1, 2019. Students who commenced prior to 2019 can have these units counted towards course completion.

- 4. Units 9494 AND 9498 are no longer apart of this course from Semester 2, 2016. Students who commenced prior to 2017 can have these units counted towards course completion.

## **Open Electives - 12 credit points as follows**

- Unit Levels: In choosing electives students should note that not more than 30 credit points at Level 1 is permitted for the entire course.

Note:

- Must pass 12 credit points from anywhere in the University, as a Minor or as individual units.

## **Location - TAFE Queensland Brisbane - South Bank Campus**

### **Required - 57 credit points as follows**

#### **Major in Design (Studio) (MJ0284) | 18 credit points**

##### **Required - Must pass 12 credit points as follows**

Studio 2 (8968) | 3 credit points — Level 1

Design Studio 3 (9976) | 3 credit points — Level 2

Design Studio 4 (9977) | 3 credit points — Level 2

Design Studio 5 (9978) | 3 credit points — Level 3

##### **Restricted Choice - Must pass 6 credit points from the following**

Graduation Studio (Interior) (8957) | 6 credit points — Level 3

Graduation Studio (Industrial Design) (8958) | 6 credit points — Level 3

Graduation Studio (Landscape) (9982) | 6 credit points — Level 3

#### **Major in Industrial Design (MJ0288) | 18 credit points**

##### **Required - Must pass 18 credit points as follows**

Materials and Processes 1 (8966) | 3 credit points — Level 2

Materials and Processes 2 (8967) | 3 credit points — Level 2

User Centred Design (8973) | 3 credit points — Level 3

Design Strategies (9302) | 3 credit points — Level 3

3D Digital Design 2 (9980) | 3 credit points — Level 2

3D Digital Design 1 (10297) | 3 credit points — Level 2

## Required Units - Must pass 21 credit points as follows

Design Studio 1.1 (8314) | 3 credit points — Level 1

Visual Representation (8322) | 3 credit points — Level 1

Digital Environment (8330) | 3 credit points — Level 1

Technology Laboratory (8335) | 3 credit points — Level 1

Graphic Design Thinking and Research (8600) | 3 credit points — Level 1

Foundations of Professional Planning (9799) | 3 credit points — Level 1

3D Digital Design 3 (9981) | 3 credit points — Level 3

## Restricted Choice - Must pass 3 credit points from the following

### Faculty of Arts and Design Restricted Choice Unit (TQB-SB) (TQARTFOUND) | credit points

#### Restricted Choice - May select from

Networked Media Production (7881) | 3 credit points — Level 1

Editing Sound and Image (8120) | 3 credit points — Level 1

Introduction to Media Production (8121) | 3 credit points — Level 1

Digital Media Literacy (9022) | 3 credit points — Level 1

Web Design and Production (9292) | 3 credit points — Level 1

Design History (9483) | 3 credit points — Level 1

Creative Life (9701) | 3 credit points — Level 1

Introduction to Project Management (9706) | 3 credit points — Level 1

Note:

- 1. Units 9487, 9022 AND 9701 are no longer apart of this course from Semester 2, 2016. Students who have previously completed these units will have them counted towards course completion.
- 2. If one of the units in this list is already a required unit within the typical course structure, it cannot be counted as an Arts Foundation unit.
- 3. This list includes units from both Semesters 1 and 2 so you will need to check unit availability.

## Open Electives - 12 credit points as follows

- Unit Levels: In choosing electives students should note that not more than 30 credit points at Level 1 is permitted for the entire course.

Note:

- Must pass 12 credit points from anywhere in the University, as a Minor or as individual units.

In addition to course requirements, in order to successfully complete your course you must meet the inherent requirements. Please refer to the [inherent requirements statement](#) applicable to your course

# Typical study pattern

UC - Canberra, Bruce

Standard Full Time, Semester 1 Commencing (2017)

## Year 1

### Semester 1

Design Studio 1.1 (8314)

[Foundations of Professional Planning \(9799\)](#)

Technology Laboratory (8335)

[Visual Representation \(8322\)](#)

### Semester 2

Faculty of Arts and Design Restricted Choice Unit

[Digital Environment \(8330\)](#)

Graphic Design Thinking and Research (8600)

Studio 2 (8968)

## Year 2

### Semester 1

Open Elective Unit

[3D Digital Design 1 \(10297\)](#)

[Design Studio 3 \(9976\)](#)

[User Centred Design \(8973\)](#)

### Semester 2

[3D Digital Design 2 \(9980\)](#)

[Design Studio 4 \(9977\)](#)

Open Elective Unit



[Materials and Processes 1 \(8966\)](#)

### **Year 3**

#### **Semester 1**

Open Elective Unit

[3D Digital Design 3 \(9981\)](#)

[Design Studio 5 \(9978\)](#)

[Materials and Processes 2 \(8967\)](#)

#### **Semester 2**

[Graduation Studio \(Industrial Design\) \(8958\)](#)

Open Elective Unit

[Design Strategies \(9302\)](#)

## **Standard Full Time, Semester 1 Commencing (2018)**

### **Year 1**

#### **Semester 1**

Design Studio 1.1 (8314)

[Professional Orientation \(Design\) \(10336\)](#)

Technology Laboratory (8335)

[Visual Representation \(8322\)](#)

#### **Semester 2**

[Digital Environment \(8330\)](#)

Graphic Design Thinking and Research (8600)

Faculty of Arts and Design Restricted Choice Unit

Studio 2 (8968)

### **Year 2**

#### **Semester 1**

[3D Digital Design 1 \(10297\)](#)

[Design Studio 3 \(9976\)](#)

[User Centred Design \(8973\)](#)

Open Elective Unit

## **Semester 2**

Open Elective Unit

[3D Digital Design 2 \(9980\)](#)

[Design Studio 4 \(9977\)](#)

[Materials and Processes 1 \(8966\)](#)

## **Year 3**

### **Semester 1**

Open Elective Unit

[3D Digital Design 3 \(9981\)](#)

[Design Studio 5 \(9978\)](#)

[Materials and Processes 2 \(8967\)](#)

### **Semester 2**

[Design Strategies \(9302\)](#)

Open Elective Unit

[Graduation Studio \(Industrial Design\) \(8958\)](#)

## **Standard Full Time, Semester 2 Commencing (2017)**

## **Year 1**

### **Semester 2**

[Digital Environment \(8330\)](#)

[Foundations of Professional Planning \(9799\)](#)

[Graphic Design Thinking and Research \(8600\)](#)

Open Elective Unit

## **Year 2**

### **Semester 1**

Faculty of Arts and Design Restricted Choice Unit

[Design Studio 1.1 \(8314\)](#)

[Technology Laboratory \(8335\)](#)

[Visual Representation \(8322\)](#)

### **Semester 2**

Studio 2 (8968)

Two Open Elective Units

### **Year 3**

#### **Semester 1**

[3D Digital Design 1 \(10297\)](#)

[Design Studio 3 \(9976\)](#)

Open Elective Unit

[User Centred Design \(8973\)](#)

#### **Semester 2**

[3D Digital Design 2 \(9980\)](#)

[Design Strategies \(9302\)](#)

[Design Studio 4 \(9977\)](#)

[Materials and Processes 1 \(8966\)](#)

### **Year 4**

#### **Semester 1**

[3D Digital Design 3 \(9981\)](#)

[Design Studio 5 \(9978\)](#)

[Materials and Processes 2 \(8967\)](#)

#### **Semester 2**

[Graduation Studio \(Industrial Design\) \(8958\)](#)

## **Standard Full Time, Semester 2 Commencing (2018)**

### **Year 1**

#### **Semester 2**

[Digital Environment \(8330\)](#)

[Graphic Design Thinking and Research \(8600\)](#)

[Professional Orientation \(Design\) \(10336\)](#)

Open Elective Unit

### **Year 2**

### **Semester 1**

[Visual Representation \(8322\)](#)

Faculty of Arts and Design Restricted Choice Unit

[Design Studio 1.1 \(8314\)](#)

[Technology Laboratory \(8335\)](#)

### **Semester 2**

[Studio 2 \(8968\)](#)

Two Open Elective Units

### **Year 3**

#### **Semester 1**

Open Elective Unit

[3D Digital Design 1 \(10297\)](#)

[Design Studio 3 \(9976\)](#)

[User Centred Design \(8973\)](#)

#### **Semester 2**

[3D Digital Design 2 \(9980\)](#)

[Design Strategies \(9302\)](#)

[Design Studio 4 \(9977\)](#)

[Materials and Processes 1 \(8966\)](#)

### **Year 4**

#### **Semester 1**

[3D Digital Design 3 \(9981\)](#)

[Design Studio 5 \(9978\)](#)

[Materials and Processes 2 \(8967\)](#)

#### **Semester 2**

[Graduation Studio \(Industrial Design\) \(8958\)](#)

# Course information

## Course duration

Standard six semesters full-time or equivalent. Maximum twenty semesters.

## Learning outcomes

Learning outcomes	Related graduate attributes
Students will demonstrate highly developed skills in collaborative and strategic problem solving through multi disciplinary learning; and articulating the designer's contribution to complex design challenges involving multiple stakeholders;	<p>4. Working independently and with others</p> <p>The ability to plan their own work, be self-directed, and use interpersonal skills and attitudes to work collaboratively</p> <p>1. Communication</p> <p>The ability to present knowledge, ideas and opinions effectively and communicate within and across professional and cultural boundaries</p>
<p>Students will demonstrate an awareness and understanding of:</p> <ul style="list-style-type: none"> <li>- the implications of contemporary global challenges, including sustainability, in the context of design, society and the environment;</li> <li>- the roles and duties of design agencies in addressing these social, economic and environmental challenges.</li> </ul>	<p>2. Analysis and inquiry</p> <p>The ability to gather information, and to analyse and evaluate information and situations in a systematic, creative and insightful way</p> <p>3. Problem solving</p> <p>The ability to apply problem-solving processes in novel situations; to identify and analyse problems then formulate and implement solutions</p> <p>5. Professionalism and social responsibility</p> <p>The capacity and intention to use professional knowledge and skills ethically and responsibly, for the benefit of others and the environment</p>
Students will be able to make a positive contribution to a socially just, environmentally responsible and culturally diverse society; and contribute to the profession as a designer by demonstrating best practice and ethical behavior.	<p>1. Communication</p> <p>The ability to present knowledge, ideas</p>

	<p>and opinions effectively and communicate within and across professional and cultural boundaries</p> <p>2. Analysis and inquiry</p> <p>The ability to gather information, and to analyse and evaluate information and situations in a systematic, creative and insightful way</p> <p>5. Professionalism and social responsibility</p> <p>The capacity and intention to use professional knowledge and skills ethically and responsibly, for the benefit of others and the environment</p>
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Students will be able to demonstrate design literacy and a critical understanding of Design sufficient to contribute to the design profession; demonstrate advanced communication skills including visual, written and oral; and perform at a level of professional expertise that allows them confidently to enter the industrial design profession.

#### 1. Communication

The ability to present knowledge, ideas and opinions effectively and communicate within and across professional and cultural boundaries

#### 2. Analysis and inquiry

The ability to gather information, and to analyse and evaluate information and situations in a systematic, creative and insightful way

#### 5. Professionalism and social responsibility

The capacity and intention to use professional knowledge and skills ethically and responsibly, for the benefit of others and the environment

## Majors

- [Major in Design \(Studio\) \(MJ0284\)](#)

- [Major in Industrial Design \(MJ0288\)](#)

## Awards

Award	Official abbreviation
Bachelor of Industrial Design	B IndDes

## Honours

High performing students may be eligible for enrolment in the Bachelor of Arts (Honours).

## Enquiries

Student category	Contact details
Prospective Domestic Students	Please email: <a href="mailto:study@canberra.edu.au">study@canberra.edu.au</a> or telephone: 1800 UNI CAN (1800 864 226)
Prospective International Students	Email: <a href="mailto:international@canberra.edu.au">international@canberra.edu.au</a> , Tel: +61 2 6201 5342
Current and Commencing Students	Email: <a href="mailto:FAD.Student@canberra.edu.au">FAD.Student@canberra.edu.au</a> Ph: 1300 301 727

## Download your course guide



# Scholarships

Find the scholarship that's the right fit for you

[Explore Scholarships](#)

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CRICOS 00212K

TEQSA Provider ID: PRV12003 (Australian University)

UC acknowledges the Ngunnawal people, traditional custodians of the lands where Bruce campus is situated. We wish to acknowledge and respect their continuing culture and the contribution they make to the life of Canberra and the region. We also acknowledge all other First Nations Peoples on whose lands we gather.