

Bachelor of the Built Environment (Architecture)

(ABB001.1)

Please note these are the 2023 details for this course

Domestic students

Selection rank	60
	Note:
	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.

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

Duration	3.0 years
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UAC code	363004
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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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Location	Bruce, Canberra
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Fees 

Per Unit	Per Annum	Full Course
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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 [academic entry requirements page](#).

[View UC's academic entry requirements](#)

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

[View IELTS equivalences](#)

CRICOS code 095575G

Faculty Faculty of Arts and Design

Discipline School of Design and the Built Environment

Location Bruce, Canberra

Duration 3.0 years

Fees 

Per Unit

Per Annum

Full Course

About this course

Be the architect of your own future

From the Opera House to the humble townhouse, Architects all over the world bring their passion for the environment (natural and built), aesthetics and cutting-edge design to life. UC's Bachelor of Built Environment (Architecture) will connect you with the skills and knowledge necessary to begin your journey towards becoming an architect in a rapidly changing globalised era.

Immerse yourself into an ever-evolving world where ideas are brought to life through design, creativity, digital imagination and technical realisation. Help shape the world around us and make an important contribution to the promotion of a more sustainable built environment.

Discover the power and possibility that comes from working in collaborative Architectural studios while exploring the history and theory, technology, digital production and communication methods embedded in this discipline. Plus, you'll do so while learning from Canberra's unique built environment, one of the most internationally recognised designed cities.

To practice as an accredited architect, you will need to graduate with a Bachelor of Built Environment and undertake UC's Master of Architecture.

Study a Bachelor of the Built Environment (Architecture) at UC and you will:

- develop an informed critique of architecture as both a creative and professional practice
- understand the ethical responsibilities of the profession to society and the environment
- formulate architectural design proposals underpinned by rigorous analysis, critique and reflection
- apply a range of contemporary and agile skills that inform interpretive, compositional and technical outcomes.

Work Integrated Learning

Work Integrated Learning is embedded in this course, providing you with opportunities for direct industry engagement during each stage of your degree. A feature of the course includes engaging with leading design professionals and industry practitioners to gain valuable real-world architectural experience by delivering a series of 'live' projects. Internships at local, national and international architecture firms are also promoted.

Career opportunities

- Architect (after the successful completion of a Master of Architecture degree)
- Architectural assistant
- Specialist architect (in areas such as heritage)
- Building designer
- Urban designer
- Policymaker
- Architectural journalist, researcher
- BIM modeller
- Architectural renderer
- Project manager

Course-specific information

To gain professional registration as an architect, you'll need to complete both the Bachelor of the Built Environment (Architecture) and the Master of Architecture. Successful completion of the bachelor degree provides the basis for direct entry into the Master of Architecture program.

Signature overseas study options have been tailored specifically to this course to ensure that students are globally connected. You'll be provided with the opportunity to work with leading practitioners and students at a variety of overseas institutions.

The course is compliant with the National Competency Standards in Architecture (NCSA), as accredited by the Architects Accreditation Council of Australia (AACA) on behalf of state and territory architect registration boards.

Professional Accreditation

The Bachelor of the Built Environment (Architecture) is part of the Architects Accreditation Council of Australia (AACA) accredited

program leading to the Master of Architecture degree. Graduates ultimately seeking to enter the professional registration program -- Architectural Practice Examination (APE) – administered by their local Architects Registration Board (ARB) are also required to complete the Master of Architecture.

Professional accreditation

The Bachelor of the Built Environment (Architecture) is part of the Architects Accreditation Council of Australia (AACA) accredited program leading to the Master of Architecture degree. Students seeking accreditation by the AACA must also complete the Master of Architecture.

Admission requirements

Admission to this course is based on an entrance rank. A rank can be achieved by the following means:

- Year 12 ATAR
- other Australian Qualification
- work experience
- overseas qualification

We also offer a number of entry initiatives that give you the opportunity to gain entry to the University via alternate pathway programs and admissions schemes.

More information is available on our Alternative Entry page: <http://www.canberra.edu.au/future-students/applications/apply-now/alternative-entry>

Assumed knowledge

None.

Periods course is open for new admissions

Year	Location	Teaching period	Teaching start date	Domestic	International
2023	Bruce, Canberra	Semester 1	06 February 2023	✓	✓
2023	Bruce, Canberra	Winter Term	30 May 2023	✓	
2023	Bruce, Canberra	Semester 2	31 July 2023	✓	✓
2024	South Bank, QLD	Semester 1	05 February 2024	✓	✓
2024	Bruce, Canberra	Semester 1	05 February 2024	✓	✓

2024	Bruce, Canberra	Winter Term	27 May 2024	✓	
2024	South Bank, QLD	Semester 2	29 July 2024	✓	✓
2024	Bruce, Canberra	Semester 2	29 July 2024	✓	✓
2025	Bruce, Canberra	Semester 1	03 February 2025	✓	✓
2025	South Bank, QLD	Semester 1	03 February 2025	✓	✓
2025	Bruce, Canberra	Winter Term	26 May 2025	✓	
2025	Bruce, Canberra	Semester 2	28 July 2025	✓	✓
2025	South Bank, QLD	Semester 2	28 July 2025	✓	✓

Credit arrangements

A credit transfer arrangement is available for this course for the following institutions:

Canberra Institute Of Technology

[Diploma of Building Design \(26673\)](#)

Namseoul University

[Bachelor of Architecture \(28976\)](#)

Other Australian Tafe

[Advanced Diploma of Building Design \(Architectural\) \(28778\)](#)

Rangsit University

[Bachelor of Architecture \(18318\)](#)

University Of Canberra College

[Diploma of Design \(28697\)](#)

Course requirements

Bachelor of the Built Environment (Architecture) (ABB001) | 72 credit points

Required - 60 credit points as follows

Core Major in the Built Environment (CM0004) | 24 credit points

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

Required - Must pass 9 credit points as follows

[BE: Analysis Studio \(11014\) | 3 credit points – Level 1](#)

[Heritage Conservation \(11015\) | 3 credit points – Level 1](#)

[BE: History and Culture \(11016\) | 3 credit points – Level 1](#)

Restricted Choice - 15 credit points as follows

Part A - Must pass 3 credit points from the following

[Pixels and Polygons \(11013\) | 3 credit points – Level 1](#)

[BE Digital Design Techniques 01: Fundamentals \(11624\) | 3 credit points – Level 1](#)

Note:

- - From 2020 unit 11624 BE Digital Design Techniques 01: Fundamentals has replaced unit 11013 Pixels & Polygons. Students who have not already passed 11013 must complete 11624.

Part C - Must pass 3 credit points from the following

[Professional Practice 2: Work Integrated Learning \(11018\) | 3 credit points – Level 3](#)

[Professional Practice: WIL Studio 3 \(11574\) | 3 credit points – Level 3](#)

[Professional Practice \(Advanced Industry Studios\) \(11834\) | 3 credit points – Level 3](#)

Note:

- - Bruce Campus: From 2022 unit 11834 Prof Prac (Adv Industry Studios) has replaced unit 11574 Prof Prac: WIL Studio 3. Students who have not already passed 11018 or 11574 must complete 11834.
- - South Bank Campus: Students are still required to complete unit 11018 Professional Practice 2.

Part B - Must pass 3 credit points from the following

[Professional Practice 1: Work Integrated Learning \(11017\) | 3 credit points – Level 2](#)

[Professional Practice \(Industry Studios\) \(11831\) | 3 credit points – Level 2](#)

Note:

- - Bruce Campus: From 2022 unit 11831 Prof Prac (Industry Studios) has replaced 11017 Professional Practice 1 at Bruce Campus. Students who have not already passed 11017 must complete 11831.
- - South Bank Campus: Students are still required to complete unit 11017 Professional

Practice 1.

Part D - Must pass 3 credit points from the following

Professional Orientation (Built Environment) (10334) | 3 credit points – Level 1

Professional Orientation (Creative Industries and Digital Design) (11591) | 3 credit points – Level 1

Note:

- - Bruce Campus students to undertake 10334 Professional Orientation (Built Environment).
- - South Bank Campus students to undertake 11591 Professional Orientation (Creative Industries and Digital Design).

Part E - Must pass 3 credit points from the following

Professional Evidence (Built Environment) (11019) | 3 credit points – Level 3

Professional Evidence (Creative Industries and Digital Design) (11592) | 3 credit points – Level 3

Note:

- - Bruce Campus students to undertake 11019 Professional Evidence (Built Environment).
- - South Bank Campus students to undertake 11592 Professional Evidence (Creative Industries and Digital Design).

Specialist Major in Architecture (SM0013) | 36 credit points

Required - Must pass 30 credit points as follows

Built Environment Technology 1 (10187) | 3 credit points – Level 1

Built Environment Technology 2 (10188) | 3 credit points – Level 2

Built Environment Technology 3 (10189) | 3 credit points – Level 3

BE: Design Studio (11020) | 3 credit points – Level 1

BE: Visual Communication (11021) | 3 credit points – Level 1

Architecture: History & Theory 2 (11022) | 3 credit points – Level 2

Architecture Studio 1 (11023) | 3 credit points – Level 2

Architecture: History Theory 3 (11024) | 3 credit points – Level 3

Architecture Studio 4 (11025) | 6 credit points – Level 3

Restricted Choice - 6 credit points from the following

Part B - Must pass 3 credit points from the following

Real Time Environments (11135) | 3 credit points – Level 3

[BE Digital Design Techniques 03: Digital Cities \(11626\)](#) | 3 credit points – Level 2

Note:

- From 2020 11626 Digital Design Techniques 03: Digital Cities has replaced 11135 Real Time Environments. Students who have not already passed 11135 must complete 11626.

Part A - Must pass 3 credit points from the following

[Space, Time and Form \(11131\)](#) | 3 credit points – Level 2

[BE Digital Design Techniques 02: Prototyping Space \(11625\)](#) | 3 credit points – Level 2

Note:

- From 2021 11625 Digital Design Techniques 02: Prototyping Space has replaced 11131 Space, Time & Form. Students who have not already passed 11131 must complete 11625.

Open Electives - 12 credit points as follows

- - Must pass 12 credit points from anywhere in the University, as a breadth 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

Year 1

Semester 1

[BE: Analysis Studio \(11014\)](#)

[BE: History and Culture \(11016\)](#)

[BE: Visual Communication \(11021\)](#)

[Professional Orientation \(Built Environment\) \(10334\)](#)

Semester 2

[BE Digital Design Techniques 01: Fundamentals \(11624\)](#)

[BE: Design Studio \(11020\)](#)

Built Environment Technology 1 (10187)

Heritage Conservation (11015)

Year 2

Semester 1

Open Elective unit

Architecture Studio 1 (11023)

BE Digital Design Techniques 02: Prototyping Space (11625)

Built Environment Technology 2 (10188)

Semester 2

Architecture: History & Theory 2 (11022)

Professional Practice (Industry Studios) (11831)

Open Elective unit

BE Digital Design Techniques 03: Digital Cities (11626)

Year 3

Semester 1

Architecture: History Theory 3 (11024)

Open Elective unit

Built Environment Technology 3 (10189)

Professional Practice (Advanced Industry Studios) (11834)

Semester 2

Architecture Studio 4 (11025)

Professional Evidence (Built Environment) (11019)

Open Elective unit

Standard Full Time, Semester 2 Commencing

Year 1

Semester 2

BE Digital Design Techniques 01: Fundamentals (11624)

BE: Design Studio (11020)

Built Environment Technology 1 (10187)

Heritage Conservation (11015)

Year 2

Semester 1

BE: Analysis Studio (11014)

BE: History and Culture (11016)

BE: Visual Communication (11021)

Professional Orientation (Built Environment) (10334)

Semester 2

Architecture: History & Theory 2 (11022)

BE Digital Design Techniques 03: Digital Cities (11626)

Professional Practice (Industry Studios) (11831)

Open Elective unit

Year 3

Semester 1

Architecture Studio 1 (11023)

Open Elective unit

BE Digital Design Techniques 02: Prototyping Space (11625)

Built Environment Technology 2 (10188)

Semester 2

Open Elective unit

Architecture Studio 4 (11025)

Professional Evidence (Built Environment) (11019)

Year 4

Semester 1

Open Elective unit

Architecture: History Theory 3 (11024)

Built Environment Technology 3 (10189)

Professional Practice (Advanced Industry Studios) (11834)

Standard Full Time, Winter Term Commencing

Year 1

Semester 2

BE Digital Design Techniques 01: Fundamentals (11624)

BE: Design Studio (11020)

Built Environment Technology 1 (10187)

Heritage Conservation (11015)

Winter Term

BE: History and Culture (11016)

BE: Visual Communication (11021)

Year 2

Semester 1

BE: Analysis Studio (11014)

Built Environment Technology 2 (10188)

Professional Orientation (Built Environment) (10334)

Semester 2

BE Digital Design Techniques 03: Digital Cities (11626)

Open Elective unit

Architecture: History & Theory 2 (11022)

Professional Practice (Industry Studios) (11831)

Year 3

Semester 1

Built Environment Technology 3 (10189)

Open Elective unit

Architecture Studio 1 (11023)

BE Digital Design Techniques 02: Prototyping Space (11625)

Semester 2

Architecture Studio 4 (11025)

Professional Evidence (Built Environment) (11019)

Open Elective unit

Year 4

Semester 1

Professional Practice (Advanced Industry Studios) (11834)

Open Elective unit

Architecture: History Theory 3 (11024)

UC - TAFE Queensland, South Bank

Standard Full Time, Semester 1 Commencing

Year 1

Semester 1

BE: Analysis Studio (11014)

BE: History and Culture (11016)

BE: Visual Communication (11021)

Professional Orientation (Creative Industries and Digital Design) (11591)

Semester 2

BE Digital Design Techniques 01: Fundamentals (11624)

BE: Design Studio (11020)

Built Environment Technology 1 (10187)

Heritage Conservation (11015)

Year 2

Semester 1

Architecture Studio 1 (11023)

BE Digital Design Techniques 02: Prototyping Space (11625)

Built Environment Technology 2 (10188)

Open Elective unit

Semester 2

Open Elective unit

Architecture: History & Theory 2 (11022)

BE Digital Design Techniques 03: Digital Cities (11626)

Professional Practice 1: Work Integrated Learning (11017)

Year 3

Semester 1

Architecture: History Theory 3 (11024)

Built Environment Technology 3 (10189)

Professional Practice 2: Work Integrated Learning (11018)

Open Elective unit

Semester 2

Open Elective unit

Architecture Studio 4 (11025)

Professional Evidence (Creative Industries and Digital Design) (11592)

Standard Full Time, Semester 2 Commencing

Year 1

Semester 2

BE Digital Design Techniques 01: Fundamentals (11624)

BE: Design Studio (11020)

Built Environment Technology 1 (10187)

Heritage Conservation (11015)

Year 2

Semester 1

BE: Analysis Studio (11014)

BE: History and Culture (11016)

BE: Visual Communication (11021)

Professional Orientation (Creative Industries and Digital Design) (11591)

Semester 2

BE Digital Design Techniques 03: Digital Cities (11626)

Open Elective unit

Architecture: History & Theory 2 (11022)

Professional Practice 1: Work Integrated Learning (11017)

Year 3

Semester 1

[Architecture Studio 1 \(11023\)](#)

[BE Digital Design Techniques 02: Prototyping Space \(11625\)](#)

[Built Environment Technology 2 \(10188\)](#)

Open Elective unit

Semester 2

[Architecture Studio 4 \(11025\)](#)

[Professional Evidence \(Creative Industries and Digital Design\) \(11592\)](#)

Open Elective unit

Year 4

Semester 1

[Architecture: History Theory 3 \(11024\)](#)

[Built Environment Technology 3 \(10189\)](#)

[Professional Practice 2: Work Integrated Learning \(11018\)](#)

Open Elective unit

Course information

Course duration

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

Learning outcomes

Learning outcomes	Related graduate attributes
Develop an informed critique of architecture as professional practice and the ethical responsibilities of the profession to society and the environment.	<p>1.1 UC graduates are professional: employ up-to-date and relevant knowledge and skills;</p> <p>1.6 UC graduates are professional: take pride in their professional and personal integrity;</p> <p>2.1 UC graduates are global citizens: think globally about issues in their profession;</p> <p>2.2 UC graduates are global citizens: adopt an informed and</p>

	<p>balanced approach across professional and international boundaries;</p> <p>2.3 UC graduates are global citizens: understand issues in their profession from the perspective of other cultures;</p> <p>2.6 UC graduates are global citizens: behave ethically and sustainably in their professional and personal lives;</p> <p>3.1 UC graduates are lifelong learners: reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development;</p> <p>3.2 UC graduates are lifelong learners: be self-aware; and</p> <p>3.3 UC graduates are lifelong learners: adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas.</p>
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Formulate architectural design proposals underpinned by rigorous analysis, critique and reflection.

- 1.2 UC graduates are professional: communicate effectively;
- 1.3 UC graduates are professional: use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems;
- 1.4 UC graduates are professional: work collaboratively as part of a team, negotiate, and resolve conflict;
- 1.5 UC graduates are professional: display initiative and drive, and use their organisational skills to plan and manage their workload;
- 2.1 UC graduates are global citizens: think globally about issues in their profession;
- 2.4 UC graduates are global citizens: communicate effectively in diverse cultural and social settings;
- 3.1 UC graduates are lifelong learners: reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development; and
- 3.4 UC graduates are lifelong learners: evaluate and adopt new technology.

<p>Synthesise and apply a range of contemporary and agile skills which inform interpretive, compositional and technical outcomes.</p>	<p>1.5 UC graduates are professional: display initiative and drive, and use their organisational skills to plan and manage their workload;</p> <p>2.1 UC graduates are global citizens: think globally about issues in their profession;</p> <p>2.5 UC graduates are global citizens: make creative use of technology in their learning and professional lives;</p> <p>3.1 UC graduates are lifelong learners: reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development;</p> <p>3.3 UC graduates are lifelong learners: adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas; and</p> <p>3.4 UC graduates are lifelong learners: evaluate and adopt new technology.</p>
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Majors

- [Specialist Major in Architecture \(SM0013\)](#)
- [Core Major in the Built Environment \(CM0004\)](#)

Awards

Award	Official abbreviation
Bachelor of the Built Environment (Architecture)	BBuiltEnv (Arch)

Honours

High performing students may be eligible to enrol in the Bachelor of Arts and Design (Honours) course.

Enrolment data

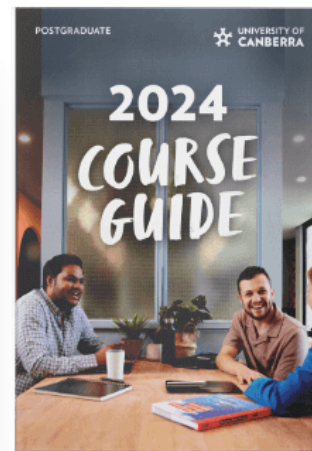
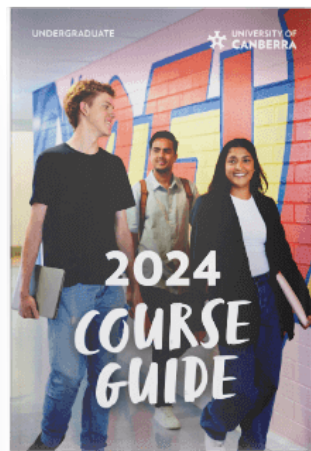
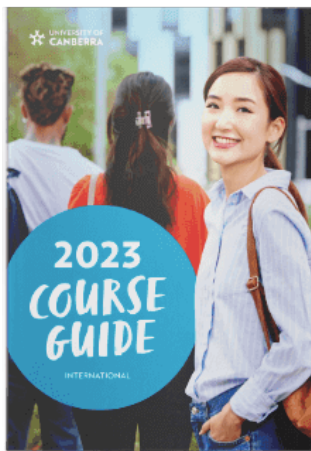
2023 enrolments for this course by location. Please note that enrolment numbers are indicative only and in no way reflect individual class sizes.

Location	Enrolments
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Enquiries

Student category	Contact details
Prospective Domestic Students:	Email study@canberra.edu.au or Phone 1800 UNI CAN (1800 864 226)
Current and Commencing Students:	Email FAD.Student@canberra.edu.au or Phone 1300 301 727
Prospective International Students:	Email international@canberra.edu.au or Phone +61 2 6201 5342

Download your course guide



Scholarships

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Explore Scholarships

Printed on 05, October, 2023

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ABN 81 633 873 422

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.