

Bachelor of Design (ARB007.1)

Please note these are the 2024 details for this course

Domestic students

Selection rank

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

UAC code 362106

Faculty Faculty of Arts and Design

Discipline School of Design and the Built Environment

Location Bruce, Canberra

Fees 

Per Unit

Per Annum

Full Course

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 113900B

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

Hands on learning, real world solutions

Unleash your imagination and master specialist production techniques that help solve complex problems through creativity, innovation, and design.

UC's new Bachelor of Design will help you develop specialist production skills in areas such as visual communication, industrial design, and user experience design. Throughout your degree, you'll develop a well-rounded skillset for a range of career options, while enjoying the freedom to specialise in your own area of interest.

The Bachelor of Design is a creative, hands-on, and employment-focused degree, that includes internship opportunities in the second and third years of the course. This means you'll graduate with career-ready skills and knowledge to succeed in the workplace.

Study a Bachelor of Design at UC and you will:

- develop skills in crafting visually appealing graphics and communicating messages effectively.
- understand user-centric design principles and create intuitive experiences.
- gain insights into design thinking and problem-solving approaches for real-world challenges
- employ innovative use of different design techniques across a range of mediums, from digital to physical
- learn to apply advanced 2D and 3D digital design technologies

Work Integrated Learning

Take advantage of opportunities for direct industry engagement at every level of your study, including internships with private companies, government departments, advertising and design agencies, and more. You'll learn about design from real-world industry practitioners and will undertake live industry briefs with the opportunity to progress your designs into production. You'll work collaboratively with fellow Bachelor of Design students to create products with the potential to sell them on campus and throughout Canberra.

By the time you graduate, you'll have amassed an impressive portfolio of genuine design projects and will have opportunities for it to be reviewed by industry professionals.

Career opportunities

- Brand Designer
- Graphic Designer
- Game Designer
- User Experience (UX) Designer
- Web & App Designer
- Product Designer
- Design Researcher
- Illustrator and Digital Artist
- AR & VR Designer
- UI Designer
- Systems Designer

Course specific information

Take your degree overseas with short-term Study Abroad options tailored specifically to this course. Simply use your breadth units as an exchange opportunity, and work with leading designers and students at prestigious overseas institutions.

Standard entry to this course is by selection rank, but a [portfolio entry](#) is also possible.

Join our Bachelor of Design webinar

Connect with faculty staff and a current student, at our upcoming webinar for our Bachelor of Design degrees. Explore entry requirements, course content, career outcomes and get a taste of what student life at UC is like.

[Register Now](#)

Admission requirements

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

- Year 12 ATAR
- diploma pathway
- 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
2024	Bruce, Canberra	Semester 1	05 February 2024	✓	✓
2024	Bruce, Canberra	Semester 2	29 July 2024	✓	✓
2025	Bruce, Canberra	Semester 1	03 February 2025	✓	✓
2025	Bruce, Canberra	Semester 2	28 July 2025	✓	✓
2026	Bruce, Canberra	Semester 1	02 February 2026	✓	✓
2026	Bruce, Canberra	Semester 2	27 July 2026	✓	✓

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 Design (ARB007) | 72 credit points

Required Units - Must pass 24 credit points as follows

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

Core Major in Design (CM0003) | 24 credit points

Required - Must pass 21 credit points as follows

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

Visual Representation Techniques (11041) | 3 credit points – Level 1

Design Culture and Society (11044) | 3 credit points – Level 1

Professional Evidence (Design) (11045) | 3 credit points – Level 3

Introduction to Interaction Design (11655) | 3 credit points – Level 1

Design Thinking and User Centered Design (11656) | 3 credit points – Level 1

Professional Practice (Industry Studios) (11831) | 3 credit points – Level 2

Restricted Choice - Must pass 3 credit points as follows

Specialisations - Must pass 1 of the following

Visual Communication and Interaction Design - Must pass 3 credit points from the following

Professional Practice (Internships A) (11829) | 3 credit points – Level 2

Professional Practice (Internships B) (11832) | 3 credit points – Level 3

Professional Practice (Industry and Creative Projects) (11833) | 3 credit points – Level 3

Industrial Design - Must pass 3 credit points as follows

Professional Practice (Advanced Industry Studios) (11834) | 3 credit points – Level 3

Open Electives - 24 credit points as follows

- Must pass 24 credit points from anywhere in the University, as a breadth major, a breadth minor and/or as individual units.

Restricted Choice - 24 credit points as follows

Specialisations - Must select 1 of the following

Specialist Major in Industrial Design (SM0010) | 24 credit points

Required - Must pass 24 credit points as follows

- Industrial Design Fundamentals (11046) | 3 credit points – Level 1
- 3D Digital Design Fundamentals (11047) | 3 credit points – Level 1
- Design for Low-Complexity (11048) | 3 credit points – Level 2
- 3D Digital Design Advanced (11049) | 3 credit points – Level 2
- Design for Medium-Complexity (11050) | 3 credit points – Level 2
- Materials and Processes (11051) | 3 credit points – Level 2
- Materials and Processes - Advanced (11052) | 3 credit points – Level 3
- Design for High-Complexity (11053) | 3 credit points – Level 3

Specialist Major in Visual Communication Design (SM0012) | 24 credit points

Required - Must pass 24 credit points as follows

- Visual Communication Theory and Principles (11062) | 3 credit points – Level 1
- Principles of Typography and Layout (11063) | 3 credit points – Level 1
- Design for Digital Contexts (11064) | 3 credit points – Level 2
- Visual Branding and Identity Systems (11065) | 3 credit points – Level 2
- Experiential Graphic Design (11066) | 3 credit points – Level 3
- Packaging Design and Communication (11067) | 3 credit points – Level 2
- Cross-Cultural Design Strategy (11068) | 3 credit points – Level 2
- Information Visualisation (11069) | 3 credit points – Level 3

Specialist Major in Interaction Design (SM0011) | 24 credit points

Required - Must pass 24 credit points as follows

- Human Factors for Interaction Design (11054) | 3 credit points – Level 1
- Programming for Design (11055) | 3 credit points – Level 1
- Front-end Web Design (11056) | 3 credit points – Level 2
- Digital Media Art 2: Image Production (11836) | 3 credit points – Level 1
- Emerging Production Technologies (11839) | 3 credit points – Level 3
- Digital Production Project (11840) | 3 credit points – Level 3
- Web Frameworks and Dynamic Data (11841) | 3 credit points – Level 2

Designing for UX (User Experience) (11842) | 3 credit points – Level 2

Specialist Major in Design (SM0090) | 24 credit points

Required - Must pass 12 credit points from the following

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

Visual Representation Techniques (11041) | 3 credit points – Level 1

Design Culture and Society (11044) | 3 credit points – Level 1

Professional Evidence (Design) (11045) | 3 credit points – Level 3

Introduction to Interaction Design (11655) | 3 credit points – Level 1

Design Thinking and User Centered Design (11656) | 3 credit points – Level 1

Note:

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Restricted Choice - Must pass 12 credit points as follows

Streams - Must select 1 of the following

Industrial Design Stream - Must pass 12 credit points from the following

Design for Low-Complexity (11048) | 3 credit points – Level 2

Materials and Processes (11051) | 3 credit points – Level 2

Materials and Processes - Advanced (11052) | 3 credit points – Level 3

Design for High-Complexity (11053) | 3 credit points – Level 3

Interaction Design Stream - Must pass 12 credit points from the following

Front-end Web Design (11056) | 3 credit points – Level 2

Digital Production Project (11840) | 3 credit points – Level 3

Web Frameworks and Dynamic Data (11841) | 3 credit points – Level 2

Designing for UX (User Experience) (11842) | 3 credit points – Level 2

Visual Communication Stream - Must pass 12 credit points from the following

[Design for Digital Contexts \(11064\)](#) | 3 credit points – Level 2

[Experiential Graphic Design \(11066\)](#) | 3 credit points – Level 3

[Cross-Cultural Design Strategy \(11068\)](#) | 3 credit points – Level 2

[Information Visualisation \(11069\)](#) | 3 credit points – Level 3

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

[Introduction to Interaction Design \(11655\)](#)

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

[Visual Representation Techniques \(11041\)](#)

1 Restricted Choice Elective

Semester 2

[Design Culture and Society \(11044\)](#)

[Design Thinking and User Centered Design \(11656\)](#)

2 Restricted Choice Electives

Year 2

Semester 1

2 Restricted Choice Electives

2 Open Electives

Semester 2

2 Open Electives

2 Restricted Choice Electives

Year 3

Semester 1

2 Restricted Choice Electives

2 Open Electives

Semester 2

1 Restricted Choice Elective

2 Open Electives

Professional Evidence (Design) (11045)

Standard Full Time, Semester 1 Commencing - Industrial Design

Year 1

Semester 1

Human Factors for Interaction Design (11054)

Industrial Design Fundamentals (11046)

Professional Orientation (Design) (10336)

Visual Representation Techniques (11041)

Semester 2

3D Digital Design Fundamentals (11047)

Design Culture and Society (11044)

Design Thinking and User Centered Design (11656)

Principles of Typography and Layout (11063)

Year 2

Semester 1

2 Open Electives

Design for Low-Complexity (11048)

Introduction to Interaction Design (11655)

Semester 2

2 Open Electives

Materials and Processes (11051)

Professional Practice (Industry Studios) (11831)

Year 3

Semester 1

Professional Practice (Advanced Industry Studios) (11834)

2 Open Electives

Materials and Processes - Advanced (11052)

Semester 2

2 Open Electives

Design for High-Complexity (11053)

Professional Evidence (Design) (11045)

Standard Full Time, Semester 1 Commencing - Interaction Design

Year 1

Semester 1

Human Factors for Interaction Design (11054)

Introduction to Interaction Design (11655)

Professional Orientation (Design) (10336)

Visual Representation Techniques (11041)

Semester 2

Design Culture and Society (11044)

Design Thinking and User Centered Design (11656)

Principles of Typography and Layout (11063)

Programming for Design (11055)

Year 2

Semester 1

Industrial Design Fundamentals (11046)

2 Open Electives

Front-end Web Design (11056)

Semester 2

Professional Practice (Industry Studios) (11831)

2 Open Electives

Web Frameworks and Dynamic Data (11841)

Year 3

Semester 1

2 Open Electives

Designing for UX (User Experience) (11842)

Professional Practice (Industry and Creative Projects) (11833)

Semester 2

Digital Production Project (11840)

Professional Evidence (Design) (11045)

2 Open Electives

Standard Full Time, Semester 1 Commencing - Visual Communication Design

Year 1

Semester 1

Human Factors for Interaction Design (11054)

Introduction to Interaction Design (11655)

Professional Orientation (Design) (10336)

Visual Representation Techniques (11041)

Semester 2

Design Culture and Society (11044)

Design Thinking and User Centered Design (11656)

Principles of Typography and Layout (11063)

Visual Communication Theory and Principles (11062)

Year 2

Semester 1

2 Open Electives

Design for Digital Contexts (11064)

Industrial Design Fundamentals (11046)

Semester 2

Cross-Cultural Design Strategy (11068)

Professional Practice (Industry Studios) (11831)

2 Open Electives

Year 3

Semester 1

2 Open Electives

[Experiential Graphic Design \(11066\)](#)

[Professional Practice \(Industry and Creative Projects\) \(11833\)](#)

Semester 2

[Information Visualisation \(11069\)](#)

2 Open Electives

[Professional Evidence \(Design\) \(11045\)](#)

Standard Full Time, Semester 2 Commencing - Industrial Design

Year 1

Semester 2

[3D Digital Design Fundamentals \(11047\)](#)

[Design Culture and Society \(11044\)](#)

[Design Thinking and User Centered Design \(11656\)](#)

[Principles of Typography and Layout \(11063\)](#)

Year 2

Semester 1

[Human Factors for Interaction Design \(11054\)](#)

[Industrial Design Fundamentals \(11046\)](#)

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

[Visual Representation Techniques \(11041\)](#)

Semester 2

[Professional Practice \(Industry Studios\) \(11831\)](#)

2 Open Electives

[Materials and Processes \(11051\)](#)

Year 3

Semester 1

[Design for Low-Complexity \(11048\)](#)

11833 Professional Practice (Industry and Creative Projects) OR 11832 Professional Practice (Internships B)

[Introduction to Interaction Design \(11655\)](#)

1 Open Elective

Semester 2

2 Open Electives

[Design for High-Complexity \(11053\)](#)

[Professional Evidence \(Design\) \(11045\)](#)

Year 4

Semester 1

3 Open Electives

[Materials and Processes - Advanced \(11052\)](#)

Standard Full Time, Semester 2 Commencing - Interaction Design

Year 1

Semester 2

[Design Culture and Society \(11044\)](#)

[Design Thinking and User Centered Design \(11656\)](#)

[Principles of Typography and Layout \(11063\)](#)

[Programming for Design \(11055\)](#)

Year 2

Semester 1

[Human Factors for Interaction Design \(11054\)](#)

[Introduction to Interaction Design \(11655\)](#)

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

[Visual Representation Techniques \(11041\)](#)

Semester 2

2 Open Electives

[Professional Practice \(Industry Studios\) \(11831\)](#)

[Web Frameworks and Dynamic Data \(11841\)](#)

Year 3

Semester 1

Front-end Web Design (11056)

Industrial Design Fundamentals (11046)

11833 Professional Practice (Industry and Creative Projects) OR 11832 Professional Practice (Internships B)

1 Open Elective

Semester 2

Digital Production Project (11840)

2 Open Electives

Professional Evidence (Design) (11045)

Year 4

Semester 1

Designing for UX (User Experience) (11842)

3 Open Electives

Standard Full Time, Semester 2 Commencing - Visual Communication Design

Year 1

Semester 2

Design Culture and Society (11044)

Design Thinking and User Centered Design (11656)

Principles of Typography and Layout (11063)

Visual Communication Theory and Principles (11062)

Year 2

Semester 1

Human Factors for Interaction Design (11054)

Introduction to Interaction Design (11655)

Professional Orientation (Design) (10336)

Visual Representation Techniques (11041)

Semester 2

2 Open Electives

Cross-Cultural Design Strategy (11068)

Professional Practice (Industry Studios) (11831)

Year 3

Semester 1

11833 Professional Practice (Industry and Creative Projects) OR 11832 Professional Practice (Internships B)

Design for Digital Contexts (11064)

Industrial Design Fundamentals (11046)

1 Open Elective

Semester 2

2 Open Electives

Information Visualisation (11069)

Professional Evidence (Design) (11045)

Year 4

Semester 1

Experiential Graphic Design (11066)

3 Open Electives

Standard Part Time, Semester 1 Commencing

Year 1

Semester 1

Professional Orientation (Design) (10336)

Visual Representation Techniques (11041)

Semester 2

Design Culture and Society (11044)

Design Thinking and User Centered Design (11656)

Year 2

Semester 1

Introduction to Interaction Design (11655)

1 Restricted Choice Elective

Semester 2

2 Restricted Choice Electives

Year 3

Semester 1

1 Open Elective

1 Restricted Choice Elective

Semester 2

1 Restricted Choice Elective

1 Open Elective

Year 4

Semester 1

1 Restricted Choice Elective

1 Open Elective

Semester 2

2 Open Electives

Year 5

Semester 1

1 Restricted Choice Elective

1 Open Elective

Semester 2

1 Restricted Choice Elective

1 Open Elective

Year 6

Semester 1

1 Restricted Choice Elective

1 Open Elective

Semester 2

[Professional Evidence \(Design\) \(11045\)](#)

1 Restricted Choice Elective

Course information

Course duration

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

Learning outcomes

Learning outcomes	Related graduate attributes
Identify and define problems, to work with other designers and non-designers to develop innovative solutions to those problems, and to evaluate and iteratively refine those solutions.	<p>UC graduates are professional: Employ up-to-date and relevant knowledge and skills; communicate effectively; use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems; work collaboratively as part of a team, negotiate, and resolve conflict; display initiative and drive, and use their organisational skills to plan and manage their workload; take pride in their professional and personal integrity.</p> <p>UC graduates are global citizens: Think globally about issues in their profession; adopt an informed and balanced approach across professional and international boundaries; understand issues in their profession from the perspective of other cultures; communicate effectively in diverse cultural and social settings; make creative use of technology in their learning and professional lives; behave ethically and sustainably in their professional and personal lives.</p> <p>UC graduates are lifelong learners: Reflect on their own practice, updating and adapting their knowledge and skills for continual professional and academic development; be self-aware; adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas; evaluate and adopt new technology.</p> <p>UC graduates are able to demonstrate Aboriginal and Torres Strait Islander ways of knowing, being and doing: Use local Indigenous histories and traditional ecological knowledge to develop and augment understanding of their discipline; communicate and engage with Indigenous Australians in ethical and culturally respectful ways; apply their knowledge to working with Indigenous Australians in socially just ways.</p>

Clearly communicate complex concepts and ideas to different audiences using appropriate methods and channels including verbal and visual language.

UC graduates are professional: Employ up-to-date and relevant knowledge and skills; communicate effectively; use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems; work collaboratively as part of a team, negotiate, and resolve conflict; display initiative and drive, and use their organisational skills to plan and manage their workload; take pride in their professional and personal

integrity.

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UC graduates are able to demonstrate Aboriginal and Torres Strait Islander ways of knowing, being and doing: Use local Indigenous histories and traditional ecological knowledge to develop and augment understanding of their discipline; communicate and engage with Indigenous Australians in ethical and culturally respectful ways; apply their knowledge to working with Indigenous Australians in socially just ways.

Articulate the role of design and designers in developing ethical design solutions that are responsive to the diverse disciplinary, cultural and economic backgrounds within their community.

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UC graduates are able to demonstrate Aboriginal and Torres Strait Islander ways of

knowing, being and doing: Use local Indigenous histories and traditional ecological knowledge to develop and augment understanding of their discipline; communicate and engage with Indigenous Australians in ethical and culturally respectful ways; apply their knowledge to working with Indigenous Australians in socially just ways.

Select and use appropriate design technologies, skills and knowledge (including familiarity with industry standard tools, technologies and practices) to enable design solutions.

UC graduates are professional: Employ up-to-date and relevant knowledge and skills; communicate effectively; use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems; work collaboratively as part of a team, negotiate, and resolve conflict; display initiative and drive, and use their organisational skills to plan and manage their workload; take pride in their professional and personal integrity.

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Majors

- [Core Major in Design \(CM0003\)](#)
- [Specialist Major in Industrial Design \(SM0010\)](#)
- [Specialist Major in Design \(SM0090\)](#)
- [Specialist Major in Visual Communication Design \(SM0012\)](#)
- [Specialist Major in Interaction Design \(SM0011\)](#)

Awards

Award	Official abbreviation
Bachelor of Design	B Des
Bachelor of Design (Industrial Design)	BDes (IndDes)
Bachelor of Design (Interaction Design)	BDes (InteractionDes)
Bachelor of Design (Visual Communication Design)	BDes (VisCommDes)

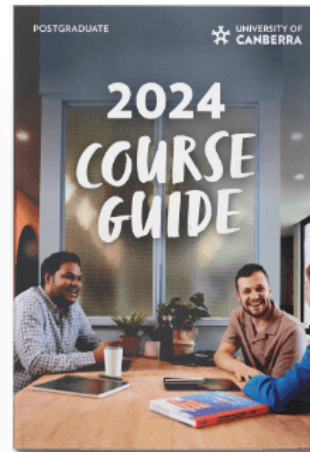
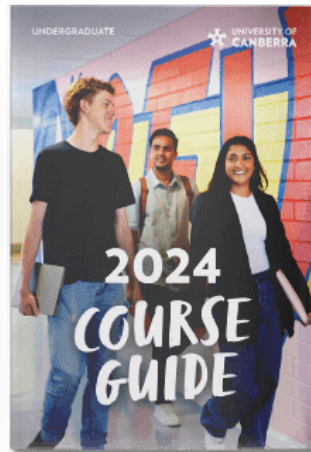
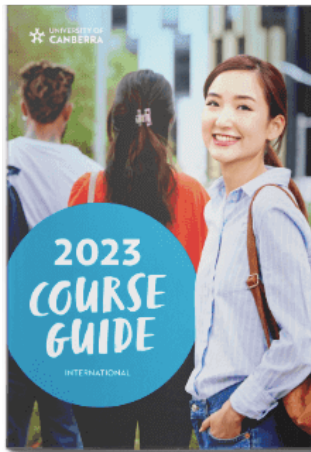
Honours

None.

Enquiries

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

Download your course guide



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.