Bachelor of Design (ARB007.2)

Please note these are the 2026 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.
Delivery mode	Blended On campus
Location	Bruce, Canberra South Bank, QLD
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Design & Built Environment
UAC code	362106
English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent). View IELTS equivalences

International 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.
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

Delivery mode	On campus
Location	Bruce, Canberra South Bank, QLD
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Design & Built Environment
CRICOS code	113900B
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

Design your way to a better future

Unleash your creativity and master the skills to reimagine how we live, work, and connect through design. With emerging technologies like AI reshaping the creative industries, UC's Bachelor of Design combines human insight with digital innovation to prepare you for the future of creative work.

Our program goes beyond mastering tools. You'll develop technical expertise, creative leadership, and the ability to research, plan, and deliver projects from concept to completion. Through hands-on learning and collaborative studio work, you'll gain practical experience while building the confidence, portfolio, and adaptability to thrive in diverse and evolving creative industries.

Choose from five specialisations: Design (multi-disciplinary) brings together industrial, interaction and visual communication design, developing versatile skills to tackle complex challenges across diverse creative fields. Or focus on Interaction Design (digital experiences and UX/UI), Industrial Design (innovative physical products), Visual Communication Design (brands, campaigns, and visual language), or Game Development (game art, design, and programming). Each specialisation offers different delivery modes, including online, on-campus, and blended options to suit your lifestyle.

Students wishing to study the Industrial Design major can do so at our Bruce campus, where access to dedicated design workshops and specialist equipment is provided.

Study a Bachelor of Design at UC and you will:

- Master cutting-edge design technologies and emerging tools like AI to amplify your creativity
- Create compelling visual experiences that communicate powerful messages across digital and physical mediums
- Design innovative products, interactive experiences, and immersive digital worlds
- Develop user-centric solutions that solve real-world problems and enhance people's lives
- Build expertise in advanced 2D and 3D design technologies, from concept sketching to digital fabrication
- Explore diverse creative fields and discover your unique design voice through hands-on experimentation

Work Integrated Learning

Take advantage of opportunities for direct industry engagement at every level of your study. Work on industry-based studio projects with leading partners such as Breville, the National Film and Sound Archive (NFSA), and the National Gallery of Australia (NGA), alongside internship opportunities with local, national and international organisations.

As part of your degree, develop essential employability skills, networks and a deeper understanding of your profession through real case studies and live industry briefs, field trips and faculty-led international study tours, cross-disciplinary collaborative projects. By graduation, you'll have built an impressive portfolio of genuine design projects and had 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.

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

The Specialist Major in Industrial Design is offered only at our Bruce campus and must be completed on-campus at this location.

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
2026	Bruce, Canberra	Semester 2	10 August 2026	✓	✓
2026	South Bank, QLD	Semester 2	10 August 2026	✓	✓
2027	Bruce, Canberra	Semester 1	15 February 2027	✓	✓
2027	South Bank, QLD	Semester 1	15 February 2027	✓	✓
2027	Coomera, QLD	Semester 1	15 February 2027	✓	
2027	Bruce, Canberra	Semester 2	09 August 2027	✓	✓
2027	Coomera, QLD	Semester 2	09 August 2027	✓	
2027	South Bank, QLD	Semester 2	09 August 2027	✓	✓

Credit arrangements

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

Credit Based On Work Experience

Equivalent Graduate Status / Work Experience / Veteran Tertiary Support Program (24CP) (35169)

Other Australian Tafe

Any Australian Diploma (AQF5) or Advanced Diploma (AQF6) (24CP) (35168)

Other Australian Tafe

Any Australian Certificate IV (AQF4) (12CP) (35190)

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 18 credit points as follows

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

Visual Representation Techniques (11041) | 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

Design Industry Studio (12286) | 3 credit points — Level 2

Restricted Choice - Must pass 6 credit points from the following

Part A - Must pass 3 credit points from the following

Game Development - Must pass 3 credit points as follows

Programming for Design (11055) | 3 credit points — Level 1

Visual Comm, Industrial Design & Interaction Design - Must pass 3 credit points as follows

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

Part B - Must pass 3 credit points from the following

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

Professional Practice (Internships A) (12144) | 3 credit points — Level 3

Advanced Design Industry Studio (12287) | 3 credit points — Level 3

Note:

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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

Note:

- From 2026, unit 12227 Image and Animation Production replaces 11836 Digital Media Art 2: Image Production.

Specialist Major in Design (SM0090) | 24 credit points

Required - Must pass 12 credit points from the following

Industrial Design Fundamentals (11046) | 3 credit points — Level 1

3D Digital Design Fundamentals (11047) | 3 credit points — Level 1

Human Factors for Interaction Design (11054) | 3 credit points — Level 1

Programming for Design (11055) | 3 credit points — Level 1

Visual Communication Theory and Principles (11062) | 3 credit points — Level 1

Principles of Typography and Layout (11063) | 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 as follows

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 as follows

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 as follows

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

Game Development Stream - Must pass 12 credit points as follows

Required - Must pass 6 credit points as follows

Emerging Production Technologies (11839) | 3 credit points — Level 3

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

Restricted Choice - Must pass 6 credit points as follows

Part A - Must pass 3 credit points from the following

Advanced Real-Time Production (11650) | 3 credit points — Level 3

Advanced Game Development (12169) | 3 credit points — Level 3

Note:
- From Semester 1 2025, unit 12169 Advanced Game Development has replaced 11650 Advanced Real-Time Production.

Part B - Must pass 3 credit points from the following

Virtual Environments (11687) | 3 credit points — Level 2

Extended Realities (12171) | 3 credit points — Level 2

Note:

- From Semester 1 2025, unit 12171 Extended Realities has replaced 11687 Virtual Environments.

Specialist Major in Game Development (SM0092) | 24 credit points

Required - Must pass 12 credit points as follows

Emerging Production Technologies (11839) | 3 credit points — Level 3

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

Game Studies (12126) | 3 credit points — Level 1

Concept Art Fundamentals (12127) | 3 credit points — Level 2

Restricted Choice - Must pass 12 credit points as follows

Part A - Must pass 3 credit points from the following

Advanced Real-Time Production (11650) | 3 credit points — Level 3

Advanced Game Development (12169) | 3 credit points — Level 3

Note:

- From Semester 1 2025, unit 12169 Advanced Game Development has replaced 11650 Advanced Real-Time Production.

Part B - Must pass 3 credit points from the following

Introduction to Games Production (11683) | 3 credit points — Level 1

Indie Game Development (12170) | 3 credit points — Level 1

Note:

- From Semester 1 2025, unit 12170 Indie Game Development has replaced 11683 Introduction to Games Production.

Part C - Must pass 3 credit points from the following

Virtual Environments (11687) | 3 credit points — Level 2

Extended Realities (12171) | 3 credit points — Level 2

Note:

- From Semester 1 2025, unit 12171 Extended Realities has replaced 11687

Virtual Environments.

Part D - Must pass 3 credit points from the following

Introduction to Game Design (11689) | 3 credit points — Level 1

Tabletop Game Design (12172) | 3 credit points — Level 1

Note:

- From Semester 1 2025, unit 12172 Tabletop Game Design has replaced 11689 Introduction to Game Design.

- Please note: The Specialist Major in Industrial Design is delivered on our Bruce campus only.

1. As per the University of Canberra's Course Procedure - Courses and Course Components, students in a three-year bachelor degree must complete at least 18 credit points at level 3 or above.

2. Please keep this in mind when choosing your majors and electives and contact FAD.Student@canberra.edu.au if you need help with your study plan.

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)

One Restricted Choice Elective

Semester 2

Design Culture and Society (11044)

Design Thinking and User Centered Design (11656)

Two Restricted Choice Electives

Year 2

Semester 1

Two Open Elective Units

Two Restricted Choice Electives

Semester 2

Two Open Elective Units

Two Restricted Choice Electives

Year 3

Semester 1

Two Restricted Choice Electives

Two Open Elective Units

Semester 2

Professional Evidence (Design) (11045)

Two Open Elective Units

One Restricted Choice Elective

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)

One Restricted Choice Elective

Semester 2

Two Restricted Choice Electives

Year 3

Semester 1

1 Open Elective

One Restricted Choice Elective

Semester 2

One Restricted Choice Elective

1 Open Elective

Year 4

Semester 1

1 Open Elective

One Restricted Choice Elective

Semester 2

Two Open Elective Units

Year 5

Semester 1

One Restricted Choice Elective

1 Open Elective

Semester 2

One Restricted Choice Elective

1 Open Elective

Year 6

Semester 1

One Restricted Choice Elective

1 Open Elective

Semester 2

Professional Evidence (Design) (11045)

One Restricted Choice Elective

Course information

Course duration

Standard 3 years full time or part-time equivalent. Maximum 10 years from date of enrolment to date of course completion.

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.	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.

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.

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.

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. |
| 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 |

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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.	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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complexity, ambiguity and change by being flexible and keen to engage with new ideas; evaluate and adopt new technology.

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 Interaction Design (SM0011)
- Specialist Major in Industrial Design (SM0010)
- Specialist Major in Design (SM0090)
- Specialist Major in Game Development (SM0092)
- Specialist Major in Visual Communication Design (SM0012)

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)
Bachelor of Design (Game Development)	BDes (GameDev)

Honours

None.

Enquiries

Student category	Contact details
Prospective Domestic Students:	Email study@canberra.edu.au or Phone 1800 UNI CAN (1800 864 226)
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

Download your course guide
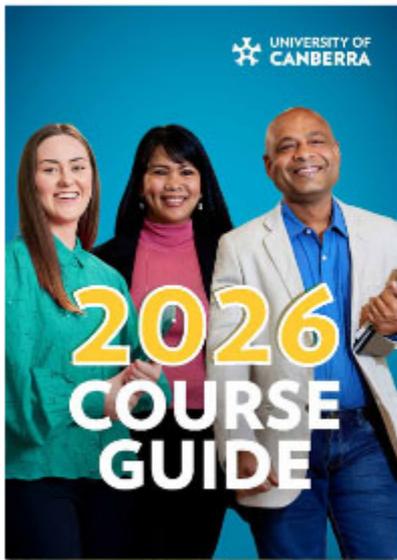
Scholarships

Find the scholarship that's the right fit for you

Explore Scholarships

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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.