

Bachelor of Design (Industrial Design) (ARB201.2)

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.

Delivery mode

On campus

Location

Bruce, Canberra

Duration

3.0 years

Faculty

Faculty of Arts and Design

Discipline

School of Design and the Built Environment

UAC code

362107

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

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

Duration 3.0 years

Faculty Faculty of Arts and Design

Discipline School of Design and the Built Environment

CRICOS code 095571A

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 on an industrial scale

Industrial design has its roots in the designing and making of products, and the understanding and application of design in manufacturing. With a Bachelor of Design (Industrial Design) you'll apply both traditional and advanced digital techniques to a wide range of products, while gaining a knowledge of both materials and production processes. You'll explore advanced communication skills, including digital manipulation and fabrication via additive and subtractive technologies, and will develop user-centred approaches to developing products.

The course will allow you to develop in-depth understandings of your specialised area while also expanding your potential as a designer. You'll graduate as a resilient and adaptive design professional capable of solving a wide array of problems, and able to make significant contributions to any interdisciplinary industrial design team.

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

- identify the different stages of the 'design for manufacture' process
- select appropriate methods, materials and processes for designing and prototyping products
- learn to apply advanced 2D and 3D digital design technologies
- utilise a range of intuitive and rational creative design approaches which will allow you to explore relevant and innovative solutions.

Work Integrated Learning

Work Integrated Learning (WIL) is embedded in this course, providing you with opportunities for direct industry engagement at every level of your study. You'll be involved in projects which realise creative design solutions for real-world clients, and industry projects in the past have included work with Breville, Sunbeam, Tiller Design, Blue Sky Design, Belconnen Community Council and Design Resource. Previous student WIL internships have been with furniture, lighting and product design company, SKEEHAN, and transport design firm TransitGraphics.

Career opportunities

- Design consultant
- Design strategist
- Product designer
- Furniture designer
- Consumer appliance designer
- Design researcher
- 3D modeller
- Digital manufacturing designer
- Advanced manufacturing designer

Course-specific information

Signature overseas short-term study options have been tailored specifically to this course so that high-achieving students have an opportunity to work with leading designers and students at prestigious overseas institutions. Students can choose to use their breadth units for their overseas Study Abroad experience.

High-achieving students also have the option to take units in the Masters of Design Strategies in their final year of study.

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

This course is not open for new admissions.

Credit arrangements

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

Other Australian Tafe

[Any Australian Diploma \(AQF5\) \(28776\)](#)

[Diploma of Industrial Design \(28837\)](#)

University Of Canberra College

[Diploma of Design \(Design and Communication Stream\) \(28716\)](#)

Course requirements

Bachelor of Design (Industrial Design) (ARB201) | 72 credit points

Required - 48 credit points as follows

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

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](#)

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](#)

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

Restricted Choice - Must pass 6 credit points as follows

Specialisations - Must pass 1 of the following

Visual Communication Design - Must pass 6 credit points as follows

Required - Must pass 3 credit points as follows

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

Restricted Choice - Must pass 3 credit points from the following

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

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

Interaction Design - Must pass 6 credit points as follows

Part A - Must pass 3 credit points from the following

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

Professional Practice (Specialist Skills) (11830) | 3 credit points – Level 2

Part B - Must pass 3 credit points from the following

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 6 credit points as follows

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

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

Open Electives - 24 credit points from the following

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

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

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

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

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

Semester 2

Open Elective unit

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

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

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

Year 2

Semester 1

Two Open Elective units

[3D Digital Design Advanced \(11049\)](#)

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

Semester 2

[Design for Medium-Complexity \(11050\)](#)

Open Elective unit

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

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

Year 3

Semester 1

Two Open Elective units

Materials and Processes - Advanced (11052)

Professional Practice (Advanced Industry Studios) (11834)

Semester 2

Two Open Elective units

Design for High-Complexity (11053)

Professional Evidence (Design) (11045)

Standard Full Time, Semester 2 Commencing

Year 1

Semester 2

3D Digital Design Fundamentals (11047)

Design Culture and Society (11044)

Design Thinking and User Centered Design (11656)

Open Elective unit

Year 2

Semester 1

Industrial Design Fundamentals (11046)

Introduction to Interaction Design (11655)

Professional Orientation (Design) (10336)

Visual Representation Techniques (11041)

Semester 2

Design for Medium-Complexity (11050)

Materials and Processes (11051)

Professional Practice (Industry Studios) (11831)

Open Elective unit

Year 3

Semester 1

3D Digital Design Advanced (11049)

Open Elective unit

Design for Low-Complexity (11048)

Professional Practice (Advanced Industry Studios) (11834)

Semester 2

Design for High-Complexity (11053)

Professional Evidence (Design) (11045)

Two Open Elective units

Year 4

Semester 1

Materials and Processes - Advanced (11052)

Open Elective unit

Two Open Elective units

Course information

Course duration

Standard six semesters full-time or equivalent. Maximum duration is 10 years.

Learning outcomes

Learning outcomes	Related graduate attributes
Identify the different stages of the design for manufacture process and select appropriate methods, materials and processes for designing and prototyping products.	1.5 UC graduates are professional: display initiative and drive, and use their organisational skills to plan and manage their workload; and 2.5 UC graduates are global citizens: make creative use of technology in their learning and professional lives.
Apply advanced 3D digital design technologies and methodologies relevant to industrial design practices.	1.1 UC graduates are professional: employ up-to-date and relevant knowledge and skills; 1.6 UC graduates are professional: take pride in their professional and personal integrity; and 2.5 UC graduates are global citizens: make creative use of

technology in their learning and professional lives.

Majors

- [Specialist Major in Industrial Design \(SM0010\)](#)
- [Core Major in Design \(CM0003\)](#)

Awards

Award	Official abbreviation
Bachelor of Design (Industrial Design)	BDes (IndDes)

Alternative exits

ARAR02 Bachelor of Design/Bachelor of Communication and Media

MGAR02 Bachelor of Business/Bachelor of Design

SCAR03 Bachelor of Laws/Bachelor of Design

SCAR04 Bachelor of Politics and International Relations/Bachelor of Design

Enquiries

Student category	Contact details
Prospective International Students:	Email international@canberra.edu.au or Phone +61 2 6201 5342
Prospective Domestic Students:	Email study@canberra.edu.au or Phone 1800 UNI CAN (1800 864 226)
Current and Commencing Students:	Email artsanddesign.enquiries@canberra.edu.au or Phone (02) 6201 2570 or 6206 3887

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.