



## Bachelor of Digital Design (Digital Media) (ARB301.1)

Please note these are the 2021 details for this course

### Domestic students

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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.

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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](#)

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Duration 3.0 years

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UAC code

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Faculty Faculty of Arts and Design

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Discipline School of Arts and Communications

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Location UC - TAFE Queensland, South Bank

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Fees 2021: Commonwealth Supported Place  
2022: Commonwealth Supported Place

**Disclaimer:**

Annual fee rates

The fees shown are the annual fee rates for the course. The annual rate is the fee that applies to standard full-time enrolment, which is 24 credit points. The final fee charged is based on the proportion of 24 credit points in which a student enrolls. Students enrolled in a Commonwealth Support Place (CSP) are required to make a contribution towards the cost of their education, which is set by the Commonwealth Government. Information on Commonwealth Supported Places, HECS-HELP and how fees are calculated can be found [here](#).

### International students

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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](#).

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

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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](#)

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**CRICOS code**

102460A

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**Faculty**

Faculty of Arts and Design

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**Discipline**

School of Arts and Communications

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**Location**

UC - TAFE Queensland, South Bank

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**Duration**

3.0 years

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**Fees**

2021: \$29,000 per year

2022: \$32,200 per year

**Disclaimer:**

Annual fee rates

The fees shown are the annual fee rates for the course. The annual rate is the fee that applies to standard full-time enrolment, which is 24 credit points. The final fee charged is based on the proportion of 24 credit points in which a student enrolls. Information on how fees are calculated can be found [here](#).

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## About this course

The Bachelor of Digital Design (Digital Media) is a specialist course that focuses on the essential practical knowledge needed to create complex interactive media. Graduates will gain up-to-date skills using industry-standard technologies in virtual and augmented reality, digital photography, digital audio, interactive fiction, video and animation to create digital media stories and experiences for the 21st century. Graduates will be able to identify and anticipate emerging technological trends; critically analyse digital and interactive media works and production processes; create advanced digital media artefacts and work effectively in production environments which mirror those found in digital and interactive media workplaces.

## Professional accreditation

None.

## 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>

## Additional admission requirements

None.

## Assumed knowledge

None.

## Periods course is open for new admissions

Year	Location	Teaching period	Teaching start date	Domestic	International
2021	UC - TAFE Queensland, South Bank	Semester 1	08 February 2021	✓	✓
2021	UC - TAFE Queensland, South Bank	Semester 2	02 August 2021	✓	✓
2022	UC - TAFE Queensland, South Bank	Semester 1	07 February 2022	✓	✓
2022	UC - TAFE Queensland, South Bank	Semester 2	01 August 2022	✓	✓
2023	UC - TAFE Queensland, South Bank	Semester 1	06 February 2023	✓	✓
2023	UC - TAFE Queensland, South Bank	Semester 2	31 July 2023	✓	✓

## Credit arrangements

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

### Tafe Queensland

[Diploma of Digital and Interactive Games \(28256\)](#)

[Diploma of Screen and Media \(28257\)](#)

## Course requirements

### Bachelor of Digital Design (Digital Media) (ARB301) | 72 credit points

Required - 48 credit points from the following

Specialist Major in Digital Media (SM0003) | 24 credit points

Required - Must pass 24 credit points as follows

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

[Media Worlds \(11130\) | 3 credit points – Level 1](#)

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

Engineering Reality (11132) | 3 credit points – Level 2

Character Design and Animation (11133) | 3 credit points – Level 2

Sound Design (11134) | 3 credit points – Level 2

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

Illuminated Bits (11136) | 3 credit points – Level 3

#### **Core Major in Professional and Digital Design (CM0027) | 24 credit points**

##### **Required - Must pass 24 credit points as follows**

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

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

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

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

Evolution of Design (11610) | 3 credit points – Level 1

Interactive Media, Design and Prototypes (11611) | 3 credit points – Level 1

Introduction to Innovative Design Solutions (11612) | 3 credit points – Level 1

Visual Ideation and Communication (11613) | 3 credit points – Level 1

##### **Open Electives - 24 credit points from the following**

- - Must pass 24 credit points from any other TAFE QLD units.

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

## **Typical study pattern**

### **UC - TAFE Queensland, South Bank**

Standard Full Time, Semester 1 Commencing

#### **Year 1**

##### **Semester 1**

Interactive Media, Design and Prototypes (11611)

Media Worlds (11130)

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

Visual Ideation and Communication (11613)

##### **Semester 2**

Evolution of Design (11610)

Introduction to Innovative Design Solutions (11612)

One Open Elective Unit

Pixels and Polygons (11013)

#### **Year 2**

##### **Semester 1**

Space, Time and Form (11131)

One Open Elective Unit

Character Design and Animation (11133)

Professional Practice 1: Work Integrated Learning (11017)

##### **Semester 2**

Engineering Reality (11132)

Two Open Elective Units

Sound Design (11134)

## Year 3

### Semester 1

Three Open Elective Units

[Real Time Environments \(11135\)](#)

### Semester 2

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

One Open Elective Unit

[Illuminated Bits \(11136\)](#)

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

## Course information

### Course duration

Standard 3 years full-time or part-time equivalent. Maximum duration is 10 years.

### Learning outcomes

Learning outcomes	Related graduate attributes
Identify and anticipate emerging technological trends and adapt their knowledge and skills to a changeable industrial context.	<p>UC graduates are professional: Employ up-to-date and relevant knowledge and skills; communicate effectively; and use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems.</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; communicate effectively in diverse cultural and social settings; and make creative use of technology in their learning and professional 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; and evaluate and adopt new technology.</p>

Systematically and critically analyse and evaluate digital and interactive media works and production processes, and to effectively and efficiently communicate that evaluation.

UC graduates are professional: Employ up-to-date and relevant knowledge and skills; 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; and 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; and 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; and evaluate and adopt new technology.

<p>Converse in the concepts, theories and knowledge related to digital and interactive media and apply this knowledge to augment technical production processes.</p>	<p>UC graduates are professional: Employ up-to-date and relevant knowledge and skills; communicate effectively; and use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems.</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; and communicate effectively in diverse cultural and social settings.</p> <p>UC graduates are lifelong learners: Be self-aware.</p>
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<p>Create advanced digital media artefacts and systems that combine multiple media forms through the application of advanced technical skills and knowledge.</p>	<p>UC graduates are professional: Employ up-to-date and relevant knowledge and skills; use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems; and display initiative and drive, and use their organisational skills to plan and manage their workload.</p> <p>UC graduates are global citizens: Make creative use of technology in their learning and professional lives.</p> <p>UC graduates are lifelong learners: Adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas; and evaluate and adopt new technology.</p>
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<p>Work effectively in production environments typical of those found in digital and interactive media workplaces.</p>	<p>UC graduates are professional: Employ up-to-date and relevant knowledge and skills; communicate effectively; and use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems.</p> <p>UC graduates are global citizens: Understand issues in their profession from the perspective of other cultures.</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; adapt to complexity, ambiguity and change by being flexible and keen to engage with new ideas; and evaluate and adopt new technology.</p>
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## Majors

- [Core Major in Professional and Digital Design \(CM0027\)](#)
- [Specialist Major in Digital Media \(SM0003\)](#)

## Awards

Award	Official abbreviation
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Bachelor of Digital Design (Digital Media)

BDigitalDes (DigitalMedia)

## Honours

None.

## Enquiries

Student category	Contact details
Prospective Domestic Students	Email <a href="mailto:study@canberra.edu.au">study@canberra.edu.au</a> or Phone 1800 UNI CAN (1800 864 226)
Current and Commencing Students	TAFE Queensland Brisbane: Email: <a href="mailto:UCBrisbane@canberra.edu.au">UCBrisbane@canberra.edu.au</a> Phone: 13 72 48
Prospective International Students	Email <a href="mailto:international@canberra.edu.au">international@canberra.edu.au</a> or Phone +61 2 6201 5342

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CRICOS 00212K

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.