



 / OPEN WINDOW

DEGREE PROGRAMMES (UNDERGRADUATE)



DEGREE LEVEL 1

RULES OF COMBINATION FOR ALL LEVEL 1 STUDENTS (120 credits)

Students complete compulsory subjects (40 credits) **AND** select four 'Subjects leading to major' (80cr)

Bachelor of Arts in Visual Communication Design	Bachelor of Film Arts (live action focus)	Bachelor of Film Arts (animation focus)	Bachelor of Creative Technologies	
Compulsory Software Training Non-credit bearing Virtual (Self Study - completed by end of Semester 1)				COMPULSORY SUBJECTS
Academic Practice: Writes Of Passage 10 credits Virtually Mediated				
Drawing & Narrative 15 credits Campus Mediated				
Media Perspectives: Observing And Understanding 15 credits Virtually Mediated				
Communication Design (20 credits)	Film & Television* (20 credits)	3D Animation (20 credits)	User Experience Design (20 credits)	SUBJECTS LEADING TO MAJOR SUBJECTS
Illustration (20 credits)	Screen Acting (20 credits)	Game Design* (20 credits)	Interactive Development* (20 credits)	
Photography (20 credits)	Production Design (20 credits)	Motion Design (20 credits)	Industrial Design (20 credits)	
	Screenwriting (20 credits)			
	Sound Design (20 credits)			

*Note the following co-requisites on Level 1:

- + Film & Television 100 students also need to enrol for Sound Design 100
- + Game Design 100 students also need to enrol for 3D Animation 100
- + Interactive Development 100 students also need to enrol for User Experience Design 100

DEGREE LEVEL 2

RULES OF COMBINATION FOR LEVEL 2 STUDENTS (120 credits)

Option 1	Students select double major (100cr) AND compulsory subjects (20cr)
Option 2	Students select single major (50cr) AND two focus areas (50cr) AND compulsory subjects (20cr)

Bachelor of Arts in Visual Communication Design		Bachelor of Creative Technologies		Bachelor of Film Arts (animation focus)		Bachelor of Film Arts (live action focus)		
Visual Culture (15 credits)				Moving Image Theory (15 credits)				COMPULSORY SUBJECTS
Research Foundation (5 credits)								
Communication Design (50 credits)		User Experience Design (50 credits)		3D Animation (50 credits)		Film & Television (50 credits)		MAJOR SUBJECTS
Illustration (50 credits)		Interactive Development (50 credits)		Game Design (50 credits)		Screen Acting (50 credits)		
Photography (50 credits)		Industrial Design (50 credits)		Motion Design (50 credits)		Production Design (50 credits)		
				Screenwriting (50 credits)				
				Sound Design (50 credits)				

Level 2 Focus Areas:

Visual Arts (25 credits)	Creative Computing (25 credits)	Marketing (25 credits)	FOCUS AREA SUBJECTS
2D Animation (25 credits)	Game Development (25 credits)	VFX (25 credits)	
Interactive Audio (25 credits)	Creative Writing (25 credits)	Cinematography (25 credits)	

DEGREE LEVEL 3

RULES OF COMBINATION FOR LEVEL 3 STUDENTS (120 credits)

Option 1	Continue with double major (100cr) AND compulsory subjects (20cr)
Option 2	Continue with* single major (50cr) AND two focus areas (50cr) AND compulsory subjects (20cr)

Bachelor of Arts in Visual Communication Design	Bachelor of Creative Technologies	Bachelor of Film Arts (animation focus)	Bachelor of Film Arts (live action focus)	
Visual Culture (15 credits)		Moving Image Theory (15 credits)		COMPULSORY SUBJECTS
Professional Practice (5 credits)				
Communication Design (50 credits)	User Experience Design (50 credits)	3D Animation (50 credits)	Film & Television (50 credits)	MAJOR SUBJECTS
Illustration (50 credits)	Interactive Development (50 credits)	Game Design (50 credits)	Screen Acting (50 credits)	
Photography (50 credits)	Industrial Design (50 credits)	Motion Design (50 credits)	Production Design (50 credits)	
		Screenwriting (50 credits)		
		Sound Design (50 credits)		

Level 3 Focus Areas:

Visual Arts (25 credits)	Creative Computing (25 credits)	Entrepreneurship (25 credits)	FOCUS AREA SUBJECTS
2D Animation (25 credits)	Game Development (25 credits)	VFX (25 credits)	
Stop Motion (25 credits)	Creative Writing (25 credits)	Cinematography (25 credits)	
Interactive Audio (25 credits)			

*If you completed a double major on level 2, you may choose to move to a single major on level 3 provided that you are able to select two focus areas and fulfil their prerequisites.

FOCUS AREA PROGRESSION & PREREQUISITES

LEVEL 2	Prerequisites	LEVEL 3	Prerequisites
2D Animation (2D 200)	IL 100 <i>or</i> MD 100 <i>or</i> 3D 100	2D Animation (2D 300)	2D 200
Game Development (GX 200)	GD 100	Game Development (GX 300)	GX 200
VFX (FX 200)	3D 100 <i>and</i> FV 100	VFX (FX 300)	FX 200
		STOP MOTION (SM 300)	NONE
Cinematography (CG 200)	FV 100 <i>or</i> PH 100	Cinematography (CG 300)	CG 200
Creative Writing (CW 200)	NONE	Creative Writing (CW 300)	CW 200
Interactive Audio (XS 200)	SD 100	Interactive Audio (XS 300)	XS 200
Creative Computing (CC 200)	NONE	Creative Computing (CC 300)	CC 200
Visual Arts (VA 200)	NONE	Visual Arts (VA 300)	NONE
Marketing (ME 200)	NONE	Entrepreneurship (ME 300)	NONE