

UNSW Art & Design

Visualisation, Simulation, and Immersive Design Masters and Graduate Certificate Course offerings

		2020			2021		
		TERM 1	TERM 2	TERM 3	TERM 1	TERM 2	TERM 3
Core Courses							
DDES9901 Designing and Experiencing Immersion	G L	~			~		
<u>DDES9902</u> Human Dimensions in Immersive Environments	L	~			~		
DDES9903 Narrative and Sensemaking in Immersive Environments	L		~			~	
DDES9904 Models, Systems and Solution Design	G L			~		~	~
DDES9905 Immersive Design, Complexity and Wicked Problems*	L				~		~
DDES9991 Visualisation, Simulation and Immersive Design Capstone*	L					~	
Prescribed Electives							
ADAD9101 Research Foundations in Art, Design and Media	F	~					
DDES1110 3D Visualisation 1 - 3D Virtual Objects	F	~	~	~	~	~	~
DDES2110 3D Visualisation 2 - Virtual Worlds	F		~			~	
DDES9911 Future Immersive Learning Methodologies	0			~			
DDES9914 Managing Immersive Projects	0			~		~	
SDES9311 Interaction Design Foundations	F	~		~			
SDES9320 Exploring 3D Visualisation	F	~		~			
DDES9920 Information Architecture for Immersive Aesthetics	0			~			~
Free Electives							
Search for postgraduate electives from any UNSW faculty on the UNSW Handbook							

^{*}Refer to the handbook for prerequisite rules: handbook.unsw.edu.au

F Face-to-face (F2F)



L Low Residency



Online

G Grad Certificate only