

Master of Simulation and Immersive Technologies

9323



Term 3C 2024 Commencing Students

Year 1	Term 3C	Summer	Year 2	Term 1	Term 2	Term 3	Year 3	Term 1
	Free Elective *ARTS5505	Free Elective**		DDES9901 Designing and Experiencing Immersion	DDES9903 Narrative and Sensemaking in Immersive Environments	DDES9904 Models, Systems and Solution Design		DDES9991 Visualisation, Simulation, and Immersive Design Capstone
				DDES9902 Human Dimensions in Immersive Environments	Choose 6 uoc <i>Prescribed Elective Option*</i>	DDES9905 Immersive Design, Complexity and Wicked Problems		<i>Capstone enrolment remains open all year to allow for work placements</i>
				ADAD9110 (T1) Or 3D Visualisation Studio <i>Prescribed Elective Option*</i>	DDES9914 Managing Immersive Projects Or DDES9920 Information Arch. for Immersive Aesthetics	DDES9911 Future Immersive Learning Methodologies <i>Prescribed Elective Option*</i>		

NOTES	Please refer to the Handbook for more information on course availability https://www.handbook.unsw.edu.au/postgraduate/programs/2024/9323 *ARTS5505 is an approved Prescribed Elective course for T3C 2024 commencing students **Students are strongly encouraged to enrol in a Free Elective in Summer Term to ensure that they can meet their program progression requirements and complete by their CoE end date. Students may consider enrolling in up to 54 UOC across a year
	Students must take: *18uoc Prescribed Electives – choose three of four prescribed electives courses outlined in above study plan ^12uoc Free Electives – choose two free electives with flexibility to undertake in the suggested terms above