

Graduate Certificate in Simulation and Immersive Technologies

7323



Term 1 2026 Commencing Students – 24uoc

Year 1 - 2026	Term 1	Term 2
	DDES9901 Designing and Experiencing Immersion	*Prescribed Elective
	DDES9902 (T1)^ Or DDES9903 (T2)	
	*Prescribed Elective	

NOTES	<p>Please refer to the Handbook for more information on course availability https://www.handbook.unsw.edu.au/postgraduate/programs/2026/7323</p> <p>A note about Core Courses and Prescribed Electives</p>
	<p>Students must take:</p> <ul style="list-style-type: none"> *12uoc Core Courses DDES9901 plus either <ul style="list-style-type: none"> DDES9902: Human Dimensions in Immersive Environments (Term 1) Or DDES9903: Narrative and Sensemaking in Immersive Environments (Term 2) *12uoc Prescribed Electives – choose from the following courses: <ul style="list-style-type: none"> ADAD9110 3D Visualisation Studio (T1, T3) DDES9912 Designing Immersion with Game Engines (T1, T3) - Note T3 only in 2026 DDES9914 Managing Immersive Projects (T2) - <i>**online only-see note</i> DDES9920 Information Arch. for Immersive Aesthetics (T2) DDES9911 Future Immersive Learning Methodologies (T3) - <i>**online only-see note</i> <p>To check your progress, log in to the myPlan progression checker tool https://www.unsw.edu.au/student/managing-your-studies/resources/myplan</p> <p>For International students:</p> <ul style="list-style-type: none"> International students cannot undertake more than one third of required courses online across the entire program. Please note courses DDES9904(core) DDES99011 and DDES9914 (electives) are only offered online and you will need to take that into account in your term planning. See International Students Requirements for more information