

# Graduate Diploma in Design 5306



## Term 2 2025 Commencing Students – 48uoc

Year 1	Term 2	Term 3	Year 2	Term 1	Term 2
	DDES9011 Histories and Theories for Design	DDES9010 Design Concepts and Communication		DDES9013 Designing in Context	
	ADAD9114 Research Foundations in Art and Design	DDES9012 Critical Approaches to Design		Design Elective	
	Design Elective	Design Elective			

**This Sample Program is subject to term course offerings, please see the Handbook and adjust study plan in line with course availability <https://www.handbook.unsw.edu.au/postgraduate/programs/2024/5306>**

\*Students can take up to a maximum of 6 UOC of Art & Design Electives – See Handbook for list of Prescribed Electives

\*Students must take at least 12 UOC, up to a maximum of 18 UOC of Studio Areas of Practice in the following areas:

DESIGN ELECTIVES	Communication Design	Design Leadership	Immersive Design	Interaction and UX Design	Materials and Object Design	Spatial and Experience Design
	DDES9141 Graphic Design Foundations	DDES9161 Vision Strategy & Design Leadership	DDES9901 Designing & Experiencing Immersion	DDES9151 Interaction Design Foundations	DDES9121 Textiles: Contemporary Studio	DDES9131 Transforming the Everyday: Domestic Futures
	DDES9142 Typographic Design	DDES9162 Leadership & Interdisciplinary Teams	DDES9905 Immersive Design, Complexity & Wicked Problems	DDES9152 Human-Centred User Experience Methods	DDES9122 Jewellery: Contemporary Studio	DDES9132 Participatory Design for Commercial Contexts
	DDES9143 Graphic Design & Society	ADAD9113 Communication Skills for Creative Disciplines	DDES9920 Information Architecture for Immersive Aesthetics	DDES9153 Tangible Interfaces & Interactive Displays ( <i>pre-reqs DDES9151 + DDES9152</i> )	DDES9123 Furniture & Lighting: Contemporary Studio	DDES9133 Urban Intervention: People, Places & Cultural Contexts
	DDES9144 Graphic Design for User Interfaces		ADAD9110 3D Visualisation Studio	DDES9154 Wearable & Bio-Sensing Interactions ( <i>pre-req DDES9151</i> )	DDES9124 Hybrid Crafting: New Technologies, Traditional Techniques	ADAD9311 Designing the Experience: Exhibitions & Beyond
					DDES9125 Material Thinking	