School of Art & Design
Mandatory Attendance Requirements

The School of Art & Design is committed to developing graduates who align with the UNSW Graduate Capabilities as Scholars, Professionals, Leaders, and Global Citizens, and recognises that this achievement is dependent upon regular attendance. Regular and structured engagement with peers and academic staff enables students to develop skills and learning outcomes that are fundamental to each of the School's courses and programs. These include the ability to communicate, collaborate, innovate, engage and lead, as well as the ability to negotiate cultural and other differences ethically, respectfully and professionally.

Attendance in classes also enables students to voice their perspectives and hear others, engage in debate to develop their knowledge, access specialist equipment and learn first-hand from subject experts in their field of study.

The School has a minimum attendance requirement of 80% for all tutorials, seminars, studios, workshops whether delivered in-person or online. **Attendance in online classes must be demonstrated through active participation, such as contributing to discussions and engaging in online activities, and/or turning on cameras when possible. Failure to meet the minimum attendance requirement will result in a Fail (FL) for the course regardless of performance in assessment tasks or other requirements for the course.**

A student may be advised by the Course Convenor to withdraw from the course if they have already missed more than 20% of classes (or more than two weeks of a nine week term) by the term census date. Students may also be refused final assessment if they have not met attendance requirements at the end of term.

An artefact of student attendance will be recorded by tutors and kept by the School. If a student has legitimate, documented explanations for absences, the Course Convenor may choose to prescribe supplementary tasks in lieu of attendance. Adjustments and absences provided by Equitable Learning Plans will be monitored by the Course Convenor through consultation with the student.

Although an artefact of attendance will not be recorded for lectures, this teaching mode is included in the course indicative hours. As such, attendance is expected and engagement with lecture material is essential. If a student is unable to attend a lecture they should ensure to listen to the lecture recording before the next tutorial and be prepared to provide lecture notes upon request.

Mandatory attendance requirements for courses in the School of Art & Design align with these Program Learning Outcomes:

Bachelor of Design
1. Critically reflect as an agile and responsive design practitioner working in evolving local, regional and global contexts.
2. Work effectively both independently and collaboratively as a design professional.
6. Communicate effectively to diverse audiences and stakeholders using advanced verbal, visual, written and digital methods.
9. Interrogate one's own cultural understanding together with other cultures' history, values and practices in design contexts.

Bachelor of Design (Honours)
3. Critically evaluate and position their practice, as agile and responsive practitioners within the changing context of design.
4. Work independently and collaboratively as innovative and professional design practitioners, able to effectively communicate with stakeholders and the broader community.
5. Be culturally aware in response to global and ethical issues, with an awareness of the international impact and engagement potential of design practice.

Bachelor of Fine Arts
4. Communicate complex ideas about art and culture using coherent methods for a variety of audiences.
6. Contribute to contemporary creatives fields through self-reflexive, ethical, and sustainable practices that incorporate principles of equity, diversity, and inclusion.
7. Employ professional practice principles to realise independent and collaborative initiatives.

Bachelor of Fine Arts (Honours)
1. Critically evaluate contemporary art practice within complex social, political, cultural, historical, and environmental contexts.
2. Contribute to contemporary art and culture through rigorous and sustained projects that demonstrate an ethical responsiveness to diverse local and global perspectives.
5. Work independently and collaboratively to develop and communicate advanced artistic ideas in creative, scholarly, and professional contexts.

Bachelor of Media Arts (Honours)
1. Critically evaluate media arts practice within a range of social, political, cultural, historical, and environmental contexts
2. Work independently and collaboratively to communicate advanced ideas in media arts, scholarly, and professional contexts
3. Ethically and professionally engage with diverse local and global perspectives through advanced media arts practice

Bachelor of Art Theory (Honours)
3. Critically evaluate contemporary art in relationship to complex social, cultural, political, environmental, and institutional contexts.

UNSW
SYDNEY

4. Work independently to communicate advanced theoretical ideas in creative, scholarly, and professional contexts.
5. Contribute to contemporary art and culture through rigorous and sustained research that demonstrate an ethical responsiveness to diverse local and global perspectives.

Graduate Certificate in Design
1. Knowledge of innovative developments in the field of professional design practice and be able to apply this knowledge to conduct Design projects.
3 Ability to work independently, and in collaborative interdisciplinary design teams

Graduate Diploma in Design
2. Apply knowledge and skills to demonstrate judgement, adaptability and responsibility as a practitioner
5. Demonstrate the qualities of an ethical practitioner

Master of Design
2. Demonstrate advanced cultural, environmental and social awareness as a responsible and ethical practitioner
3. Communicate complex ideas and practice through a substantial, self-directed, research-led and professionally focussed design project
4. Critically analyse, synthesise and reflect on the place of contemporary design concepts and theories and their interpretation through integrated design practice

Master of Simulation and Immersive Technologies
1. Adopt entrepreneurial and design thinking in communicating and applying immersive simulation and visualisation practices to address scientific, cultural, social and environmental challenges and global disruptions
2. Critically interpret human performance, user and interaction requirements to inform the design of visualisation, simulation and immersive applications
4. Critically analyse evolving technological processes and design creative and professional visualisation, simulation and immersive solutions for industry needs

Master of Curating and Cultural Leadership
3. Apply robust and flexible professional skills to generate innovative and sustainable curatorial and cultural leadership strategies.
4. Synthesise and communicate advanced knowledge of the histories and theories informing contemporary issues in curating and cultural leadership.
5. Work independently and collaboratively to demonstrate awareness of ethical and social responsibilities in creative and cultural contexts.

Graduate Diploma in Cultural Leadership
3. Apply flexible professional skills to generate sustainable curatorial and cultural leadership strategies.
4. Synthesise and communicate knowledge of the histories and theories informing contemporary issues in curating and cultural leadership.
5. Work independently and collaboratively to develop awareness of ethical and social responsibilities in creative and cultural contexts.

Graduate Certificate in Cultural Leadership

3. Recognise and adopt professional skills relevant to curatorial and cultural leadership contexts.
4. Communicate knowledge of the histories and theories informing contemporary issues in curating and cultural leadership.
5. Work independently and collaboratively to recognise ethical and social responsibilities in creative and cultural contexts.

Master of Animation and Visual Effects

3. Creatively explore complex concepts and the construction of meaning through animation and visual effects practice for diverse audiences using a variety of methods.
4. Integrate self-reflexive and professional practice principles to contribute ethically and responsibly to practices and discourses in animation and visual effects.
5. Work independently and collaboratively to conceive, develop, document and resolve high-quality animation and visual effects processes and projects.

Graduate Diploma in Animation and Visual Effects

3. Creatively explore advanced concepts and the construction of meaning through animation and visual effects practice for diverse audiences using a variety of methods.
4. Integrate self-reflexive and professional practice principles to contribute ethically and responsibly to practices and discourses in animation and visual effects.
5. Work independently and collaboratively to conceive, develop, document, and resolve animation and visual effects processes and outcomes.

Graduate Certificate in Animation and Visual Effects

3. Creatively explore advanced concepts and the construction of meaning through animation and visual effects practice for audiences using a variety of methods.
4. Integrate self-reflexive and professional practice principles to contribute ethically and responsibly to practices and discourses in animation and visual effects.
5. Work independently and collaboratively to develop, document, and realise animation and visual effects processes and artefacts.