## Faculty of Arts, Design & Architecture

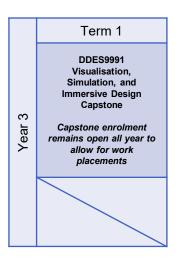
## Master of Simulation and Immersive Technologies 9323



## Term 3 2023 Commencing Students

	The state of the s
	Term 3
	DDES9901 Designing and Experiencing Immersion
Year 1	DDES9911 Future Immersive Learning Methodologies Prescribed Elective Option*
	SDES9320 Exploring 3D Visualisation Prescribed Elective Option*

Year 2	Term 1	Term 2	Term 3		
	DDES9902 Human Dimensions in Immersive Environments	DDES9903 Narrative and Sensemaking in Immersive Environments	DDES9904 Models, Systems and Solution Design		
	Free Elective^	DDES9914 Managing Immersive Projects Prescribed Elective Option*	DDES9905 Immersive Design, Complexity and Wicked Problems		
	Free Elective^	DDES9920 Information Arch. for Immersive Aesthetics Prescribed Elective Option*	Free Elective^ (or commence Capstone)		



## A note about Prescribed and Free Electives

NOTES

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