### Graduate Certificate in Simulation and Immersive Technologies

**7323**

#### Term 1 2024 Commencing Students – 24uoc

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Term 1</th>
<th>Term 2</th>
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<tbody>
<tr>
<td>DDES9901 Designing and Experiencing Immersion</td>
<td>*Prescribed Elective</td>
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<tr>
<td>DDES9902 (T1)^</td>
<td>Or</td>
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<td>DDES9903 (T2)</td>
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<tr>
<td>*Prescribed Elective</td>
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#### A note about Core Courses and Prescribed Electives

Please refer to the Handbook for more information on course availability


**Students must take:**

- ^12uoc Core Courses DDES9901 plus either
  - 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:
  - ADAD9110 3D Visualisation Studio
  - DDES9911 Future Immersive Learning Methodologies
  - DDES9914 Managing Immersive Projects
  - DDES9920 Information Arch. for Immersive Aesthetics

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Information is correct as of 17.11.23 and is based on proposed prerequisites and course availability. This is to be used as a guide only and does not replace individual advice. Refer to the Handbook and Class Timetable for the relevant term to check availability for these courses. Contact The Nucleus: Student Hub for further assistance. CRICOS Provider Code 00098G