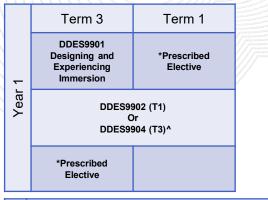
Faculty of Arts, Design & Architecture

Graduate Certificate in Simulation and Immersive Technologies 7323

Term 3 2024 Commencing Students – 24uoc



	A note about Core Courses and Prescribed Electives
	Please refer to the Handbook for more information on course availability https://www.handbook.unsw.edu.au/postgraduate/programs/2024/7323
NOTES	 Students must take: ^12uoc Core Courses DDES9901 plus either DDES9902: Human Dimensions in Immersive Environments (Term 1) Or DDES9904: Models, Systems and Solution Design (Term 3) *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

Information is correct as of 12.03.24 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