Graduate Certificate in Simulation and Immersive Technologies 7323

Term 3 2024 Commencing Students – 24uoc

<table>
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<tr>
<th>Year 1</th>
<th>Term 3</th>
<th>Term 1</th>
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<td>DDES9901 Designing and Experiencing Immersion</td>
<td>*Prescribed Elective</td>
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<td>DDES9902 (T1) Or DDES9904 (T3)</td>
<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
  o DDES9902: Human Dimensions in Immersive Environments (Term 1)
  o DDES9904: Models, Systems and Solution Design (Term 3)

• *12uoc Prescribed Electives – choose from the following courses:
  o ADAD9110 3D Visualisation Studio
  o DDES9911 Future Immersive Learning Methodologies
  o DDES9914 Managing Immersive Projects
  o 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