

FOR STUDENTS COMMENCING TRIMESTER 1 2024

Last updated 06/10/2023

When you first enrol via StudentConnect and go through the enrolment steps, you may be able to simply confirm any units that are pre-populated for you. You can also add any that you need to do, as part of your first year's enrolment – by using the information on this map and in the Handbook.

You must also complete the following compulsory zero (0) credit point units: [DAI001 Academic Integrity Module](#) (0 credit points)

YEAR 1 Year: 2024	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 2 Year: 2025	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 3 Year: 2026	Trimester 1				
	Trimester 2				
	Trimester 3				

A319 COURSE RULES

- Must pass 24 credit points for course
- Must pass 1 units in {DAI001}
- Must pass 3 credit points in {ADD303, ADD209, ADD101}
- Must pass 6 credit points at level {3}
- Must pass 1 credit point in {AWL100}
- Must pass 1 credit point in {AWL203, AWL202, AWL201, AWL200}
- Must pass 1 credit point in {AWL300, AWL301, AWL302}
- Must pass 1 unit set(s) in {Communication Design (MJ-A319001), Interactive and UX Design (MJ-A319002)}

AND

Must pass 1 unit set(s) in {Dance (MJ-A317001), Theatre (MJ-A317002), Photography (MJ-A317003), Publishing (MJ-A317004), Visual Arts (MJ-A317005), Writing (MJ-A317006), Advertising (MJ-A318001), Digital and Social Media (MJ-A318002), Journalism (MJ-A318003), Public Relations (MJ-A318004), Communication Design (MJ-A319001), Interactive and UX Design (MJ-A319002), Animation (MJ-A351001), Producing Screen Content (MJ-A351002), Screen Production (MJ-A351003)}

OR

Must pass 1 unit set(s) in {Indigenous Studies (MN-A000074), Dance (MN-A317001), 2D Practices in the Visual Arts (MN-A317007), 3D Practices in the Visual Arts (MN-A317008), Analogue Practices (Photography) (MN-A317009), Creative Writing (MN-A317010), Digital Practices (Photography) (MN-A317011), Professional Writing (MN-A317012), Scriptwriting (MN-A317013), Theatre (MN-A317014), Theatre Production (MN-A317015), Journalism (MN-A318003), Public Relations (MN-A318004), Creative Advertising (MN-A318005), Digital Media (MN-A318006), Social Media (MN-A318009), Strategic Advertising (MN-A318010), Public Relations Strategy (MN-A318011), UX Design (MN-A319002), Brand Design (MN-A319003), Design for Social Media (MN-A319004), Interactive Design (MN-A319005), Publication Design (MN-A319006), Producing Screen Content (MN-A351002), Animation and Motion Graphics (MN-A351004), Film Studies (MN-A351005), Screen Content Production (MN-A351006), Scriptwriting (MN-A351007), Visual Effects and Virtual Production (MN-A351008)}

One major must be taken from the majors offered in the degree in which you are enrolled. The other major or minor sequences may be taken from [Bachelor of Creative Arts](#), [Bachelor of Communication](#), [Bachelor of Design](#), or [Bachelor of Film Television and Animation](#) major or minor sequences.

FOR USE ONLY WHEN UNDERTAKING A CONSULTATION WITH A STUDENT ADVISER:

Student ID: _____		Name: _____		
Deakin email: _____			Preferred contact no: _____	
Year commenced:	Period commenced:	eCOE (if applicable):	Campus: _____	Mode: _____
Student adviser: _____				Date: _____

Notes

GENERAL INFORMATION

This course map is a guide only. You must also ensure you meet the course rules and structure as set out in the official [University Handbook](#) of the year you commenced your course. This course map has been created to be used electronically.

Not all units are available in all study periods or mode of delivery.

- Full time study is typically three to four units (or credit points) each study period.
- Part time study is typically one to two units (or credit points) each study period – part time study will extend the duration of your studies.
- Trimester 3 is typically an optional study period - unless it's your first study period and/or a compulsory study period for your course.

Unit options can be found in the '[Advanced Unit Search](#)' in the most current year's University Handbook.

If you have applied for or received credit for units as recognition of prior learning (RPL), it may alter the units you need to study.

Please seek advice from a Student Adviser in StudentCentral if you have any queries or need help understanding your course structure and unit options.

A319 BACHELOR OF DESIGN MAJOR UNIT SETS

COMMUNICATION DESIGN (MJ-A319001)
ADD105 Design Fundamentals
ADD106 Type Foundations
ADD204 Branding Design
ADD206 Information Design
ADD207 Environmental Design
ADD208 Illustration Design
ADD305 Strategic Design Studio
ADD306 Creative Design Studio

Completion Rule

- Must pass 8 credit points in {ADD105, ADD106, ADD204, ADD206, ADD207, ADD208, ADD305, ADD306}

Note(s)

Incompatible with {Brand Design (MN-A319003), Design for Social Media (MN-A319004), Publication Design (MN-A319006)}

INTERACTIVE AND UX DESIGN (MJ-A319002)

[ADT102 Interaction Design](#)

[ADT103 UX Fundamentals](#)

[ADT201 Digital Experience Design](#)

[ADT202 Web and Interface Design](#)

[ADT203 Games and Interactive Design](#)

[ADT204 Design for Alternative Realities](#)

[ADT301 UX Design Studio](#)

[ADT302 Interactive Design Studio](#)

Completion Rule

- Must pass 8 credit points in {ADT102, ADT103, ADT201, ADT202, ADT203, ADT204, ADT301, ADT302}

Note(s)

Incompatible with {Interactive Design (MN-A319005)}

A319 BACHELOR OF DESIGN MINOR UNIT SETS

BRAND DESIGN (MN-A319003)

[ADD105 Design Fundamentals](#)

[ADD204 Branding Design](#)

[ADD207 Environmental Design](#)

[ADD305 Strategic Design Studio](#)

Completion Rule

- Must pass 4 credit points in {ADD105, ADD204, ADD207, ADD305}

Note(s)

Incompatible with {Communication Design (MJ-A319001)}

DESIGN FOR SOCIAL MEDIA (MN-A319004)

[ADD105 Design Fundamentals](#)

[ADD306 Creative Design Studio](#)

[ALM215 Global Media](#)

[ALM216 Social Media Strategy](#)

Completion Rule

- Must pass 4 credit points in {ADD105, ADD306, ALM215, ALM216}

Note(s)

Incompatible with {Communication Design (MJ-A319001)}

INDIGENOUS STUDIES (MN-A000074)

[IND101 Introduction to Aboriginal Studies](#)

[IND102 Aboriginal Australian Stories and Songlines](#)

[IND203 Caring for Country](#)

[IND204 Australian Aboriginal Holistic Health and Healing](#)

[IND205 Global Indigenous Knowledges and Philosophies](#)

[IND301 Politics of Resistance in Indigenous Australia](#)

[IND302 Working Alongside Aboriginal Communities](#)

Completion Rule

- Must pass 1 credit points in {IND101, IND102}
- Must pass 2 credit points in {IND203, IND204, IND205}
- Must pass 1 credit points in {IND301, IND302}

INTERACTIVE DESIGN (MN-A319005)

[ADT102 Interaction Design](#)

[ADT203 Games and Interactive Design](#)

[ADT204 Design for Alternative Realities](#)

[ADT302 Interactive Design Studio](#)

Completion Rule

- Must pass 4 credit points in {ADT102, ADT203, ADT204, ADT302}

Note(s)

Incompatible with {Interactive and UX Design (MJ-A319002)}

PUBLICATION DESIGN (MN-A319006)

[ADD106 Type Foundations](#)

[ADD206 Information Design](#)

[ADD208 Illustration Design](#)

[ADD306 Creative Design Studio](#)

Completion Rule

- Must pass 4 credit points in {ADD106, ADD206, ADD208, ADD306}

Note(s)

Incompatible with {Communication Design (MJ-A319001)}

SOCIAL MEDIA (MN-A318009)
<u>ALM101 Making Social Media</u>
<u>ALM201 Gamified Media</u>
<u>ALM216 Social Media Strategy</u>
<u>ALM302 Digital Media Entrepreneurship</u>

Completion Rule

- Must pass 4 credit points in {ALM101, ALM201, ALM216, ALM302}

Note(s)

Incompatible with {Digital and Social Media (MJ-A318002)}

UX DESIGN (MN-A319002)
<u>ADT103 UX Fundamentals</u>
<u>ADT201 Digital Experience Design</u>
<u>ADT202 Web and Interface Design</u>
<u>ADT301 UX Design Studio</u>

Completion Rule

- Must pass 4 credit points in {ADT103, ADT201, ADT202, ADT301}

Note(s)

Incompatible with (I/W) {Interactive and UX Design (MJ-A319002)}

UX refers to User Experience