



Sketch out your future in **design**

Bachelor of Design

Designers play a pivotal role in the way we communicate, interact, learn, and problem solve. Developed with a strong industry focus, this program encourages you to discover your own creative passions, skills, and style through experimentation in a studio-based environment. You'll use traditional and leading-edge technical tools to take on a broad spectrum of design challenges.

In this program you will:

- Gain the skills to produce original ideas and design solutions that are both aesthetic, functional, and engaging.
- Learn to think creatively, analytically, and sustainably to solve design-related problems.
- Develop communication skills to deliver your concepts within small classes facilitated by academics with extensive industry experience.
- Build a high level of design expertise in one of the following majors: Animation and Visualisation Design, Interaction and UX Design, Serious Games Design or Visual Communication.

Majors

Sunshine Coast

Animation and Visualisation Design;
Interactive and UX Design; Serious Games
Design; Visual Communication

Moreton Bay

Animation and Visualisation Design;
Interactive and UX Design; Serious Games
Design; Visual Communication

Online

Animation and Visualisation Design;
Interactive and UX Design; Serious Games
Design; Visual Communication

Career opportunities:

- Animation and Visualisation Designer
- Interactive and UX Designer
- Serious Games Designer
- Game Artist
- Game Programmer
- Visual Communication Designer
- Animator
- Visualisation Designer
- Simulation Designer
- Concept Artist
- Photographer
- Fashion Designer

MORE INFORMATION

Contact USC International
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usc.edu.au/ar317 | CRICOS code: 064651B

University of the Sunshine Coast | CRICOS Provider Number: 01595D | Correct as at 17 May 2021
Note: Study options and semester of offer can vary depending on the study location. For full details, visit usc.edu.au.



Rise, and shine.

PROGRAM STRUCTURE

Introductory courses (3) 36 units

- CMN101** Introduction to Creative Entrepreneurship
- CMN107** Communication for the Creative Professional
- DES102** Visual Storytelling

Developing and Graduate courses (1) 12 units

- CMN313** Creativity, Design and Communication Project

PLUS select 12 courses (144 units) to complete 1 major and 1 minor from the following:

Majors:

- Animation and Visualisation Design
- Interactive and UX Design
- Serious Games Design
- Visual Communication

Minors:

- Animation and Visualisation Design
- Fashion Studies[^]
- Game Art
- Game Programming
- Interactive and UX Design
- Interactive Narrative
- Serious Games Design
- Photographic Practice[^]
- Visual Communication

[^]Not currently available at Moreton Bay campus.

Elective courses (8) 96 units

Select 8 elective courses (96 units) from the undergraduate elective course options. Students are strongly encouraged to use their electives to complete additional courses in the available Design disciplines.

Please note the total number of introductory courses that can be undertaken in this program is 120 units (10 courses).

Note: Program structures are subject to change. Not all USC courses are available on every USC campus.