

# Bachelor of Design with a Major in Graphic Design BA-DES

## Recommended Sequence

Units are listed on your Course Planner in a recommended sequence. However this can be amended depending on unit availability, unit progression, timetabling and the semester in which you commenced your course.

Students may not complete more than 150 credit points (normally 12 units) at introductory level 1. E.g. Dxx1xxxx are level 1 units.

## Year One

Semester 1 (2022 Sem 1)		
Unit Code	Unit Title	Pre-Req
DCO10005	Typography	
DCO10004	Photography for Design	
DDD10001	20 <sup>th</sup> Century Design	
DCO10007	Visual Communication Studio	

Semester 2 (2022 Sem 2)		
Unit Code	Unit Title	Pre-Req
DCO10002	Digital Design	
DCO20004	Web Design	
DCO10001	Concepts and Narratives	
DDD20004	Contemporary Design Issues	

## Year Two

Semester 3 (2023 Sem 1)		
Unit Code	Unit Title	Pre-Req
DCO20009	Typography for Print and Interactive Publication	DCO10005 & 75 cps
DDM10006	Typography for Screen and Motion	50 cps
DDM20003	Digital Video Camera Techniques	50 cps
MDA20003	Networked Selves	50 cps

Semester 4 (2023 Sem 2)		
Unit Code	Unit Title	Pre-Req
DCO20001	Brand and Identity Design	50 cps
DCO10003	Packaging Design	
MDA20009	Digital Communities	50 cps
MDA10006	Innovation Cultures: Perspective on Science and Technology	

## Year Three

Semester 5 (2024 Sem 1)		
Unit Code	Unit Title	Pre-Req
DDD30013	Publication Design	DCO20009 & 150 cps
DDD30048	Communication Design Strategy	150 cps
DDD30021	Digital Video Compositing	DDM10006 & DDM20003
MDA30012	Researching Social Media Publics	50 cps

Semester 6 (2024 Sem 2)		
Unit Code	Unit Title	Pre-Req
DCO30002	Design for Production	DDD30021
DDD30047*	Communication Design Capstone Project	200 cps
DDD30022	Motion Graphics Project	DDD30021

\* DDD30047 is a double-credit unit bearing 25 credit points.

## Minor / Elective Listing

### Motion Design Minor

- DDM10006 Typography for Screen and Motion (pre-req: 50 cps)
- DDM20003 Digital Video Camera Techniques (pre-req: 50 cps)
- DDD30021 Digital Video Compositing (pre-req: DDM10006 + DDM20003)
- DDD30022 Motion Graphics Project (pre-req: DDD30021)

## How to use your Course Planner

Refer to the below table to help explain what units are required each semester throughout your course. The units in your planner are colour coded to assist you with mapping out your studies.

## Course Information

This course is made up of 23 units (300 credit points).

<p><b>Core Units (100 credit points)</b></p> <p>A set of compulsory units you must complete as part of your course.</p>
<p><b>First Major units (100 credit points)</b></p> <p>A structured set of 7 units in the Graphic Design Major field of study.</p>
<p><b>Component units (100 credit points)</b></p> <p>Can be completed from a combination of the following: (<i>see listing below</i>)</p> <p><b>Minor</b> – a structured set of 4 units or 50 credit points from a field of study which you can choose in addition to a first major.</p> <p><b>Elective</b> – a standalone unit from any study area.</p>

Ministry of Education requires that all NEW Cohorts pursuing Degree course (International and Malaysian) students must take the MPU units as a prerequisite for the award of their degree.

- Malaysian students: Must take and pass the units as a prerequisite for the award of their degree.
- International students: Must attempt all coursework and final exam as a prerequisite for the award of their degree.

All commencing students of Master, Degree, Diploma and Foundation courses will be automatically registered for the **Academic Integrity Training Module** in the first semester

(Note: Students articulating from Foundation Studies are expected to undertake this unit as a refresher).

There are 4 topics in this online module that are recommended for completion during Week 1-4 of your commencing study period.

At the end of this module, students are required to complete a quiz comprised of 10 questions and achieve score of at least 90%.

### **Advanced Minor in 3D Modelling and Animation**

DDD20022 3D Modelling for Objects and Environments (pre-req: 25 cps)

DDD20023 3D Character Modelling (pre-req: DDD20022)

DDD30028 3D Character Design and Animation (pre-req: DDD20022)

DDD30018 3D Animation Project (pre-req: DDD30028)

### **Minor in Social Media**

MDA10006 Innovation Cultures: Perspectives on Science and Technology

MDA20009 Digital Communities (pre-req: 50 cps)

MDA20003 Networked Selves (pre-req: 50 cps)

MDA30012 Researching Social Media Publics (pre-req: 50 cps Level 2)

It is a student's responsibility to ensure that planner is kept up to date and any amendments are approved by the Discipline Leader. Any changes to the planner are subject to the discretion of the University. School will make updated versions of this document available on the Canvas.