

9322 Master of Visualisation, Simulation, and Immersive Design - 72uoc Program

STAGE 1						STAGE 2						
T1	uoc	T2	uoc	T3	uoc	T1	uoc	T2	uoc	T3	uoc	
DDES9901 Designing and Experiencing Immersion	6	DDES9903 Narrative and Sensemaking in Immersive Environments	6	DDES9904 Models, Systems and Solution Design	6	DDES9905 Immersive Design, Complexity and Wicked Problems	6	DDES9991 Visualisation, Simulation and Immersive Design Capstone	12			
DDES9902 Human Dimensions in Immersive Environments	6	Prescribed Elective (see below)	6	Prescribed Elective (see below)	6	Elective	6					
Prescribed Elective (see below)	6	Elective	6									
Units of Credit (uoc)						48						24

Core Courses			Electives		
	Prescribed Electives			Recommended Electives	
ADAD9101 Research Foundations in Art, Design and Media	DDES9911 Future Immersive Learning Methodologies	SDES9311 Interaction Design Foundations	BENV7500 Programmable Cities (intensive)	BENV7501 Urban Data Visualisation	BENV7504 Digital Cities
DDES1110 3D Visualisation 1 (Please contact Student Centre to enrol)	DDES2110 3D Visualisation 2 (Please contact Student Centre to enrol)	SDES9320 Exploring 3D Visualisation	LAND7221 Advanced Urban Landscape Visualisation	BIOM9711 Modelling Organs, Tissues and Devices	MANF4611 Process Modelling and Simulation
DDES9914 Managing Immersive Projects			AVIA3301 Simulation Application and Air Traffic Management		

For more information about this program, please refer to the **UNSW Handbook** entry: www.handbook.unsw.edu.au/postgraduate/programs/current/9322