



UNSW Art & Design

Bachelor of Design 4822

The Bachelor of Design provides a studio based, critical, research-led education, giving you the knowledge, skills and professional attributes you need to thrive in a rapidly changing world. You will work in a future-focused, collaborative, studio-based environment integrating key design specialisations including graphics, objects, 3D visualisation, textiles, interaction and experience design. You will develop a critical understanding of how design can change our societies, build experience in using emerging digital and analogue technologies, and develop skills in design thinking, social innovation and entrepreneurship.

| | Year 1 | | | Year 2 | | | Year 3 | | |
|---|--|---------------------|----|---|----|----------|--|----|----|
| | T1 | T2 | T3 | T1 | T2 | T3 | T1 | T2 | T3 |
| Core Studios (6) | █ | █ | █ | █ | █ | █ | █ | █ | █ |
| The studio core emphasises the multidisciplinary and integrated nature of the design process. Throughout the studios, you will develop an understanding of the fundamentals, language, materials and techniques of design and continue to develop your skills, insight, and professionalism as a designer. | | | | | | | | | |
| Disciplinary Studios (8) | | █ | | █ | █ | | | | |
| | Prescribed Elective | | | | | | | | |
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| There are six disciplinary studios to choose from: graphics, experience, object, textiles, 3D visualisation and interaction design. In your first year you choose four of the introductory courses, and then in your second and third years, you will select two areas to in which to focus and deepen your practice. | | | | | | | | | |
| History and Theory (4) | █ | | █ | █ | | | █ | | |
| In the history and theory core you will learn about the history of design and its influence upon culture, theoretical concepts and perspectives as well as practice-based research methodologies. You will also develop your understanding of how design is professionally practiced so as to inform and support your developing studio-based practice. | | | | | | | | | |
| Electives (2) | | | | | | | | █ | █ |
| In your first year you select from our introductory disciplinary studios to help you plan your career pathway. In third year you add to your repertoire of skills and knowledge through elective courses in a wide range of areas in art, design, media, and theory, as well as courses from across the university. | | | | | | | | | |
| General Education (2) | | | | | | | | █ | █ |
| General education courses enable you to broaden your educational experience. You can choose from any general education course from across the university in areas that align to your own interests. | | | | | | | | | |
| Professional Experience (2) | | | | | | Practice | Placement | | |
| We offer one of the longest running and professional experience programs in the country. You will learn about design practice to prepare you for real world experience through professional placements with our extensive network of industry partners. | | | | | | | | | |
| | <p>In your first year you will be introduced to the fundamental principles and processes of design. You will explore possible career pathways from a range of design discipline areas and learn the histories and theories that inform contemporary design practice.</p> | | | <p>In your second year you will build on these fundamentals, and personalise your learning path by focusing on your exploration of two disciplinary studios. You will also engage in real-world projects with our extensive range of industry partners and expand your understanding of contemporary design histories and theories.</p> | | | <p>In your third year you will plan, develop and deliver a major design project that integrates your chosen disciplinary studios, and enables you to individually demonstrate your emerging design practice. You will also expand your professional experience and networks by participating in a work placement locally or internationally.</p> | | |