



Australia's  
Global  
University

## UNSW Art & Design

# Bachelor of Media Arts 4813

The Bachelor of Media Arts is a ground-breaking degree designed to meet industry demand for creative practitioners and content developers. With a focus on studio-based learning, and complemented by studies that encourage critical thinking, the degree will equip you with deep skills and knowledge across a range of contemporary creative media, enabling you to shape the future of creative media practice.

	Year 1			Year 2			Year 3		
	T1	T2	T3	T1	T2	T3	T1	T2	T3
<b>Core Studios (4)</b>									
The two core studios in the first year establish foundational skills that you will apply and advance throughout your degree. In the third year, core studios allow you to undertake a substantial self-directed creative work.									
<b>Disciplinary Studios (8)</b>									
There are five disciplinary studios to choose from: animation, visual effects, interactive media, sound, and moving Image. In the first year you will choose at least four of the introductory courses. In the second and third years you will select two areas in which to extend your skills and knowledge.									
<b>History and Theory (5)</b>								*	
Throughout the degree, you will critically engage with the histories and theories informing media arts practice. Analytical, communication, and research skills will help you to understand and challenge the ideas shaping the future of media, art, and culture.									
<b>Electives (4)</b>									
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.									
<b>General Education (2)</b>									
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.									
<b>Professional Experience (2)</b>							Practice	Placement *	
Get industry-ready through a specialised professional practice course, and leverage our extensive industry networks and gain real world experience through the option to engage with one of the longest running and professional experience programs in the country. You may choose to undertake the professional placement course in place of one history and theory course (marked *).									
	In first year you will experiment with a variety of techniques and media, developing key practical and conceptual skills necessary for furthering your creative learning.			In second year you will build on these fundamentals allowing you to focus and gain depth in two or more disciplinary studios. You will also further develop your contextual understandings through specialised media arts theory courses.			Building on the previous two years of study, the third year allows you to synthesise your skills and knowledge in a large-scale, self-initiated project. With complementary studies in professional practice, and the option to undertake a professional experience project, your third year focuses on preparing you for an industry-ready creative practice.		