Faculty of Arts, Design & Architecture

Bachelor of Design - in Integrated Design 4825

UNSW SYDNEY

Term 1 2023 Commencing Students

Year 1

	Term 1	Term 2	Term 3
	FADA1010 Design Collaboration Studio 1	DDES1200 Design History and Theory 1	DDES1101 Design Communication and Context
	Introductory Disciplinary Studio 1	Introductory Disciplinary Studio 2	Intermediate Disciplinary Studio 1
	Free Elective or Optional Minor	Free Elective or Optional Minor	

Year 2

	Term 1	Term 2	Term 3
	DDES2100 Design and Industry	Advanced Disciplinary Studio 1	FADA2020^ Design Collaboration Studio 2
	Intermediate Disciplinary Studio 2	Free Elective or Optional Minor	Advanced Disciplinary Studio 2
	Free Elective or Optional Minor		DDES1201 Design History and Theory 2

Year 3

	Term 1	Term 2	Term 3
	DDES3100 Design Project Research	FADA3030^ Design Collaboration Studio 3	General Education
	DDES2200 Design History and Theory 3	DDES2102 Design Professional Practice	General Education
	Free Elective or Optional Minor	Free Elective or Optional Minor	

DISCIPLINARY STUDIOS

You must complete two studio sequences of Introductory, Intermediate and Advanced level courses (18 UOC each) in two of the 6 studio areas for a total of 36 UOC

^ we recommend students complete both DDES1101 and DDES2100 before enrolling in FADA2020 and DDES3100 before enrolling in FADA3000 for a better educational experience

Introductory	Intermediate	Advanced
DDES1120 Object 1	DDES2120 Object 2	DDES2121 Object 3
DDES1130 Experience 1	DDES2130 Experience 2	DDES2131 Experience 3
DDES1140 Graphics 1	DDES2140 Graphics 2	DDES2141 Graphics 3
DDES1150 Interaction 1	DDES2150 Interaction 2	DDES2151 Interaction 3
DDES1160 Textiles 1	DDES2160 Textiles 2	DDES2161 Textiles 3
DDES1110 3D Visualisation 1	DDES2110 3D Visualisation 2	DDES2111 3D Visualisation 3

ELECTIVES

Free Electives can be used towards an Optional Minor – see Handbook for List Recommended Minors are below:

Computational Design – 24uoc	Industrial Design – 24uoc	Graphic Design – 36uoc
Students must complete: CODE1161 Design Computing CODE1240 C. Design 1 (Building) CODE2121 C. Design 2 (Structure) CODE2132 C. Design 3 (Urban)	Students must complete: IDES1311 Ind Design Studio 1A IDES1312 Ind Design Studio 1B 12uoc Prescribed Electives	Students must complete: DDES1140 Graphics 1 DDES2140 Graphics 2 DDES2141 Graphics 3 18uoc Prescribed Electives

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Year 1	Term 1	Term 2	Term 3
	FADA1010 Design Collaboration Studio 1	IDES1311 Studio 1A: Product Design Fundamentals	IDES1312 Studio 1B: Materials, Form and Meaning
	IDES1314 Communications A: Analogue Visualisation	IDES1315 Communications B: Digital Visualisation	IDES1316 Materials & Manufacturing for Ind. Designers 1
		Free Elective or Optional Minor	Free Elective or Optional Minor

Year 2	Term 1	Term 2	Term 3
	IDES2321 Studio 2A: Production at Scale	IDES2322 Studio 2B: User-Centred Design	IDES2323 Studio 2C: Sustainable Futures
	IDES2326 Materials & Manufacturing for Ind. Designers 2	IDES2325 Theory A: Human Factors in Product Design	FADA2020 Design Collaboration Studio 2
	Free Elective or Optional Minor	Free Elective or Optional Minor	

Year 3	Term 1	Term 2	Term 3
	IDES3331 Studio 3A: Integrated Product Design	FADA3030 Design Collaboration Studio 3	General Education
	IDES3333 Theory B: Product Design Research Methods	IDES3334 Theory C: Speculative Product Design	General Education
	Free Elective or Optional Minor	Free Elective or Optional Minor	

4525: Optional Honours

Year 4	Term 1	Term 2	Term 3
	IDES4100 Capstone Research	IDES4113 Capstone Project A	IDES4114 Capstone Project B
	IDES4111 Advanced Studio	Free Elective	

ELECTIVES	Free Electives can be used towards an Optional Minor – see Handbook for List Recommended Minors below:		
	Computational Design – 24uoc	Graphic Design – 36uoc	Integrated Design – 36uoc
	Students must complete: CODE1161 Design Computing CODE1240 C. Design 1 (Building) CODE2121 C. Design 2 (Structure) CODE2132 C. Design 3 (Urban)	Students must complete: DDES1140 Graphics 1 DDES2140 Graphics 2 DDES2141 Graphics 3 18uoc Prescribed Electives	Students must complete two studio sequences: 18uoc Disciplinary Studio 1* 18uoc Disciplinary Studio 2* *Introductory, Intermediate and Advanced levels from the following studio areas: *Object / Experience / Textiles / Interaction / 3D Visualisation / Graphics*

Bachelor of Design - in Computational Design 4825

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Term 1 2023 Commencing Students

	Term 1	Term 2	Term 3
Year 1	FADA1010 Design Collaboration Studio 1	BENV1012 Parametric Design and Digital Fabrication	CODE1240 Computational Design 1 (Building)
	CODE1110 Computational Design Theory 1	CODE1161 Design Computing	CODE1231 Urban Computing
		Free Elective or Optional Minor	Free Elective or Optional Minor

	Term 1	Term 2	Term 3
Year 2	CODE2121 Computational Design 2 (Structure)	CODE2132 Computational Design 3 (Urban)	FADA2020 Design Collaboration Studio 2
	CODE2250 Robotic Computing	CODE1210 Computational Design Theory 2	CODE2120 Building Data
	Free Elective or Optional Minor	Free Elective or Optional Minor	

	Term 1	Term 2	Term 3
Year 3	CODE3234 Computational Design 5 (Data)	FADA3030 Design Collaboration Studio 3	General Education
	CODE3100 Digital Collaboration Studio	CODE3201 Graduation Project: Theory	General Education
	Free Elective or Optional Minor	Free Elective or Optional Minor	

4523: Optional Honours

	Term 1	Term 2	Term 3
Year 4	CODE4100 Critical Review Literature	BENV4000 Research Methods in the Built Environment	CODE4200 Honours Thesis
	Prescribed Elective	Prescribed Elective	

ELECTIVES	Free Electives can be used towards an Optional Minor – see Handbook for List Recommended Minors below:		
	Industrial Design – 24uoc	Graphic Design – 36uoc	Integrated Design – 36uoc
	Students must complete: IDES1311 Ind Design Studio 1A IDES1312 Ind Design Studio 1B 12uoc Prescribed Electives	Students must complete: DDES1140 Graphics 1 DDES2140 Graphics 2 DDES2141 Graphics 3 18uoc Prescribed Electives	Students must complete two studio sequences: 18uoc Disciplinary Studio 1* 18uoc Disciplinary Studio 2* *Introductory, Intermediate and Advanced levels from the following studio areas: *Object / Experience / Textiles / Interaction / 3D Visualisation / Graphics*