

Master of Simulation and Immersive Technologies

9323



Term 1 2024 Commencing Students

	Term 1	Term 2	Term 3
Year 1	DDES9901 Designing and Experiencing Immersion	DDES9903 Narrative and Sensemaking in Immersive Environments	DDES9904 Models, Systems and Solution Design
	DDES9902 Human Dimensions in Immersive Environments	DDES9920 Information Arch. for Immersive Aesthetics <i>Prescribed Elective Option*</i>	DDES9911 Future Immersive Learning Methodologies <i>Prescribed Elective Option*</i>
	ADAD9110 3D Visualisation Studio <i>Prescribed Elective Option*</i> or Free Elective	DDES9914 Managing Immersive Projects <i>Prescribed Elective Option*</i> or Free Elective	

	Term 1	Term 2
Year 2	DDES9991 Visualisation, Simulation, and Immersive Design Capstone	DDES9991 Visualisation, Simulation, and Immersive Design Capstone <i>Capstone enrolment remains open all year to allow for work placements</i>
	DDES9905 Immersive Design, Complexity and Wicked Problems	

A note about Prescribed and Free Electives	
NOTES	Please refer to the Handbook for more information on course availability https://www.handbook.unsw.edu.au/postgraduate/programs/2024/9323
	Students must take: *18uoc Prescribed Electives – choose three of four prescribed electives courses outlined in above study plan ^12uoc Free Electives – choose two free electives with flexibility to undertake in the suggested terms above