Master of Simulation and Immersive Technologies 9323

UNSW SYDNEY

Term 1 2025 Commencing Students

Year 1

	Term 1	Term 2	Term 3
	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** *Prescribed Elective Option**	**DDES9911 Future Immersive Learning Methodologies** *Prescribed Elective Option**
	ADAD9110 3D Visualisation Studio *Prescribed Elective Option** **or Free Elective**	**DDES9914 Managing Immersive Projects** *Prescribed Elective Option** **or Free Elective**	

Year 2

	Term 1	Term 2
	DDES9905 Immersive Design, Complexity and Wicked Problems	****DDES9991 Visualisation, Simulation, and Immersive Design Capstone**
	Free Elective (Please see Handbook)	*****Capstone enrolment remains open all year to allow for work placements***
	**DDES9991 Visualisation, Simulation, and Immersive Design Capstone	

NOTES

A note about Prescribed and Free Electives

Please refer to the Handbook for more information on course availability
https://www.handbook.unsw.edu.au/postgraduate/programs/2025/9323

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
Please consult handbook for information regarding additional Postgraduate Elective choices.