Faculty of Arts, Design & Architecture

Master of Simulation and Immersive **Technologies** 9323



Term 1 2025 Commencing Students

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	Term 1	Term 2	Term 3
	DDES9901 Designing and Experiencing Immersion	DDES9903 Narrative and Sensemaking in Immersive Environments	DDES9904 Models, Systems and Solution Design
Year 1	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	

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

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:

NOTES

*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.

Information is correct as of 17.02.25 and is based on proposed prerequisites and course availability. This is to be used as a guide only and does not replace individual advice. Refer to the Handbook and Class Timetable for the relevant term to check availability for these courses. Contact The Nucleus: Student Hub for further assistance. CRICOS Provider Code 00098G