

Master of Simulation and Immersive Technologies

9323



Term 3 2024 Commencing Students

Year 1	Term 3	Year 2	Term 1	Term 2	Term 3	Year 3	Term 1
	DDES9901 Designing and Experiencing Immersion		DDES9902 Human Dimensions in Immersive Environments	DDES9903 Narrative and Sensemaking in Immersive Environments	DDES9904 Models, Systems and Solution Design		DDES9991 Visualisation, Simulation, and Immersive Design Capstone
	DDES9911 Future Immersive Learning Methodologies <i>Prescribed Elective Option*</i>		Free Elective^	DDES9914 Managing Immersive Projects <i>Prescribed Elective Option*</i>	DDES9905 Immersive Design, Complexity and Wicked Problems		<i>Capstone enrolment remains open all year to allow for work placements</i>
ADAD9110 3D Visualisation Studio <i>Prescribed Elective Option*</i>	Free Elective^	DDES9920 Information Arch. for Immersive Aesthetics <i>Prescribed Elective Option*</i>	Free Elective^ (or commence Capstone)				

NOTES	A note about Prescribed and Free Electives
	<p>Please refer to the Handbook for more information on course availability https://www.handbook.unsw.edu.au/postgraduate/programs/2024/9323</p> <p>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</p>