

Bachelor of Design - in Integrated Design 4825



Term 3C 2024 Commencing Students

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| Year 1 | Term 3C | Summer | Year 2 | Term 1 | Term 2 | Term 3 | Year 3 | Term 1 | Term 2 | Term 3 | Year 4 | Term 1 | Term 2 |
| | General Education* HUMS1005 or INFS2604 | General Education** | | FADA1010 Design Collaboration Studio 1 | DDES1200 Design History and Theory 1 | DDES1101 Design Communication and Context | | DDES2100 Design and Industry | Advanced Disciplinary Studio 1 | FADA2020^ Design Collaboration Studio 2 | | DDES3100 Design Project Research | FADA3030^ Design Collaboration Studio 3 |
| | | | | Introductory Disciplinary Studio 1 | Introductory Disciplinary Studio 2 | Intermediate Disciplinary Studio 1 | | Intermediate Disciplinary Studio 2 | Free Elective or Optional Minor* | Advanced Disciplinary Studio 2 | | DDES2200 Design History and Theory 3 | DDES2102 Design Professional Practice |
| | | | Free Elective or Optional Minor | Free Elective or Optional Minor | | Free Elective or Optional Minor | | DDES1201 Design History and Theory 2 | Free Elective or Optional Minor | Free Elective or Optional Minor | | | |

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| DISCIPLINARY STUDIOS | Students must complete two studio sequences of Introductory, Intermediate and Advanced level courses (18 UOC each) in two of the 7 studio areas: 3D Visualisation / Experience / Fashion / Graphics / Interaction / Object / Textiles for a total of 36 UOC | | |
| | Introductory | Intermediate | Advanced |
| | DDES1110 3D Visualisation 1 | DDES2110 3D Visualisation 2 | DDES2111 3D Visualisation 3 |
| | DDES1130 Experience 1 | DDES2130 Experience 2 | DDES2131 Experience 3 |
| | DDES1170 Fashion 1 | DDES2170 Fashion 2 | DDES2171 Fashion 3 |
| | DDES1140 Graphics 1 | DDES2140 Graphics 2 | DDES2141 Graphics 3 |
| | DDES1150 Interaction 1 | DDES2150 Interaction 2 | DDES2151 Interaction 3 |
| | DDES1120 Object 1 | DDES2120 Object 2 | DDES2121 Object 3 |
| | DDES1160 Textiles 1 | DDES2160 Textiles 2 | DDES2161 Textiles 3 |

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| ELECTIVES | Please refer to the Handbook under your chosen specialisation/s and minor https://www.handbook.unsw.edu.au/undergraduate/programs/2024/4825 |
| | *HUMS1005 or INFS2604 is an approved General Education course for T3C 2024 commencing students **Students are strongly encouraged to enrol in the Summer 2025 term to ensure that they can meet their program progression requirements and complete by their CoE end date. Alternatively, students may consider enrolling in up to 54 UOC across a year. |
| | *Students may use your Free Elective courses to complete one of the optional minors listed below: Recommended Design Minors are listed below: |
| | <ul style="list-style-type: none"> • Computational Design (24uoc) • Graphic Design (36uoc) • Industrial Design (24uoc) • Integrated Design (36uoc) • Robotic Fabrication (24uoc) • Social Robotics (24uoc) |
| | Please see Handbook and Pages 2-3 of sample plan for course list under each Minor |

^FADA courses: Due to prerequisites, students will need to complete core studios in this order: FADA1010, DDES1101, DDES2100, FADA2020, DDES3100 and FADA3030

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| | General Education* HUMS1005 or INFS2604 | General Education** | FADA1010 Design Collaboration Studio 1 | IDES1311 Studio 1A: Product Design Fundamentals | IDES1312 Studio 1B: Materials, Form and Meaning | IDES2321 Studio 2A: Production at Scale | IDES2322 Studio 2B: User-Centred Design | IDES2323 Studio 2C: Sustainable Futures | IDES3331 Studio 3A: Integrated Product Design | FADA3030 Design Collaboration Studio 3 |
| | | | IDES1314 Communications A: Analogue Visualisation | IDES1315 Communications B: Digital Visualisation | IDES1316 Materials & Manufacturing for Ind. Designers 1 | IDES2326 Materials & Manufacturing for Ind. Designers 2 | IDES2325 Theory A: Human Factors in Product Design | FADA2020 Design Collaboration Studio 2 | IDES3333 Theory B: Product Design Research Methods | IDES3334 Theory C: Speculative Product Design |
| | | | Free Elective or Optional Minor^ | Free Elective or Optional Minor^ | Free Elective or Optional Minor^ | Free Elective or Optional Minor^ | Free Elective or Optional Minor^ | Free Elective or Optional Minor^ | Free Elective or Optional Minor^ | Free Elective or Optional Minor^ |

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^Students may use Free Elective courses to complete an optional minor. Recommended Design Minors are listed below:

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| ELECTIVES | Computational Design (24uoc) Option 1 | Computational Design (24uoc) Option 2 | Industrial Design (24uoc) | Integrated Design (36uoc) |
| | <ul style="list-style-type: none"> Students choosing a Computational Design minor must complete the 4 courses under each option in sequence order Students should note the prerequisites for each course before enrolling in either of these minor sequences | | <ul style="list-style-type: none"> IDES1311 Ind Design Studio 1A IDES1312 Ind Design Studio 1B 12uoc Prescribed Electives from list in Handbook | Students must complete two studio sequences from the following: <i>Object / Experience / Interaction / Textiles / 3D Visualisation / Graphics / Sustainable Fashion</i> <ul style="list-style-type: none"> 18uoc Disciplinary Studio 1 18uoc Disciplinary Studio 2 |
| | Option 1 <ul style="list-style-type: none"> BENV1012 Parametric Design & Digital Fabrication CODE1240 C. Design 1 (Building) CODE2121 C. Design 2 (Structure) CODE2132 C. Design 3 (Urban) | Option 2 <ul style="list-style-type: none"> BENV1012 Parametric Design & Digital Fabrication CODE1161 Design Computing CODE1240 C. Design 1 (Building) CODE2250 Robotic Computing | | |
| | Graphic Design (36uoc) | Robotic Fabrication (24uoc) | Social Robotics (24uoc) | Note about the Sample Program |
| <ul style="list-style-type: none"> DDES1140 Graphics 1 DDES2140 Graphics 2 DDES2141 Graphics 3 18uoc Prescribed Electives from list in Handbook | <ul style="list-style-type: none"> BENV2001 Emerging Digital Technologies BEIL0014 Digital Making BEIL0015 Digital Design Foundations BENV2270 Construction Robotics | <ul style="list-style-type: none"> BENV2001 Emerging Digital Technologies, BEIL0014 Digital Making, BENV2522 Social Robotics, CODE2230 Human Machine Interaction | Sample Program is subject to the term course offerings. Please refer to the Handbook under your chosen specialisation/s and minor for details 4825 Handbook 2024 | |

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| | General Education* HUMS1005 or INFS2604 | General Education** | | FADA1010 Design Collaboration Studio 1 | BENV1012 Parametric Design and Digital Fabrication | CODE1240 Computational Design 1 (Building) | | CODE2121 Computational Design 2 (Structure) | CODE2132 Computational Design 3 (Urban) | CODE2120 Computational Design 4 (System) | | CODE3234 Computational Design 5 (Data) | FADA3030 Design Collaboration Studio 3 | CODE3100 Digital Collaboration Studio | CODE3201 Graduation Project: Theory |
| | | | | CODE1110 Computational Design Theory 1 | CODE1161 Design Computing | CODE1231 Urban Computing | | CODE2250 Robotic Computing | CODE1210 Computational Design Theory 2 | FADA2020 Design Collaboration Studio 2 | | Free Elective or Optional Minor^ | Free Elective or Optional Minor^ | | Free Elective or Optional Minor^ |
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^Students may use Free Elective courses to complete an optional minor. Recommended Design Minors are listed below:

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| | Graphic Design (36uoc) | | Robotic Fabrication (24uoc) | | Social Robotics (24uoc) | Note about the Sample Program |
| <ul style="list-style-type: none"> DDES1140 Graphics 1 DDES2140 Graphics 2 DDES2141 Graphics 3 18uoc Prescribed Electives from list in Handbook | | <ul style="list-style-type: none"> BENV2001 Emerging Digital Technologies BEIL0014 Digital Making BEIL0015 Digital Design Foundations BENV2270 Construction Robotics | | <ul style="list-style-type: none"> BENV2001 Emerging Digital Technologies, BEIL0014 Digital Making, BENV2522 Social Robotics, CODE2230 Human Machine Interaction | Sample Program is subject to the term course offerings. Please refer to the Handbook under your chosen specialisation/s and minor for details 4825 Handbook 2024 | |