

# Bachelor of Design - in Integrated Design 4825



## Term 1 2025 Commencing Students

Year 1	Term 1	Term 2	Term 3
	FADA1010 Design Collaboration Studio 1	DDES1200 Design History and Theory 1	DDES1101 Design Communication and Context
	Introductory Disciplinary Studio 1	Introductory Disciplinary Studio 2	Intermediate Disciplinary Studio 1
	Free Elective or Optional Minor*	Free Elective or Optional Minor*	

Year 2	Term 1	Term 2	Term 3
	DDES2100 Design and Industry	Advanced Disciplinary Studio 1	FADA2020^ Design Collaboration Studio 2
	Intermediate Disciplinary Studio 2	DDES2102 Design Professional Practice	Advanced Disciplinary Studio 2
	Free Elective or Optional Minor*		DDES1201 Design History and Theory 2

Year 3	Term 1	Term 2	Term 3
	DDES3100 Design Project Research	FADA3030^ Design Collaboration Studio 3	General Education
	DDES2200 Design History and Theory 3	Free Elective or Optional Minor*	General Education
	Free Elective or Optional Minor*	Free Elective or Optional Minor*	

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

ELECTIVES	This Sample Program is subject to the term course offerings. Please refer to the Handbook under your chosen specialisation/s and minor <a href="https://www.handbook.unsw.edu.au/undergraduate/programs/2025/4825">https://www.handbook.unsw.edu.au/undergraduate/programs/2025/4825</a>
	<b>*Students may use your Free Elective courses to complete one of the optional minors listed below:</b> <b>Recommended Design Minors are listed below:</b>
	<ul style="list-style-type: none"> <li>• Computational Design (24uoc)</li> <li>• Graphic Design (36uoc)</li> <li>• Industrial Design (24uoc)</li> <li>• Integrated Design (36uoc)</li> <li>• Robotic Fabrication (24uoc)</li> <li>• Social Robotics (24uoc)</li> <li>• Textiles and Fashion Design (36uoc)</li> </ul> <p><b>Please see Handbook and Pages 2-3 of sample plan for course list under each Minor</b></p> <p>Note courses completed as part of your disciplinary component cannot be double counted towards your minor</p>

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

# Bachelor of Design - in Industrial Design

## 4825



### Term 1 2025 Commencing Students

Year 1	Term 1	Term 2	Term 3
	FADA1010 Design Collaboration Studio 1	IDES1311 Studio 1A: Product Design Fundamentals	IDES1312 Studio 1B: Materials, Form and Meaning
	IDES1314 Communications A: Analogue Visualisation	IDES1315 Communications B: Digital Visualisation	IDES1316 Materials & Manufacturing for Ind. Designers 1
	Free Elective or Optional Minor*	Free Elective or Optional Minor*	Free Elective or Optional Minor*

Year 2	Term 1	Term 2	Term 3
	IDES2321 Studio 2A: Production at Scale	IDES2322 Studio 2B: User-Centred Design	IDES2323 Studio 2C: Sustainable Futures
	IDES2326 Materials & Manufacturing for Ind. Designers 2	IDES2325 Theory A: Human Factors in Product Design	FADA2020 Design Collaboration Studio 2
	Free Elective or Optional Minor*	Free Elective or Optional Minor*	

Year 3	Term 1	Term 2	Term 3
	IDES3331 Studio 3A: Integrated Product Design	FADA3030 Design Collaboration Studio 3	General Education
	IDES3333 Theory B: Product Design Research Methods	IDES3334 Theory C: Speculative Product Design	General Education
	Free Elective or Optional Minor*	Free Elective or Optional Minor*	

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 2025](#)

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

ELECTIVES	Computational Design (24uc) Option 1	Computational Design (24uc) Option 2	Integrated Design (36uc)	Textiles and Fashion Design (36uc)
	<ul style="list-style-type: none"> <li>Students choosing a Computational Design minor must complete the 4 courses under each option in sequence order</li> <li>Students should note the prerequisites for each course before enrolling in either of these minor sequences</li> </ul>		Students must complete two studio sequences <ul style="list-style-type: none"> <li>18uc Disciplinary Studio 1</li> <li>18uc Disciplinary Studio 2</li> </ul>	<ul style="list-style-type: none"> <li>DDES1160 Textiles 1</li> <li>DDES2160 Textiles 2</li> <li>DDES2161 Textiles 3</li> <li>DDES1170 Fashion 1</li> <li>DDES2170 Fashion 2</li> <li>DDES2171 Fashion 3</li> </ul>
	Option 1 <ul style="list-style-type: none"> <li>BENV1012 Parametric Design &amp; Digital Fabrication</li> <li>CODE1240 C. Design 1 (Building)</li> <li>CODE2121 C. Design 2 (Structure)</li> <li>CODE2132 C. Design 3 (Urban)</li> </ul>	Option 2 <ul style="list-style-type: none"> <li>BENV1012 Parametric Design &amp; Digital Fabrication</li> <li>CODE1161 Design Computing</li> <li>CODE1240 C. Design 1 (Building)</li> <li>CODE2250 Robotic Computing</li> </ul>	from the following studios:  3D Visualisation / Experience / Fashion / Graphics / Interaction / Object /Textiles	
	Graphic Design (36uc)	Industrial Design (24uc)	Robotic Fabrication (24uc)	Social Robotics (24uc)
<ul style="list-style-type: none"> <li>DDES1140 Graphics 1</li> <li>DDES2140 Graphics 2</li> <li>DDES2141 Graphics 3</li> <li>18uc Prescribed Electives from list in Handbook</li> </ul>	<ul style="list-style-type: none"> <li>IDES1311 Ind Design Studio 1A</li> <li>IDES1312 Ind Design Studio 1B</li> <li>12uc Prescribed Electives from list in Handbook</li> </ul>	<ul style="list-style-type: none"> <li>BENV2001 Emerging Digital Technologies</li> <li>BEIL0014 Digital Making</li> <li>BEIL0015 Digital Design Foundations</li> <li>BENV2270 Construction Robotics</li> </ul>	<ul style="list-style-type: none"> <li>BENV2001 Emerging Digital Technologies,</li> <li>BEIL0014 Digital Making,</li> <li>BENV2522 Social Robotics,</li> <li>CODE2230 Human Machine Interaction</li> </ul>	

# Bachelor of Design - in Computational Design

## 4825



### Term 1 2025 Commencing Students

Year 1	Term 1	Term 2	Term 3
	FADA1010 Design Collaboration Studio 1	BENV1012 Parametric Design and Digital Fabrication	CODE1240 Computational Design 1 (Building)
	CODE1110 Computational Design Theory 1	CODE1161 Design Computing	CODE1231 Urban Computing
		Free Elective or Optional Minor*	Free Elective or Optional Minor*

Year 2	Term 1	Term 2	Term 3
	CODE2121 Computational Design 2 (Structure)	CODE2132 Computational Design 3 (Urban)	CODE2120 Computational Design 4 (System)
	CODE2250 Robotic Computing	CODE1210 Computational Design Theory 2	FADA2020 Design Collaboration Studio 2
	Free Elective or Optional Minor*	Free Elective or Optional Minor*	

Year 3	Term 1	Term 2	Term 3
	CODE3234 Computational Design 5 (Data)	FADA3030 Design Collaboration Studio 3	General Education
	CODE3100 Digital Collaboration Studio	CODE3201 Graduation Project: Theory	General Education
	Free Elective or Optional Minor*	Free Elective or Optional Minor*	

<p>Sample Program is subject to the term course offerings. Please refer to the Handbook under your chosen specialisation/s and minor for details <a href="#">4825 Handbook 2025</a></p> <p>*Students may use Free Elective courses to complete an optional minor. Recommended Design Minors are listed below:</p>				
ELECTIVES	<p><b>Computational Design (24uoc) Option 1</b></p> <ul style="list-style-type: none"> <li>Students choosing a Computational Design minor must complete the 4 courses under each option in sequence order</li> <li>Students should note the prerequisites for each course before enrolling in either of these minor sequences</li> </ul>	<p><b>Computational Design (24uoc) Option 2</b></p>	<p><b>Integrated Design (36uoc)</b></p>	<p><b>Textiles and Fashion Design (36uoc)</b></p>
	<p>Option 1</p> <ul style="list-style-type: none"> <li>BENV1012 Parametric Design &amp; Digital Fabrication</li> <li>CODE1240 C. Design 1 (Building)</li> <li>CODE2121 C. Design 2 (Structure)</li> <li>CODE2132 C. Design 3 (Urban)</li> </ul>	<p>Option 2</p> <ul style="list-style-type: none"> <li>BENV1012 Parametric Design &amp; Digital Fabrication</li> <li>CODE1161 Design Computing</li> <li>CODE1240 C. Design 1 (Building)</li> <li>CODE2250 Robotic Computing</li> </ul>	<p>Students must complete two studio sequences</p> <ul style="list-style-type: none"> <li>18uoc Disciplinary Studio 1</li> <li>18uoc Disciplinary Studio 2</li> </ul> <p>from the following studios:</p> <p>3D Visualisation / Experience / Fashion / Graphics / Interaction / Object / Textiles</p>	<ul style="list-style-type: none"> <li>DDES1160 Textiles 1</li> <li>DDES2160 Textiles 2</li> <li>DDES2161 Textiles 3</li> <li>DDES1170 Fashion 1</li> <li>DDES2170 Fashion 2</li> <li>DDES2171 Fashion 3</li> </ul>
	<p><b>Graphic Design (36uoc)</b></p> <ul style="list-style-type: none"> <li>DDES1140 Graphics 1</li> <li>DDES2140 Graphics 2</li> <li>DDES2141 Graphics 3</li> <li>18uoc Prescribed Electives from list in Handbook</li> </ul>	<p><b>Industrial Design (24uoc)</b></p> <ul style="list-style-type: none"> <li>IDES1311 Ind Design Studio 1A</li> <li>IDES1312 Ind Design Studio 1B</li> <li>12uoc Prescribed Electives from list in Handbook</li> </ul>	<p><b>Robotic Fabrication (24uoc)</b></p> <ul style="list-style-type: none"> <li>BENV2001 Emerging Digital Technologies</li> <li>BEIL0014 Digital Making</li> <li>BEIL0015 Digital Design Foundations</li> <li>BENV2270 Construction Robotics</li> </ul>	<p><b>Social Robotics (24uoc)</b></p> <ul style="list-style-type: none"> <li>BENV2001 Emerging Digital Technologies,</li> <li>BEIL0014 Digital Making,</li> <li>BENV2522 Social Robotics,</li> <li>CODE2230 Human Machine Interaction</li> </ul>