

Creative Industries Faculty

Entry Programs (International)

QC01 Accelerated Foundation

QC02 Standard Foundation

QC04 Extended Foundation

QC10 English for Academic Purposes for degree programs

QC10 English for Academic Purposes for Foundation and University Diploma Programs

QC20 General English

QC21 General English Extension

QC22 English for Tertiary Preparation

QC24 English For Academic Purposes Plus

Certificate

QC05 University Certificate In Tertiary Preparation

Diploma

IF06 University Diploma in Creative Industries

Bachelor Degree

IF27 Bachelor of Mass Communication

KC30 Bachelor of Media and Communication

KJ32 Bachelor of Journalism

KK33 Bachelor of Creative Industries

KK33 Bachelor of Creative Industries (Communication Design)

KK33 Bachelor of Creative Industries (Creative Writing)

KK33 Bachelor of Creative Industries (Dance)

KK33 Bachelor of Creative Industries (Drama)

KK33 Bachelor of Creative Industries (Media & Communication)

KK33 Bachelor of Creative Industries (Television)

KK33 Bachelor of Creative Industries (Visual Arts)

KK34 Bachelor of Fine Arts (Acting)

KK34 Bachelor of Fine Arts (Animation)

KK34 Bachelor of Fine Arts (Creative and Professional Writing)

KK34 Bachelor of Fine Arts (Dance)

KK34 Bachelor of Fine Arts (Drama)

KK34 Bachelor of Fine Arts (Fashion)

KK34 Bachelor of Fine Arts (Film and Screen Production)

KK34 Bachelor of Fine Arts (Interactive and Visual Design)

KK34 Bachelor of Fine Arts (Sound Design)

KK34 Bachelor of Fine Arts (Technical Production)

KK34 Bachelor of Fine Arts (Television Producing)

KK34 Bachelor of Fine Arts (Visual Arts)

KM32 Bachelor of Music

Bachelor Degree (Double)

IF05 Bachelor of Journalism/Bachelor of Business (Advertising, International Business, Public Relations)

IF07 Bachelor of Journalism/Bachelor of Laws

IF10 Bachelor of Creative Industries (Media and Communication)/Bachelor of Laws

IF93 Bachelor of Creative Industries / Bachelor of Laws

IX07 Bachelor of Music/Bachelor of Education (Secondary) (Continuing Students Only)

IX16 Bachelor of Creative Industries (Dance)/Bachelor of Education (Secondary) (Continuing Students Only)

IX16 Bachelor of Creative Industries (Drama)/Bachelor of Education (Secondary)

IX16 Bachelor of Creative Industries (Visual Arts)/Bachelor of Education (Secondary)

IX27 Bachelor of Creative Industries / Bachelor of Information Technology

IX34 Bachelor of Business / Bachelor of Creative Industries

IX35 Bachelor of Business / Bachelor of Fine Arts (Creative and Professional Writing)

IX35 Bachelor of Business / Bachelor of Fine Arts (Drama)

IX35 Bachelor of Business / Bachelor of Fine Arts (Fashion)

IX35 Bachelor of Business / Bachelor of Fine Arts (Interactive and Visual Design)

IX35 Bachelor of Business / Bachelor of Fine Arts (Visual Arts)

IX36 Bachelor of Business / Bachelor of Journalism

IX39 Bachelor of Arts/Bachelor of Creative Industries

IX43 Bachelor of Creative Industries/Bachelor of Human Services

IX50 Bachelor of Creative Industries (Media and Communication)/Bachelor of Health Science (Nutrition)

IX50 Bachelor of Creative Industries (Media and Communication)/Bachelor of Health Science (Public Health)

IX56 Bachelor of Creative Industries/Bachelor of Information Technology

IX66 Bachelor of Media and Communication/Bachelor of Laws

IX67 Bachelor of Business/Bachelor of Media and Communication

IX68 Bachelor of Fine Arts (Creative and Professional Writing)/Bachelor of Laws

IX69 Bachelor of Fine Arts (Interactive and Visual Design) / Bachelor of Information Technology

IX70 Bachelor of Health Science (Nutrition)/Bachelor of Media and Communication

IX70 Bachelor of Health Science (Public Health) / Bachelor of Media and Communication

IX73 Bachelor of Creative Industries / Bachelor of Laws

IX74 Bachelor of Journalism/Bachelor of Laws

KK33/ED38 Bachelor of Creative Industries (Drama)/Graduate Diploma in Education (Senior Years)

KK34/ED38 Bachelor of Fine Arts (Dance)/Graduate Diploma in Education (Senior Years)

KK34/ED38 Bachelor of Fine Arts (Drama)/Graduate Diploma in Education (Senior Years)

KK34/ED38 Bachelor of Fine Arts (Visual Arts)/Graduate Diploma in Education (Senior Years)

KM32/ED38 Bachelor of Music/Graduate Diploma in Education (Senior Years)

Honours

KK52 Bachelor of Creative Industries (Honours) (Interactive and Visual Design, Creative Writing, Dance, Drama, Interdisciplinary, Media and Communication, Visual Arts)

KK53 Bachelor of Fine Arts (Honours) (Interactive and Visual Design, Creative Writing, Dance, Fashion, Film and Television, Visual Arts)

KK54 Bachelor of Journalism (Honours)

KK55 Bachelor of Music (Honours)

Graduate Certificate

IF94 Graduate Certificate in Advertising

IX97 Graduate Certificate in Research Commercialisation

KI35 Graduate Certificate in Creative Industries (Communication Design)

KJ35 Graduate Certificate in Journalism
KK44 Graduate Certificate in Arts and Creative Industries Management
KK64 Graduate Certificate In Professional Communication
KK86 Graduate Certificate in Creative Industries (Animation)
KK86 Graduate Certificate in Creative Industries (Creative Production and Arts Management)
KK86 Graduate Certificate in Creative Industries (Creative Writing)
KK86 Graduate Certificate in Creative Industries (Interactive and Visual Design)
KK86 Graduate Certificate in Creative Industries (Interdisciplinary)
KK86 Graduate Certificate in Creative Industries (Music and Sound)
KK86 Graduate Certificate in Creative Industries (Professional Communication)
KM35 Graduate Certificate in Music
KW35 Graduate Certificate in Creative Industries (Creative Writing)

Graduate Diploma

KJ36 Graduate Diploma in Journalism
KM36 Graduate Diploma in Music
KW36 Graduate Diploma in Creative Industries (Creative Writing)

Masters Degree (Coursework)

IX96 Master of Advertising (Creative Advertising)
IX99 Master of Research and Development Management
KI43 Master of Creative Industries (Communication Design)
KJ42 Master of Journalism
KK42 Master of Fine Arts
KK46 Master of Arts and Creative Industries Management
KK88 Master of Creative Industries (Animation)
KK88 Master of Creative Industries (Creative Production and Arts Management)
KK88 Master of Creative Industries (Creative Writing)
KK88 Master of Creative Industries (Interactive and Visual Design)
KK88 Master of Creative Industries (Interdisciplinary)
KK88 Master of Creative Industries (Music and Sound)
KK88 Master of Creative Industries (Professional Communication)
KM42 Master of Music

Masters Degree (Research)

KK51 Master of Arts (Research)

Doctoral

IF49 Doctor of Philosophy (Creative Industries)
KK49 Doctor of Creative Industries

University wide unit sets

Unit sets: Accounting, Economics and Finance
Unit sets: Advertising, Integrated Marketing Communication, Logistics, Marketing and Public Relations
Unit sets: Built Environment and Design
Unit sets: Creative Industries
Unit sets: Engineering
Unit sets: Entrepreneurship, Human Resource Management and Management
Unit sets: Natural Resource Sciences

Unit sets: Faculty of Health

Unit sets: Information Technology

Unit sets: International Business, Languages, and Tourism and Entertainment Marketing

Unit sets: International Exchange

Unit sets: International Studies

Unit sets: Justice and the Law

Unit sets: Mathematical Sciences

Unit sets: Multimedia and Technologies

Unit sets: Physical and Chemical Sciences

Unit sets: Science

Unit sets: Society and Culture

Unit sets: Urban Development and Construction

Bachelor of Journalism/Bachelor of Business (Advertising, International Business, Public Relations) (IF05)

Year offered: 2009

Admissions: No

CRICOS code: 040312G

Course duration (full-time): 4/4.5 Years (8 or 9 Semesters - students may choose); Int'l - 9 semesters

Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: \$166 per credit point (*subject to annual review*)

Domestic fees (indicative): 2008: Full fee tuition \$15,936; CSP \$5,851

International Fees (per semester): 2008: \$10,032 per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February and July

QTAC code: 409172

Past rank cut-off: 90

Past OP cut-off: 6

OP Guarantee: Yes

Assumed knowledge: English (4,SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 432

Standard credit points per full-time semester: 48 (Years 1 & 2); 60 (Years 3 & 4)

Course coordinator: Associate Professor Adrian Thomas (Creative Industries); Mr Andrew Paltridge (Business)

Discipline coordinator: Professor Alan Knight (Journalism); Dr Gayle Kerr (Advertising); Mr Simon Ridings (International Business); Ms Robina Xavier (Public Relations)

Campus: Gardens Point and Kelvin Grove

Discontinuation

Students should note that from Semester 1, 2007 this course has been renamed and recoded to IX36 Bachelor of Business/Bachelor of Journalism. Therefore, there will be no further intake into this course, however, students who are currently enrolled, or have already been made an offer into this current course for 2007, are able to remain enrolled in it.

For course structure information on the new course, please refer to the new course.

Overview

This four-and-a-half year professional course links Journalism with business studies in Advertising, International Business or Public Relations and is the choice of about one-third of commencing journalism students. In addition to the all-media journalism subjects, students cover a broad range of business subjects and specialise in advertising, public relations, globalisation, international business development or global economics.

Career Outcomes

Advertising graduates enter the marketplace as copywriters, media planners, account executives, media representatives,

product managers and researchers. The International Business major equips graduates for careers in companies engaged in international trade, multinational companies and financial institutions dealing with international marketing and investments. Public Relations graduates enter the marketplace as public relations managers and consultants, editors of trade and specialist publications, speechwriters, information officers, corporate communication officers and professionals, and special events managers. Journalism graduates are prepared for careers in both print and broadcast journalism, and opportunities also exist to become press secretaries and media officers.

Professional Recognition

The Bachelor of Business degree may, subject to choice of major, extended major, or specialisation, allow graduates to satisfy the academic requirements for membership as follows:

*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance.

*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association and the Queensland Commercial Radio Association;

*International Business - Australian Institute of Export;

*Public Relations - Public Relations Institute of Australia.

The Journalism degree is recognised by the Australian Journalists Association section of the Media Entertainment and Arts Alliance.

Course Design

Students are required to complete 432 credit points, comprised of 240 credit points from the Bachelor of Business program and 192 credit points from the Bachelor of Journalism program.

For the Business component, students must complete the 96 credit point Faculty Core Units together with a 72 credit point Major and a further 72 credit points in which the student must complete one of the following: Double Major, Extended Major or Specialisation.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and

Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

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This course has been discontinued. Currently enrolled students should check the Course Summary Sheet (via QUT Virtual) for enrolment and unit information.

Potential Careers:

Advertising Professional, Marketing Officer/Manager, Media Industry Specialist, Public Relations Officer/Consultant, Publishing Professional.

University Diploma in Creative Industries (IF06)

Year offered: 2009

Admissions: Yes

CRICOS code: 064626C

Course duration (full-time): 2 semesters

International Fees (per semester): 2009: \$7,725 (indicative) per semester (*subject to annual review*)

International Entry: February, June and October

Total credit points: 96

Standard credit points per full-time semester: 48

Course coordinator: Elizabeth McDade

Campus: Kelvin Grove

Abbreviation

UnivDipCI

Entry Requirements - Academic

Successful completion of senior high school with the required grades. Students can find more country specific entry requirements at the following web site:

<http://www.international.qut.edu.au/apply/howtoapply/entryreqs/academic.jsp>

Entry Requirements - English language

Queensland Senior English (Low Achievement) or IELTS 5.5 with no sub-score less than 5.0 or TOEFL iBT Overall score of 69 (at least 18 in writing and reading and 17 or more in listening and speaking) or TOEFL 525 (paper) or TOEFL 193 (CBT) or equivalent, or successful completion of the EAP program. (N.B. Students should also check visa requirements).

Description

The University Diploma in Creative Industries, which has intakes for international students in February, June and October, is equivalent to the first year of the Bachelor of Mass Communication and a range of Creative Industries degrees (see list below). In this program, students study six faculty units as well as two units of Communication which have been designed to support their other units. Student who successfully complete the University Diploma in Creative Industries earn full academic credit for eight units, and articulate to the second year of their chosen degree, except for Bachelor of Fine Art (Film and Television) for which one semester credit only is awarded. Small lectures and tutorials, additional workshops and the support of Language and Welfare Advisers provide an excellent learning environment.

Course Completion

Students must obtain at least a grade of 4 (Pass) in all units.

Progression

Requirements for a guaranteed place in the following QUT Bachelors degrees:

- i) have an IELTS score of 6.5 or its equivalent
- ii) fulfil the Diploma course requirements, and
- iii) Gain a Grade Point Average (GPA) for particular

courses, as indicated below:

Students who successfully complete the University Diploma of Creative Industries and meet the respective faculty requirements will receive up to one year's advanced standing and be guaranteed a place in one of the available bachelor programs from the Creative Industries Faculty.

96 credit points of advanced standing with 4 semesters to complete* (GPA of at least 4.0)

IF27 - Bachelor of Mass Communication

KK33 - Bachelor of Creative Industries

72 credit points of advanced standing with 5 semesters to complete* (GPA of at least 4.0)

KC30 - Bachelor of Media and Communication

72 credit points of advanced standing with 5 semesters to complete*(GPA of at least 4.5)

KJ32 - Bachelor of Journalism

KK34 - Bachelor of Fine Arts (Creative and Professional Writing)

KK34 - Bachelor of Fine Arts (Drama)

KK34 - Bachelor of Fine Arts (Interactive and Visual Design)
- replaces Bachelor of Creative Industries (Communication Design)

72 credit points of advanced standing with 6 semesters to complete* (GPA of at least 4.5)

KK34 - Bachelor of Fine Arts (Animation)

KK34 - Bachelor of Fine Arts (Film, TV, and New Media Production)

* Students may receive an additional 24 credit points of advanced standing depending on the elective units undertaken in the Diploma program and the Bachelor's degree they select.

Note: In order to maximise advanced standing, University Diploma in Creative Industries students should select Business units as electives, which, in conjunction with Professional Communication 1 and Professional Communication 2, will comprise a Business minor.

Full-time course structure

Semester One

KKD101	Creative Industries: People and Practices
KCD103	Strategic Speech Communication
QCD110	Professional Communication 1
	BSD126 Marketing (recommended) or Elective
	Note: KKD101 & KCD103 are offered in ALTERNATE semesters

Semester Two

KKD102	Creative Industries: Making Connections
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KVD104 Photomedia and Artistic Practice

QCD210 Professional Communication 2

Elective

Note: KKD102 & KVD104 are offered in
ALTERNATE semesters

Electives

BSD110 Accounting

BSD113 Economics

BSD115 Management

BSD119 Global Business

BSD124 Working in Business

BSD126 Marketing

ITD001 Problem Solving and Programming

ITD002 IT Professional Studies

ITD004 Database Systems

ITD005 Systems Architecture

ITD006 Networks

Potential Careers:

Academic, Administrator, Advertising Professional, Animator, Art Project Manager, Art Writer, Arts Administrator, Community Education Officer, Computer Games Developer, Corporate Secretary, Creative Writer, Curator, Diplomat, Educator, English Teacher, Financial Advisor/Analyst, Government Officer, Higher Education Worker, Human Resource Manager, Information Officer, Journalist, Manager, Marketing Officer/Manager, Organisational Communication Specialist, Policy Officer, Public Servant, Publishing Professional, Secondary School Teacher, TAFE Teacher, Teacher, Theatre Professionals, Trainer, Web Designer.

Bachelor of Journalism/Bachelor of Laws (IF07)

Year offered: 2009

Admissions: No

CRICOS code: 040313G

Course duration (full-time): 5 Years

Domestic fees (indicative): 2009: CSP \$3,335 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February and July* (*July entry subject to availability)

QTAC code: 409912

Past rank cut-off: 92

Past OP cut-off: 5

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 528

Standard credit points per full-time semester: 48(Semesters 3,4,5,6,9+10), 60(Semesters 1,2,7+8)

Course coordinator: Head, Undergraduate Studies ugenq.ci@qut.edu.au (Creative Industries); Dr. William Dixon Director, Undergraduate Programs (Law)

Discipline coordinator: Professor Alan Knight (Creative Industries)

Campus: Gardens Point and Kelvin Grove

Overview

This five-year double degree in journalism and law is in high demand. It combines the practical skills and understanding of the journalism industry with the skills to work as a legal practitioner.

Career Outcomes

outcomes Graduates may find work in private practice as a barrister or legal practitioner, practise in law-related government departments or within large companies as in-house lawyers. Journalism opportunities are the same as those for graduates of the Bachelor of Journalism. See page 30 for more information.

Course Structure

The Creative Industries component is made up of 24 credit points of Faculty Foundation units, 144 credit points of Journalism-related units and 24 credit points of elective units.

The Law component is made up of 336 credit points of law subjects.

Professional Recognition

The law degree component covers all the law units required for admission as a legal practitioner in Australia and is approved for the purposes of the Legal Practitioners' Admission Rules. QUT's journalism degree is recognised by the Australian Journalists' Association (AJA) section of the Media, Entertainment and Arts Alliance (MEAA).

OP Guarantee

The OP Guarantee does not apply to this program.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Course structure

Year 1, Semester 1

The Law School is currently reviewing the law components of this course to continue to meet the needs of students and employers. As a result this program may change in 2009 and is subject to final approval.

KJB101	Digital Journalism
KJB120	Newsriting
KKB101	Creative Industries: People and Practices
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

KJB121	Journalistic Inquiry
KKB102	Creative Industries: Making Connections
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives
	Creative Industries Elective

Year 2, Semester 1

KJB239	Journalism Ethics and Issues
KJB224	Feature Writing
KPB101	Foundations of Film and Television Production
LWB136	Contracts A

Year 2, Semester 2

KJB232	Radio and Television Journalism 1
KCB202	New Media 2: Applications and Implications
	Creative Industries Elective
LWB137	Contracts B

Year 3, Semester 1

KJB322	Desktop Publishing And Editing
KJB338	Radio and Television Journalism 2
LWB138	Fundamentals of Torts
LWB238	Fundamentals of Criminal Law

Year 3, Semester 2

KJB303	News Production
KJB337	Public Affairs Reporting
LWB139	Select Issues in Torts
LWB239	Criminal Responsibility

Year 4, Semester 1

LWB231	Introduction to Public Law
LWB236	Real Property A
LWB240	Principles of Equity
LWB332	Commercial and Personal Property Law
LWB333	Theories of Law

Year 4, Semester 2

LWB235	Australian Federal Constitutional Law
LWB237	Real Property B
LWB241	Trusts
LWB331	Administrative Law
LWB334	Corporate Law

Year 5, Semester 1

LWB431	Civil Procedure
LWB432	Evidence
LWB434	Advanced Research and Legal Reasoning
KWB101	Introduction to Creative Writing
OR	null
	Creative Industries Elective

Year 5, Semester 2

LWB433	Professional Responsibility
	Creative Industries Elective
	Law Elective Units

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
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KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy	Professional, Solicitor.
KCB103	Strategic Speech Communication	
KCB104	Media and Communications Industries	
KCB105	Media and Communication Research Methods	
KCB202	New Media 2: Applications and Implications	
KCB203	Consumer Cultures	

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Barrister, Crown Law Officer, In-House Lawyer, Information Officer, Journalist, Media Industry Specialist, Public Relations Officer/Consultant, Public Servant, Publishing

Bachelor of Creative Industries (Media and Communication)/Bachelor of Laws (IF10)

Year offered: 2009

Admissions: No

CRICOS code: 040288C

Course duration (full-time): 5 years

Domestic fees (indicative): 2009: CSP \$3,795 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409192

Past rank cut-off: 90

Past OP cut-off: 6

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 528

Standard credit points per full-time semester: 48 (Semesters 3,4,5,6,9+10), 60 (Semesters 1,2,7+8)

Course coordinator: Creative Industries: Head, Undergraduate Studies (ugenq.ci@qut.edu.au); Dr William Dixon Director Undergraduate Law Programs

Discipline coordinator: Creative Industries: Professor Alan Knight

Campus: Gardens Point and Kelvin Grove

Overview

Media outlets operate in a regulatory environment in which changes occur rapidly and constantly. In an era where there is increasing public scrutiny of our media, the need for legal practitioners with specific media awareness has never been greater. This five-year double degree combines practical skills and contextual understanding of the media and communication industries with the skills to work as a legal practitioner.

Career Outcomes

Graduates may choose to use their combined skills to work in-house for media outlets, regulatory bodies, or in law firms with specialist interests in the media. As a lawyer you may find work in private practice as a barrister or legal practitioner, practise in law-related government departments or within large companies as in-house lawyers. Media and communication opportunities are similar to those for graduates of the Bachelor of Creative Industries (Media and Communication) course.

Course Structure

The Creative Industries component is made up of 24 credit points of Faculty Foundation units, 144 credit points from the Media and Communication major and 24 credit points of elective units.

The Law component is made up of 336 credit points of law subjects.

Professional Recognition

The law degree component covers all the law units required for admission as a legal practitioner in Australia and is approved for the purposes of the Legal Practitioners' and Barristers' Admission Rules.

OP Guarantee

The OP Guarantee does not apply to this program.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Course structure

Year 1, Semester 1

	The Law School is currently reviewing the law components of this course to continue to meet the needs of students and employers. As a result this program may change in 2009 and is subject to final approval.
KCB101	Communication in the New Economy
KKB101	Creative Industries: People and Practices
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KKB102	Creative Industries: Making Connections
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1

KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication
LWB136	Contracts A

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KCB304	Managing Communication Resources
LWB137	Contracts B

Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Servant, Publishing Professional, Solicitor, Web Designer.

Year 3, Semester 1

KCB301	Media Audiences
SELECT:	Creative Industries Elective
LWB138	Fundamentals of Torts
LWB238	Fundamentals of Criminal Law

Year 3, Semester 2

LWB139	Select Issues in Torts
LWB239	Criminal Responsibility
KCB303	Applied Media Communication
	Select one unit from KKB175 or LWB480 or a Creative Industries Elective:
KKB175	Creative Industries Legal Issues
LWB480	Media Law
	Creative Industries Elective

Year 4, Semester 1

LWB231	Introduction to Public Law
LWB236	Real Property A
LWB240	Principles of Equity
LWB332	Commercial and Personal Property Law
LWB333	Theories of Law

Year 4, Semester 2

LWB235	Australian Federal Constitutional Law
LWB237	Real Property B
LWB241	Trusts
LWB331	Administrative Law
LWB334	Corporate Law

Year 5, Semester 1

LWB431	Civil Procedure
LWB432	Evidence
LWB434	Advanced Research and Legal Reasoning
	Law Elective

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective
	Law Elective
	Law Elective

Potential Careers:

Academic, Advertising Professional, Barrister, Crown Law Officer, Educator, Government Officer, In-House Lawyer, Information Officer, Internet Professional, Marketing

Bachelor of Mass Communication (IF27)

Year offered: 2009

Admissions: Yes

CRICOS code: 037542J

Course duration (full-time): 3 Years

Domestic fees (indicative): 2009: CSP \$3,470 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February and July

QTAC code: 409012

Past rank cut-off: 75

Past OP cut-off: 13

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Professor Alan Knight (Media & Communication, and Journalism); Ms Jeanette McGown (Television); Dr Gayle Kerr (Advertising); Ms Amisha Mehta (Public Relations)

Campus: Gardens Point and Kelvin Grove

Overview

This course is a joint offering by the faculties of Creative Industries and Business, designed to capitalise on the dynamic area of mass communication and the challenges faced by organisations in the digital age.

The flexible program design includes areas of study from both faculties, providing professional skills in areas such as international journalism, television, media and communication, advertising and public relations.

Career Outcomes

Graduates obtain employment in a wide variety of public and private sector organisations. Potential employment opportunities include careers as a public relations consultant, media planner, copywriter, corporate communication manager, specialist journalist, media production specialist, media adviser or event manager.

Professional Recognition

Depending on the choice of majors, graduates of the Bachelor of Mass Communication may satisfy the academic requirements for membership of the Advertising Institute of Australia (AIA) and the Society of Business Communicators (SBC).

Course Design

Students commencing the Bachelor of Mass Communication must complete 24 units of equal weighting totalling 288 credit points comprised of

a. Faculty Core (six faculty core units)

b. Major Core (two majors of six units each) and

c. Electives (six units).

Although studies can be tailored to meet a specific career goal or create a wide variety of career choices, there is a set of recommended combinations of majors. Students are not required to take these combinations, however they do represent the more common and logical choices within a mass communication qualification.

The recommended combinations are:

- Public Relations and International Journalism
- Public Relations and Media and Communication
- Advertising and Television
- International Journalism and Media and Communication.

Why choose this course?

The combined expertise of these faculties gives you a unique opportunity to foster your skills in creative, technical and business communication. You can tailor your studies to meet a specific career goal or to create a wide variety of career choices.

You will complete two majors â some recommended combinations are: â public relations and international journalism â advertising and media and communication â advertising and television â international journalism and media and communication.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

General Course structure

FACULTY CORE UNITS - 6 units required

KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
BSB126	Marketing
AMB201	Marketing and Audience Research
	EITHER
AMB220	Advertising Theory and Practice
	OR
AMB260	Public Relations Theory and Practice

MAJOR CORE UNITS - 12 units required - Select two of the following 6 units majors

Advertising

AMB220	Advertising Theory and Practice
AMB200	Consumer Behaviour
AMB221	Advertising Copywriting
AMB222	Media Planning
AMB320	Advertising Management
AMB321	Advertising Campaigns
Students who have completed AMB220 Advertising Theory and Practice as part of the Faculty Core will need to choose one of the following three units as a substitution:	
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio

Media and Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB202	New Media 2: Applications and Implications
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources

Public Relations

AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB370	Public Relations Cases
AMB361	Public Relations Campaigns
Students who have completed AMB260 Public Relations Theory and Practice as part of the Faculty Core will need to choose one of the following three units as a substitution:	
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics

Television

KPB101	Foundations of Film and Television Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB303	Critical Thinking About Television

International Journalism

KJB101	Digital Journalism
KJB120	Newswriting

KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Electives - 6 units required

Select six units from any Faculty.

Course structure - Advertising / International Journalism

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KJB101	Digital Journalism
BSB126	Marketing
KCB110	Introduction to Mass Communication

Year 1, Semester 2

KJB120	Newswriting
KKB102	Creative Industries: Making Connections
AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 2, Semester 1

KJB121	Journalistic Inquiry
AMB201	Marketing and Audience Research
AMB319	Media Planning
	Elective

Year 2, Semester 2

KJB280	International Journalism
AMB221	Advertising Copywriting
	Elective
	Elective

Year 3, Semester 1

KJB224	Feature Writing
AMB320	Advertising Management
AMB202	Integrated Marketing Communication
	OR
AMB230	Internet Promotion
	OR
AMB330	Advertising Strategy and Planning
	Elective

Year 3, Semester 2

KJB337	Public Affairs Reporting
AMB339	Advertising Campaigns
	Elective
	Elective

Course structure - Advertising / Media &

Communication

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
BSB126	Marketing
KCB101	Communication in the New Economy
KCB110	Introduction to Mass Communication

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB201	Marketing and Audience Research

Year 2, Semester 1

KCB103	Strategic Speech Communication
KCB301	Media Audiences
AMB319	null
	Elective

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
AMB318	Advertising Copywriting
	Elective
	Elective

Year 3, Semester 1

KCB302	Political Communication
AMB320	Advertising Management
AMB202	Integrated Marketing Communication
	OR
AMB230	Internet Promotion
	OR
AMB330	Advertising Strategy and Planning
	Elective

Year 3, Semester 2

KCB304	Managing Communication Resources
AMB339	Advertising Campaigns
	Elective
	Elective

Course structure - Advertising / Television

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KPB106	Australian Television
KCB110	Introduction to Mass Communication
BSB126	Marketing

Year 1, Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
KKB102	Creative Industries: Making Connections
KPB101	Foundations of Film and Television Production

Year 2, Semester 1

AMB201	Marketing and Audience Research
AMB318	Advertising Copywriting
AMB319	Media Planning
KPB105	Narrative Production

Year 2, Semester 2

AMB320	Advertising Management
KPB104	Film and Television Production Resource Management
	Elective
	Elective

Year 3, Semester 1

KPB303	Critical Thinking About Television
AMB202	Integrated Marketing Communication
	OR
AMB230	Internet Promotion
	OR
AMB330	Advertising Strategy and Planning
	Elective
	Elective

Year 3, Semester 2

KPB107	Television's Greatest Hits
AMB321	Advertising Campaigns
	Elective
	Elective

Course structure - Advertising/Public Relations

Year 1, Semester 1

BSB126	Marketing
KKB101	Creative Industries: People and Practices
	Elective
	Choose either KCB103 or KWB102:
KCB103	Strategic Speech Communication
KWB102	Media Writing

Year 1, Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB260	Public Relations Theory and Practice
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

AMB201	Marketing and Audience Research
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AMB221	Advertising Copywriting
AMB222	Media Planning
AMB261	Media Relations and Publicity

Year 2, Semester 2

AMB262	Public Relations Writing
	Choose one from the following three units:
AMB230	Digital Promotions
AMB202	Integrated Marketing Communication
AMB231	Marketing Communications Regulations and Ethics
	Elective
	Elective

Year 3, Semester 1

AMB320	Advertising Management
AMB370	Public Relations Cases
	Choose one from the following three units:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
	Elective

Year 3, Semester 2

AMB321	Advertising Campaigns
AMB361	Public Relations Campaigns
	Elective
	Elective

Course structure - Public Relations / Television

Year 1, Semester 1

BSB126	Marketing
KKB101	Creative Industries: People and Practices
KPB106	Australian Television
KCB110	Introduction to Mass Communication

Year 1, Semester 2

AMB201	Marketing and Audience Research
AMB263	Introduction to Public Relations
KKB102	Creative Industries: Making Connections
KPB101	Foundations of Film and Television Production

Year 2, Semester 1

AMB264	Public Relations Techniques
KPB105	Narrative Production
	Elective
	Elective

Year 2, Semester 2

AMB372	Public Relations Planning
KPB104	Film and Television Production Resource

	Management
KPB107	Television's Greatest Hits
	Elective

Year 3, Semester 1

AMB374	Global Public Relations Cases
KPB303	Critical Thinking About Television
	Elective
	Elective

Year 3, Semester 2

AMB379	Public Relations Campaigns
	Select two from the following three units:
AMB230	Internet Promotion
AMB231	Marketing Communications Regulations and Ethics
AMB202	Integrated Marketing Communication
	Elective

Course structure - Public Relations / Media & Communication

Year 1, Semester 1

KCB101	Communication in the New Economy
KCB110	Introduction to Mass Communication
KKB101	Creative Industries: People and Practices
BSB126	Marketing

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KCB103	Strategic Speech Communication
AMB201	Marketing and Audience Research
AMB263	Introduction to Public Relations

Year 2, Semester 1

KCB301	Media Audiences
AMB264	Public Relations Techniques
	Elective
	Elective

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
AMB372	Public Relations Planning
	Choose two from the following three units:
AMB202	Integrated Marketing Communication
AMB230	Internet Promotion
AMB231	Marketing Communication Regulation and Ethics

Year 3, Semester 1

KCB302	Political Communication
AMB374	Global Public Relations Cases

Elective

Elective

Year 3, Semester 2

KCB304 Managing Communication Resources

AMB361 Public Relations Campaigns

Elective

Elective

Course structure - Public Relations / International Journalism

Year 1, Semester 1

BSB126 Marketing

KJB101 Digital Journalism

KKB101 Creative Industries: People and Practices

KCB110 Introduction to Mass Communication

Year 1, Semester 2

AMB201 Marketing and Audience Research

AMB263 Introduction to Public Relations

KJB120 Newswriting

KKB102 Creative Industries: Making Connections

Year 2, Semester 1

AMB264 Public Relations Techniques

KJB121 Journalistic Inquiry

Elective

Elective

Year 2, Semester 2

AMB372 Public Relations Planning

KJB280 International Journalism

Choose two from the following three units:

AMB202 Integrated Marketing Communication

AMB230 Internet Promotion

AMB231 Marketing Communications Regulations and Ethics

Year 3, Semester 1

AMB374 Global Relations Cases

KJB224 Feature Writing

Elective

Elective

Year 3, Semester 2

AMB379 Public Relations Campaigns

KJB337 Public Affairs Reporting

Elective

Elective

Course structure - Media & Communication / Television

Year 1, Semester 1

KCB101 Communication in the New Economy

KKB101 Creative Industries: People and Practices

KCB110 Introduction to Mass Communication

BSB126 Marketing

Year 1, Semester 2

KKB102 Creative Industries: Making Connections

KPB104 Film and Television Production Resource Management

AMB201 Marketing and Audience Research

AMB220 Advertising Theory and Practice

OR

AMB263 Introduction to Public Relations

Year 2, Semester 1

KPB106 Australian Television

KCB103 Strategic Speech Communication

KCB301 Media Audiences

Elective

Year 2, Semester 2

KPB101 Foundations of Film and Television Production

KCB202 New Media 2: Applications and Implications

Elective

Elective

Year 3, Semester 1

KPB105 Narrative Production

KCB302 Political Communication

KPB303 Critical Thinking About Television

Elective

Year 3, Semester 2

KCB304 Managing Communication Resources

KPB107 Television's Greatest Hits

Elective

Elective

Course structure - Media & Communication / International Journalism

Year 1, Semester 1

BSB126 Marketing

KCB110 Introduction to Mass Communication

KJB101 Digital Journalism

KKB101 Creative Industries: People and Practices

Year 1, Semester 2

KJB120 Newswriting

KKB102	Creative Industries: Making Connections
AMB201	Marketing and Audience Research
AMB260	Public Relations Theory and Practice OR
AMB220	Advertising Theory and Practice

Year 2, Semester 1

KCB103	Strategic Speech Communication
KCB301	Media Audiences
KJB121	Journalistic Inquiry
KCB101	Communication in the New Economy

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
KJB280	International Journalism Elective Elective

Year 3, Semester 1

KCB302	Political Communication
KJB224	Feature Writing Elective Elective

Year 3, Semester 2

KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting Elective Elective

Course structure - Television/International Journalism

Year 1, Semester 1

BSB126	Marketing
KJB101	Digital Journalism
KCB110	Introduction to Mass Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KPB101	Foundations of Film and Television Production
KPB104	Film and Television Production Resource Management
AMB260	Public Relations Theory and Practice OR
AMB220	Advertising Theory and Practice

Year 2, Semester 1

KJB121	Journalistic Inquiry
KPB105	Narrative Production
KPB106	Australian Television

KJB120	Newsriting
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Year 2, Semester 2

AMB201	Market and Audience Research
KJB280	International Journalism Elective Elective

Year 3, Semester 1

KJB224	Feature Writing
KPB303	Critical Thinking About Television Elective Elective

Year 3, Semester 2

KJB337	Public Affairs Reporting
KPB107	Television's Greatest Hits Elective Elective

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design

KVB106 Drawing for Animation

Art History

KVB102 Modernism

KVB103 Australian Art

KVB211 Post 1945 Art

KVB304 Contemporary Art Issues

Art, Design and Architecture

DAB325 Architecture in the 20th Century

DEB102 Introducing Design History

KVB212 Australian Art, Architecture and Design

KVB306 Video Art and Culture

Advanced Interactive Media

KKB216 Graphical Development Environments for Media Interaction

KIB205 Programming for Visual Designers and Artists

KIB309 Embodied Interactions

KIB314 Tangible Media

Audience and User Research

KCB102 Media and Society: From Printing Press to Internet

KCB105 Media and Communication Research Methods

KCB203 Consumer Cultures

KCB301 Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier

KIB101 Visual Communication

KIB102 Visual Interactions

KIB103 Introduction to Web Design and Development

KIB104 Digital Media

Communication for the Professions

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

KWB101 Introduction to Creative Writing

KWB102 Media Writing

KWB104 Creative Writing: The Short Story

KWB107 Creative Non-Fiction

KWB207 Great Books: Creative Writing Classics

KWB313 Novel and Memoir

Dance Studies

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

KIB101 Visual Communication

KIB103 Introduction to Web Design and Development

KCB201 New Media 1: Information and Knowledge

KCB202 New Media 2: Applications and Implications

KVB306 Video Art and Culture

Drama

KDB225 Music Theatre Skills

KTB103 Performing Skills 1: Character and Scene

KTB104 Performance Innovation

KTB106 Performing Skills 2: Style and Form

KTB204 Understanding Performance

KTB305 The Entrepreneurial Artist

Entrepreneurship

AMB251 Innovation and Market Management

BSB115 Management People and Organisations

BSB126 Marketing

MGB223 Entrepreneurship and Innovation

AMB240 Marketing Planning and Management

MGB207 HR Issues and Strategy

Fashion

KFB103 Introduction to Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB206 Fashion and Modernity

KFB207 Contemporary Fashion

French

HHB061 French 1

HHB062 French 2

HHB063 French 3

HHB064 French 4

HHB065 French 5

HHB066 French 6

HHB067 French 7

HHB068 French 8

Game Design

ITB750 Computer Game Studies

ITB751 Games Production

KIB201 Concept Development for Game Design and Interactive Media

KIB202	Enabling Immersion	INB271	The Web
German		INB272	Interaction Design
HHB091	German 1	Integrated Marketing Communication	
HHB092	German 2	AMB202	Integrated Marketing Communication
HHB093	German 3	AMB220	Advertising Theory and Practice
HHB094	German 4	AMB263	Public Relations Theory and Practice
HHB095	German 5	BSB126	Marketing
HHB096	German 6	AMB261	Media Relations and Publicity
HHB097	German 7	AMB208	Events Marketing
HHB098	German 8	Interactive and Visual Design	
Graphic Design		KIB101	Visual Communication
KIB101	Visual Communication	KIB102	Visual Interactions
KIB335	Typography and Illustration	KIB103	Introduction to Web Design and Development
KIB338	Print Media	KIB104	Digital Media
KVB204	Graphic Design	International Business	
Indigenous Studies		BSB119	International and Electronic Business
EDB007	Culture Studies: Indigenous Education	IBB205	Cross-Cultural Communication and Negotiation
HHB123	Indigenous Australian Culture Studies	IBB210	Export Management
HHB210	Indigenous Australia: Country, Kin And Culture	IBB303	International Logistics
HHB255	Indigenous Politics And Political Culture	Japanese	
HHB276	Indigenous Knowledge: Research Ethics and Protocols	HHB081	Japanese 1
KKB004	Indigenous Creative Industries	HHB082	Japanese 2
KWB307	Indigenous Writing	HHB083	Japanese 3
Indonesian		HHB084	Japanese 4
HHB071	Indonesian 1	HHB085	Japanese 5
HHB072	Indonesian 2	HHB086	Japanese 6
HHB073	Indonesian 3	HHB087	Japanese 7
HHB074	Indonesian 4	HHB088	Japanese 8
HHB075	Indonesian 5	Journalism	
HHB076	Indonesian 6	KJB101	Digital Journalism
HHB077	Indonesian 7	KJB120	Newswriting
HHB078	Indonesian 8	KJB121	Journalistic Inquiry
Information Technology		KJB224	Feature Writing
	Choose 2 of the following units	Lighting Design	
INB101	Impact of IT	PCN121	Vision Colour and Photometry
INB102	Emerging Technologies	PCN122	Lighting Design
INB104	Building IT Systems	PCN123	Sustainability and Human Factors
	Choose 2 of the following units (INB122 or INB210 cannot both be taken)	PCN124	Lamps and Luminaires
INB122	Organisational Databases	Literature	
INB210	Databases	KWB109	Writing Australia
INB251	Networks	KWB206	Youth and Children's Writing
INB255	Security	KWB207	Great Books: Creative Writing Classics
INB270	Programming	KWB208	Modern Times (Literature and Culture in the 20th Century)

KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
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KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any

pre/co-requisite units applicable

- * the offering of elective units is subject to sufficient student enrolment numbers and staff availability
- * some units are subject to quota restrictions
- * KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
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KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing

KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
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KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Advertising Professional, Creative Writer, Government Officer, Guidance Officer, Information Officer, International Business Specialist, Internet Professional, Journalist, Marketing Officer/Manager, Media Industry Specialist,

Organisational Communication Specialist, Policy Officer,
Public Relations Officer/Consultant, Public Servant,
Publishing Professional, Web Designer.

Doctor of Philosophy (Creative Industries) (IF49)

Year offered: 2009

Admissions: Yes

CRICOS code: 006367J

Course duration (full-time): minimum 24mths (with research masters) or minimum 30mths (with honours)

Course duration (part-time): minimum 36mths (with research masters) or minimum 42mths (with honours)

Domestic fees (indicative): Aust citizens or PRs will be awarded an RTS/RTA place or a QUT sponsorship for tuition fees. If you exceed the max time, you will be charged - 2009: \$6,720 per semester (indicative)

International Fees (per semester): 2009: \$11,250 (indicative) per semester (*subject to annual review*)

Domestic Entry: Anytime

International Entry: Anytime

Total credit points: 288

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Brad Haseman

Campus: Gardens Point and Kelvin Grove

Entry Requirements

A relevant first or second class division A (upper division) honours degree

OR

an appropriate research masters degree

OR a coursework masters with a significant research component.

Course Structure

You may study full time or part time as either an internal or external candidate. External students must include an on campus period of study each year.

Course structure

Full-time structure, research only

Full-time students undertaking research but no coursework units enrol in:

IFR100 Full-Time Masters Research

Full-time structure, research + coursework units

Full-time students who are undertaking approved coursework units in addition to their research as part of their Doctoral enrolment should enrol in a combination of the following units, totalling as close as possible (without exceeding) 48 credit points:

IFR300 Doctoral Research

IFR302 Doctoral Research

IFR303 Doctoral Research

Full-time structure, for students with extensions of time

In instances where a candidate has exceeded the normal course duration and an extension of time has been approved, enrol in:

IFR101 Full-Time Masters Research (Extension)

Part-time structure, research only

Part-time students undertaking research but no coursework units enrol in:

IFR200 Part-Time Doctoral Research

Part-time structure, research + coursework units

Part-time students who are undertaking approved coursework units in addition to their research as part of their Doctoral enrolment should enrol in a combination of the following units, totalling as close as possible (without exceeding) 24 credit points:

IFR302 Doctoral Research

IFR302 Doctoral Research

Part-time structure, for students with extensions of time

In instances where a candidate has exceeded the normal course duration and an extension has been approved, enrol in:

IFR201 Part-Time Doctoral Research (Extension)

Bachelor of Creative Industries / Bachelor of Laws (IF93)

Year offered: 2009

Admissions: No

CRICOS code: 040289B

Course duration (full-time): 5 Years

Domestic fees (indicative): 2009: CSP \$3,332 (indicative) per semester

International Fees (per semester): 2009: \$10,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409472

Past rank cut-off: 90

Past OP cut-off: 6

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 528

Standard credit points per full-time semester: 48 (Semesters 3, 4, 5, 6, 9, 10) 60 (Semesters 1, 2, 7, 8)

Course coordinator: Creative Industries - Head, Undergraduate Studies. Dr. William Dixon Law - Director, Undergraduate Programs

Campus: Gardens Point and Kelvin Grove

OP Guarantee

The OP Guarantee will apply to this program.

Overview

Your creative industries major will provide you with an up-to-date insight into the creative economy and an appreciation of interdisciplinarity and creative collaboration. You will also complete a creative industries second major from one of art and design history; creative and professional writing; dance; digital media; drama; fashion; film, television and screen; interactive and visual design; journalism, media and communication; or literary and cultural studies.

The defining nature of the QUT Law degree is its real-world applied nature which will equip you with the high quality knowledge and skills and that meet the needs of the legal profession, government, business and industry. In developing the Law degree the Faculty recognises that graduates are increasingly seeking a broad range of careers including, but not limited to, legal practice.

The flexible nature of the degree provides students with an opportunity to undertake a series of elective streams. These streams group legal content and legal skills units into alignment with the varied career destinations which a legal education opens to graduates and will allow you to study areas of the law that match your career aspirations.

Why choose this course?

This course allows you to combine your creative interest with your law qualification. Whether you

choose to work in the legal fraternity or within the creative industries, you will graduate with a unique set of skills that will enhance your employment options.

Professional Recognition

The law degree component covers all the law units required for admission as a legal practitioner in Australia and is approved for the purposes of the Legal Practitioners' and Barristers' Admission Rules.

Career Outcomes

Graduates may use their combined skills to work in-house as a lawyer for cultural institutions, government or regulatory bodies, or in law firms with specialist interests in the creative industries. Alternatively, you may work in the legal environment as a solicitor, barrister or in-house lawyer.

If you choose to pursue a creative career, your legal knowledge will be of benefit in the process of commissioning projects, creative industries administration and contract negotiation.

Course Structure

The Law School is currently reviewing the law components of this course to continue to meet the needs of students and employers. As a result this program may change in 2009 and is subject to final approval.

From 2009 the Bachelor of Creative Industries will offer the Interdisciplinary study area only. The Creative Writing study area will continue for students currently enrolled in this course.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience. Further information is available at www.deferment.qut.edu.au

Course structure

Year 1, Semester 1

The Law School is currently reviewing the law components of this course to continue to meet the needs of students and employers. As a result this program may change in 2009 and is subject to final approval.

From 2009 the Bachelor of Creative Industries will offer the Interdisciplinary study area only. The Creative Writing study area will continue for students currently enrolled in this course.

KKB101	Creative Industries: People and Practices
KPB101	Foundations of Film and Television Production OR
KVB104	Photomedia and Artistic Practice
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
	Second major: One first unit
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
	Second major: One second unit
	Second major: One third unit
	Second major: One fourth unit
LWB136	Contracts A

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
	Second major: One fifth unit
	Second major: One sixth unit
LWB137	Contracts B

Year 3, Semester 1

	Transitions to New Professional Environments unit
	Second major: One seventh unit
LWB138	Fundamentals of Torts
LWB238	Fundamentals of Criminal Law

Year 3, Semester 2

	Transitions to New Professional Environments unit
	Second major: One eighth unit
LWB139	Select Issues in Torts
LWB239	Criminal Responsibility

Year 4, Semester 1

LWB231	Introduction to Public Law
LWB236	Real Property A
LWB240	Principles of Equity
LWB332	Commercial and Personal Property Law
LWB333	Theories of Law

Year 4, Semester 2

LWB235	Australian Federal Constitutional Law
LWB237	Real Property B
LWB241	Trusts
LWB331	Administrative Law
LWB334	Corporate Law

Year 5, Semester 1

LWB431	Civil Procedure
LWB432	Evidence

LWB434	Advanced Research and Legal Reasoning
	Law Elective Units

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective Units x 3

Creative Industries Course Structure**Year 1, Semester 1**

KKB101	Creative Industries: People and Practices
KPB150	Foundations of Multi-platform Production
	OR
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KCB103	Strategic Speech Communication

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT:	Second major: One First Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT:	Second major: One Second Unit

Year 3, Semester 1

SELECT:	Second major: One Third Unit
SELECT:	Second major: One Fourth Unit

Year 3, Semester 2

SELECT:	Second major: One Fifth Unit
SELECT:	Second major: One Sixth Unit

Year 4, Semester 1

SELECT:	Transitions to New Professional Environment Unit
SELECT:	Second major: One Seventh Unit

Year 4, Semester 2

SELECT:	Transitions to New Professional Environment Unit
SELECT:	Second major: One Eighth Unit

Potential Careers:

Academic, Art Writer, Barrister, Creative Writer, Crown Law Officer, Government Officer, In-House Lawyer, Information Officer, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Servant, Publishing Professional.

Graduate Certificate in Advertising (IF94)

Year offered: 2009

Admissions: Yes

CRICOS code: 048325E

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$8,250 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klæbe (Creative Industries); Dr Amanda Gudmundsson (Business)

Discipline coordinator: Ms Louise Grayson (Creative Industries), Bill Proud (Business)

Campus: Gardens Point and Kelvin Grove

Overview

Creative Advertising is an interfaculty course related to a specific field of study that requires strong practical capabilities, and students need to gain technical skills in this field. To achieve this, students who do not hold a bachelor degree will be offered a choice of undergraduate and postgraduate options that are specifically designed to build the technical skills required in Creative Advertising.

Course Structure

To graduate with a Graduate Certificate in Advertising, students are required to successfully complete 48 credit points, as specified in the course structure below.

Creative Advertising is an interfaculty course related to a specific field of study that requires strong practical capabilities, and students need to gain technical skills in this field. To achieve this, students who do not hold a bachelor degree will be offered a choice of undergraduate and postgraduate options that are specifically designed to build the technical skills required in Creative Advertising.

Entry Requirements

A bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale).

Applicants for IX96 Master of Advertising (Creative Advertising) without a bachelor degree, with a bachelor degree with a grade point average of less than 4.5, or with a diploma from TAFE or an appropriate non-university private provider, may be required to enrol in the Graduate Certificate, with the possibility of articulation into the Masters degree if they achieve a grade point average of 4.5 or above in the Graduate Certificate.

Applicants for BS16 Master of Business (Strategic Advertising) without a bachelor degree, with a bachelor degree with a grade point average of less than 4, or with a diploma from TAFE or an appropriate non-university private provider, may be required to enrol in the Graduate

Certificate, with the possibility of articulation into the Masters degree if they achieve a grade point average of 4 or above in the Graduate Certificate.

Special Entry Requirements

Applicants who have an undergraduate degree with a GPA below 4, or who do not have a degree or formal qualifications, but have extensive work experience in the advertising industry may be eligible for special entry. Such applicants may be required to attend a selection interview and present a portfolio of work.

Full-time and Part time course structure

Semester 1

*Part time students will enrol in two units over two semesters.

AMN420 Advertising Management

AMN421 Contemporary Issues in Advertising

KIP424 Advertising Creative: Introduction

Choose one from the following units:

KIP401 Visual Communication

KIP426 Advertising Creative: Copywriting and Art Direction

Potential Careers:

Advertising Professional.

Bachelor of Music/Bachelor of Education (Secondary) (Continuing Students Only) (IX07)

Year offered: 2009

Admissions: No

CRICOS code: 020319M

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$2,594 (indicative) per semester

International Fees (per semester): 2009: \$10,500 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 429182

Past rank cut-off: Admission to course is based on audition, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on audition, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 432

Standard credit points per full-time semester: 54 (average). (Note that the minimum enrolment for full-time status varies each year).

Course coordinator: Creative Industries: Associate Professor Adrian Thomas; Education Coordinator: Dr Mal Shield

Discipline coordinator: Music: Mr Greg Jenkins

Campus: Kelvin Grove and Carseldine

Professional Recognition

Graduates are eligible for registration as teachers in Queensland through the Queensland College of Teachers. Graduates looking for employment in other parts of Australia and overseas may be required to meet additional conditions.

Career Outcomes

Graduates teach instrumental or classroom Music in secondary and primary schools.

Working With Children Check

Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card. to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card. immediately upon enrolment in the course and allow sufficient time for the

police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at bluecard.qut.com.

Further Information

Faculty of Education Office

Phone: +61 7 3138 3947

Fax: +61 7 3138 3949

Email: educationenq@qut.edu.au

Creative Industries Faculty

Music Discipline

Phone: 3138 5789

www.creativeindustries.qut.com

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Second Teaching Area - Instrumental Music

Semester 1, Year 1

	Creative Industries Core Unit
KMB105	Music and Sound Technology
KMB120	Music Performance 1
KMB130	Core Musicianship 1
	Choose one unit from List D

Semester 2, Year 1

	Creative Industries Core Unit
KMB108	Sound Recording and Acoustics
KMB113	Multi-Instrumental Music A
KMB121	Music Performance 2
KMB131	Core Musicianship 2

Semester 1, Year 2

KMB204	Music and Sound Textures
KMB209	Conducting
KMB214-1	Music and Sound: Principal Study A
	Choose two of the following three units:
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
	Choose one unit from List D

Semester 2, Year 2

KMB212	Arranging
KMB213	Multi-Instrumental Music B

- KMB214-2 Music and Sound: Principal Study A
Choose two of the following three units:
- KMB205 Sound Media Musicianship
- KMB208 Contemporary Art Music Musicianship
Choose one unit from List E

Second Teaching Area - Primary Music

Year 1, Semester 1

- Creative Industries Core Unit
- KMB105 Music and Sound Technology
- KMB110 Music Production 1
OR
- KMB120 Music Performance 1
- KMB130 Core Musicianship 1
Choose one unit from List D

Year 1, Semester 2

- Creative Industries Core Unit
- KMB131 Core Musicianship 2
- KMB121 Music Performance 2
AND
- KMB108 Sound Recording and Acoustics
OR
- KMB111 Music Production 2
AND
- KMB106 Music and Sound for Multimedia
Choose one unit from List E

Year 2, Semester 1

- KMB214-1 Music and Sound: Principal Study A
Choose two units from List D
Choose two of the following three units:
- KMB206 Jazz and Popular Musicianship
- KMB207 Cross Cultural Musicianship
Choose one unit from List D

Year 2, Semester 2

- KMB214-2 Music and Sound: Principal Study A
Choose two music electives from List E
Choose two of the following three units:
- KMB205 Sound Media Musicianship
- KMB208 Contemporary Art Music Musicianship
Choose one unit from List E

Second Teaching Area - Dance

Year 1, Semester 1

- KMB105 Music and Sound Technology
- KMB110 Music Production 1
OR

- KMB120 Music Performance 1
- KMB130 Core Musicianship 1
- KDB103 Dance Technique Studies 1
Creative Industries Core Unit

Year 1, Semester 2

- KMB121 Music Performance 2
AND
- KMB108 Sound Recording and Acoustics
OR
- KMB111 Music Production 2
AND
- KMB106 Music and Sound for Multimedia
- KMB131 Core Musicianship 2
- KDB107 Choreographic Studies 1
Creative Industries Core Unit

Year 2, Semester 1

- KMB206 Jazz and Popular Musicianship
OR
- KMB207 Cross Cultural Musicianship
- KMB214-1 Music and Sound: Principal Study A
- KDB213 Dance Technique Studies 3
- KDB205 Dance in Education
Choose one unit from List D

Year 2, Semester 2

- KMB205 Sound Media Musicianship
OR
- KMB208 Contemporary Art Music Musicianship
- KMB214-2 Music and Sound: Principal Study A
- KDB106 Dance Analysis
- KDB109 Funk, Tap and all that Jazz
Choose one unit from List E

Second Teaching Area - Drama

Year 1, Semester 1

- KMB105 Music and Sound Technology
- KMB110 Music Production 1
OR
- KMB120 Music Performance 1
- KMB130 Core Musicianship 1
- KTB103 Performing Skills 1: Character and Scene
Creative Industries Core Unit

Year 1, Semester 2

- KMB121 Music Performance 2
AND
- KMB108 Sound Recording and Acoustics

	OR
KMB111	Music Production 2
	AND
KMB106	Music and Sound for Multimedia
KMB131	Core Musicianship 2
KTB106	Performing Skills 2: Style and Form
	Creative Industries Core Unit

Year 2, Semester 1

KMB206	Jazz and Popular Musicianship
	OR
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
KTB101	20th Century Performance
KTB102	Process Drama
	Choose one unit from List D

Year 2, Semester 2

KMB205	Sound Media Musicianship
	OR
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
KTB207	Staging Australia
KTB209	Applied Performance
	Choose one unit from List E

Second Teaching Area - Visual Arts

Year 1, Semester 1

	Creative Industries Core Unit
KMB105	Music and Sound Technology
KMB110	Music Production 1
	OR
KMB120	Music Performance 1
KMB130	Core Musicianship 1
	Choose one unit from:
KVB100	Research and Creativity in the Visual Arts
KVB110	2D Media and Processes

Year 1, Semester 2

	Creative Industries Core Unit
KMB121	Music Performance 2
	AND
KMB108	Sound Recording and Acoustics
	OR
KMB111	Music Production 2
	AND
KMB106	Music and Sound for Multimedia
KMB131	Core Musicianship 2
	Choose one unit from:

KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes

Year 2, Semester 1

KMB206	Jazz and Popular Musicianship
	OR
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
	Choose one unit from List D
KVB102	Modernism
	Choose one unit from:
KVB100	Research and Creativity in the Visual Arts
KVB104	Photomedia and Artistic Practice
KVB213	Graphic Investigation
KVB202	Visual Imaging - Process and Theory

Year 2, Semester 2

KMB205	Sound Media Musicianship
	OR
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
KVB103	Australian Art
	Choose one unit from List E
	Choose one unit from:
KVB108	Contemporary Asian Visual Culture
KVB203	Earth, Object and Installation
KVB211	Post 1945 Art

Second Teaching Area - other than Drama, Dance or Visual Arts

Year 1, Semester 1

KMB105	Music and Sound Technology
KMB110	Music Production 1
	OR
KMB120	Music Performance 1
KMB130	Core Musicianship 1
	Creative Industries Core Unit
	Second Teaching Area Unit

Year 1, Semester 2

	Creative Industries Core Unit
KMB131	Core Musicianship 2
KMB121	Music Performance 2
	AND
KMB108	Sound Recording and Acoustics
	OR
KMB111	Music Production 2
	AND

KMB106 Music and Sound for Multimedia
Second Teaching Area Unit

Year 2, Semester 1

KMB214-1 Music and Sound: Principal Study A
Choose one unit from List D
Second Teaching Area Unit
Choose two of the following three units:
KMB206 Jazz and Popular Musicianship
KMB207 Cross Cultural Musicianship
Music Elective - List D

Year 2, Semester 2

KMB214-2 Music and Sound: Principal Study A
Second Teaching Area Unit
Choose one unit from List E
Choose two of the following three units
KMB205 Sound Media Musicianship
KMB208 Contemporary Art Music Musicianship
Music elective - List E

List D

Semester 1

KMB003 Sex Drugs Rock 'n' roll
KMB004 World Music
KMB005-1 Group Music
KMB209 Conducting

List E

Semester 2

KMB113 Multi-Instrumental Music A
KMB107 Sound, Image, Text
KMB002 Music and Spirituality
KMB212 Arranging
KMB005-2 Group Music
KMB213 Multi-Instrumental Music B

EDUCATION COMPONENT

Year 3, Semester 2

EDB002 Teaching and Learning Studies 2:
Development and Learning
EDB031 Secondary Field Studies 1
KMB201 Music (Secondary) Curriculum Studies 1
Curriculum Studies 1Y

Year 3, Semester 2

EDB003 Teaching and Learning Studies 3: Practising
Education
EDB032 Secondary Field Studies 2

KMB202 Music (Secondary) Curriculum Studies 2
Curriculum Studies 2Y

Year 4, Semester 1

EDB004 Teaching and Learning Studies 4: Inclusive
Education
EDB033 Secondary Field Studies 3
KMB203 Music (Secondary) Curriculum Studies 3
Curriculum Studies 3Y

Year 4, Semester 2

EDB005 Teaching and Learning Studies 5: Professional
Work of Teachers
EDB007 Culture Studies: Indigenous Education
EDB034 Secondary Field Studies 4
EDB035 Internship (Secondary)

Second Teaching Area Units

English (48 credit points)

Required Unit
CLB320 Studies In Language
Up to 12 credit points from Introductory Level
Units:
KCB102 Media and Society: From Printing Press to
Internet
KWB108 Introduction To Literary Studies
No less than 24 credit points from Advanced
Level Units
CLB321 Writing Workshop
CLB322 Literature In Secondary Teaching
CLB323 Teaching Adolescent Literature
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB308 Wonderlands: Literature and Culture in the
19th Century
KWB208 Modern Times (Literature and Culture in the
20th Century)
KWB309 Popular Fictions, Popular Culture
KWB209 Shakespeare, Then and Now

Film and Media (48 credit points)

Required Units
KPB101 Foundations of Film and Television Production
KPB108 Media Text Analysis
No less than 24 credit points from:
KPB102 Film History
KPB103 Film Genres
KPB104 Film and Television Production Resource
Management
KPB105 Narrative Production
KPB106 Australian Television
KPB203 Australian Film

KPB205 Documentary Theory and Practice

Geography (48 credit points)

Up to 24 credit points from Introductory Units

HHB127 Environment And Society

HHB107 World Regions

HHB251 Australian Resource Management

No less than 24 credit points from Advanced Units

HHB250 Australian Geographical Studies

HHB228 Environmental Hazards

HHB229 Windows On Japan

HHB269 Ethics, Technology And The Environment

HHB244 Southeast Asia In Focus

History (48 credit points)

null

Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World. Students should check with QUT Carseldine Faculty on availability of units.

Up to 24 credit points from Introductory Units

HHB121 Interpreting The Past

HHB122 Colonialism And Independence In Asia Pacific

No less than 24 credit points from Advanced Units

HHB238 Asian Cultures And Societies

HHB245 Australia And The South Pacific

HHB315 Sex And Drugs In South-East Asia

HHB248 The USA and The Asia Pacific Region

HHB259 War And Revolution In Europe 1914-1945

HHB246 Modern China

HHB237 Brisbane in the Twentieth Century

HHB253 Conspiracy And Dissent In Australian History

HHB257 The Classical World

HHB258 Foundations of Modern Europe

HHB260 Nations And Nationalism In Modern Europe

HHB261 Medieval Europe

HHB109 Australian Historical Studies

HHB239 Korean Culture And Societies

Languages other than English

Indonesian

HHB073 Indonesian 3

HHB074 Indonesian 4

HHB075 Indonesian 5

HHB076 Indonesian 6

Japanese

HHB083 Japanese 3

HHB084 Japanese 4

HHB085 Japanese 5

HHB086 Japanese 6

French

HHB063 French 3

HHB064 French 4

HHB065 French 5

HHB066 French 6

German

HHB093 German 3

HHB094 German 4

HHB095 German 5

HHB096 German 6

Curriculum Studies - Second Teaching Area

Curriculum Studies 1

KVB301 Visual Arts Curriculum Studies 1

KTB201 Drama Curriculum Studies 1

CLB018 English Curriculum Studies 1

CLB024 Film and Media Curriculum Studies 1

CLB036 LOTE Curriculum Studies 1

CLB054 Social Education Curriculum Studies 1

KMB101 Music (Primary/Instrumental) Curriculum Studies 1

Curriculum Studies 2

KVB302 Visual Arts Curriculum Studies 2

KTB202 Drama Curriculum Studies 2

CLB019 English Curriculum Studies 2

CLB025 Film and Media Curriculum Studies 2

CLB028 Geography Curriculum Studies 2

CLB031 History Curriculum Studies 2

CLB037 LOTE Curriculum Studies 2

KMB102 Music (Primary/Instrumental) Curriculum Studies 2

Curriculum Studies 3

KVB303 Visual Arts Curriculum Studies 3

KTB203 Drama Curriculum Studies 3

CLB020 English Curriculum Studies 3

CLB026 Film and Media Curriculum Studies 3

CLB056 Social Education Curriculum Studies 3

CLB038 LOTE Curriculum Studies 3

KMB103 Music (Primary/Instrumental) Curriculum Studies 3

Potential Careers:

Educator, Music Teacher, Musician, Secondary School Teacher.

Bachelor of Creative Industries (Dance)/Bachelor of Education (Secondary) (Continuing Students Only) (IX16)

Year offered: 2009

Admissions: No

CRICOS code: 056189G

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$2,594 (indicative) per semester

International Fees (per semester): 2009: \$10,500 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 429162

Past rank cut-off: Admission to course is based on audition and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on audition and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 432 cp

Standard credit points per full-time semester: 54 cp ave

Course coordinator: (Creative Industries) Associate Professor Adrian Thomas; (Education) Dr Mal Shield

Discipline coordinator: Rachel Pedro

Campus: Kelvin Grove

Overview

This double degree qualifies you to teach dance in Australian secondary schools. In the first two years you will study the technique and philosophy of a number of dance styles plus dance analysis, history and sociology, dance composition and basic kinesiology and alignment. Students generally participate in a daily class of various styles. In addition to Dance, you will study a second teaching area, choosing from Drama, Music, English, Film and Media, Geography, History and Languages. In the final two years you concentrate on teacher preparation.

Additional Entry Requirements

Applicants are selected on the basis of their audition and previous academic achievement. The final date to register for an audition and submit additional materials to QUT was 07 September 2007. Late registrations and submission of materials will not be accepted.

OP Guarantee

The OP Guarantee does not apply to this course.

Career Outcomes

Graduates of this course are qualified to teach in secondary education with a specialisation in Dance. Graduates may wish to explore the avenues of performance, freelance choreography, dance research and administration.

Professional Recognition

Graduates are eligible for registration as teachers in Queensland through the Queensland College of Teachers. Graduates looking for employment in other parts of Australia and overseas may be required to meet additional conditions.

Further Information

Creative Industries Faculty

Dance

Phone: +61 7 3138 3423

Email: creativeindustries@qut.com

Faculty of Education Office

Phone: +61 7 3138 3947

Fax: +61 7 3138 3949

Email: educationenq@qut.edu.au

Working With Children Check

Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card. to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card. immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at bluecard.qut.com.

Computing Requirement

The increased and more creative use of online teaching technology in this degree requires that you have access to suitable computer facilities with a minimum equivalent of a Pentium 3 processor, 56k modem and internet access.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Deferment

QUT's deferment policy does not apply to this course.

Dance STA in English, Film & Media, Geography, History or LOTE

Semester 1, Year 1

Creative Industries Core Unit - List A

- KDB103 Dance Technique Studies 1
 - KDB110 Deconstructing Dance in History
 - KDB105 Architecture of the Body
- Second Teaching Area - List B

Semester 2, Year 1

Creative Industries Core Unit - List A

- KDB104 Dance Technique Studies 2
 - KDB107 Choreographic Studies 1
 - KDB106 Dance Analysis
- Second Teaching Area - List B

Semester 1, Year 2

- KDB213 Dance Technique Studies 3
 - KDB205 Dance in Education
 - KDB108 World Dance
 - KDB207-1 Choreographic Studies 2
- Second Teaching Area - List B

Semester 2, Year 2

- KDB214 Dance Technique Studies 4
 - KDB204 Australian Dance
 - KDB207-2 Choreographic Studies 2
- Second Teaching Area - List B
- KDB109 Funk, Tap and all that Jazz
 - KDB208 Integrated Professional Skills

Dance STA in Drama

Year 1, Semester 1

Creative Industries Core Unit - List A

- KDB103 Dance Technique Studies 1
- KDB105 Architecture of the Body
- KDB110 Deconstructing Dance in History
- KTB103 Performing Skills 1: Character and Scene

Year 1, Semester 2

Creative Industries Core Unit - List A

- KDB104 Dance Technique Studies 2
- KDB107 Choreographic Studies 1
- KDB106 Dance Analysis
- KTB106 Performing Skills 2: Style and Form

Year 2, Semester 1

- KDB213 Dance Technique Studies 3
- KDB207-1 Choreographic Studies 2

- KDB205 Dance in Education
- KTB101 20th Century Performance
- KTB102 Process Drama

Year 2, Semester 2

- KDB214 Dance Technique Studies 4
 - KDB204 Australian Dance
 - KTB209 Applied Performance
 - KTB207 Staging Australia
 - KDB207-2 Choreographic Studies 2
- Select one of the following units:
- KDB109 Funk, Tap and all that Jazz
 - KDB208 Integrated Professional Skills

Dance STA in Music

Semester 1, Year 1

Creative Industries Core Unit - List A

- KDB103 Dance Technique Studies 1
 - KDB105 Architecture of the Body
 - KDB110 Deconstructing Dance in History
- Select one of the following units:
- KMB003 Sex Drugs Rock 'n' roll
 - KMB004 World Music
 - KMB108 Sound Recording and Acoustics

Semester 2, Year 1

Creative Industries Core Unit - List A

- KDB104 Dance Technique Studies 2
- KDB106 Dance Analysis
- KDB107 Choreographic Studies 1
- KMB105 Music and Sound Technology

Semester 1, Year 2

- KDB213 Dance Technique Studies 3
 - KDB207-1 Choreographic Studies 2
 - KDB205 Dance in Education
 - KMB130 Core Musicianship 1
- Select one of the following units:
- KMB003 Sex Drugs Rock 'n' roll
 - KMB004 World Music
 - KMB108 Sound Recording and Acoustics

Semester 2, Year 2

- KDB214 Dance Technique Studies 4
 - KDB204 Australian Dance
 - KDB207-2 Choreographic Studies 2
 - KMB131 Core Musicianship 2
 - KMB107 Sound, Image, Text
- Select one of the following units:

KDB109	Funk, Tap and all that Jazz
KDB208	Integrated Professional Skills

Dance STA in Visual Arts

Year 1, Semester 1

	Creative Industries Core Unit - List A
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KDB110	Deconstructing Dance in History
	Select one of the following units:
KVB100	Research and Creativity in the Visual Arts
KVB110	2D Media and Processes

Year 1, Semester 2

	Creative Industries Core Unit - List A
KDB104	Dance Technique Studies 2
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
	Choose one from the following:
KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes

Year 2, Semester 1

KDB205	Dance in Education
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3
KVB102	Modernism
	Choose one of the following:
KVB104	Photomedia and Artistic Practice
KVB100	Research and Creativity in the Visual Arts
KVB202	Visual Imaging - Process and Theory
KVB213	Graphic Investigation

Year 2, Semester 2

KDB204	Australian Dance
KDB207-2	Choreographic Studies 2
KDB214	Dance Technique Studies 4
KVB103	Australian Art
	Choose one of the following units:
KDB109	Funk, Tap and all that Jazz
KDB208	Integrated Professional Skills
	Choose one of the following units:
KVB108	Contemporary Asian Visual Culture
KVB203	Earth, Object and Installation
KVB211	Post 1945 Art

Curriculum Studies - Second Teaching Area

Curriculum Studies 1

KTB201	Drama Curriculum Studies 1
CLB018	English Curriculum Studies 1
CLB024	Film and Media Curriculum Studies 1
CLB036	LOTE Curriculum Studies 1
KMB201	Music (Secondary) Curriculum Studies 1
CLB054	Social Education Curriculum Studies 1
KVB301	Visual Arts Curriculum Studies 1

Curriculum Studies 2

KTB202	Drama Curriculum Studies 2
CLB019	English Curriculum Studies 2
CLB025	Film and Media Curriculum Studies 2
CLB028	Geography Curriculum Studies 2
CLB031	History Curriculum Studies 2
CLB037	LOTE Curriculum Studies 2
KMB202	Music (Secondary) Curriculum Studies 2
KVB302	Visual Arts Curriculum Studies 2

Curriculum Studies 3

KTB203	Drama Curriculum Studies 3
CLB020	English Curriculum Studies 3
CLB026	Film and Media Curriculum Studies 3
CLB038	LOTE Curriculum Studies 3
KMB203	Music (Secondary) Curriculum Studies 3
CLB056	Social Education Curriculum Studies 3
KVB303	Visual Arts Curriculum Studies 3

EDUCATION COMPONENT

Year 3, Semester 1

EDB002	Teaching and Learning Studies 2: Development and Learning
EDB031	Secondary Field Studies 1
KDB201	Dance Curriculum Studies 1 Curriculum Studies 1Y

Year 3, Semester 2

EDB003	Teaching and Learning Studies 3: Practising Education
EDB032	Secondary Field Studies 2
KDB202	Dance Curriculum Studies 2 Curriculum Studies 2Y

Year 4, Semester 1

EDB004	Teaching and Learning Studies 4: Inclusive Education
EDB033	Secondary Field Studies 3
KDB203	Dance Curriculum Studies 3 Curriculum Studies 3Y

Year 4, Semester 2

EDB005	Teaching and Learning Studies 5: Professional
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	Work of Teachers
EDB034	Secondary Field Studies 4
EDB035	Internship (Secondary)
EDB007	Culture Studies: Indigenous Education

Second Teaching Area Units

English (48 credit points)

	Required Unit
CLB320	Studies In Language
	Up to 12 credit points from Introductory Level Units:
KCB102	Media and Society: From Printing Press to Internet
KWB108	Introduction To Literary Studies
	No less than 24 credit points from Advanced Level Units
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB309	Popular Fictions, Popular Culture
KWB209	Shakespeare, Then and Now

Film and Media (48 credit points)

	Required Units
KPB101	Foundations of Film and Television Production
KPB108	Media Text Analysis
	No less than 24 credit points from:
KPB102	Film History
KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB203	Australian Film
KPB205	Documentary Theory and Practice

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
HHB127	Environment And Society
HHB107	World Regions
HHB251	Australian Resource Management
	No less than 24 credit points from Advanced Units
HHB250	Australian Geographical Studies
HHB228	Environmental Hazards

HHB229	Windows On Japan
HHB269	Ethics, Technology And The Environment
HHB244	Southeast Asia In Focus

History (48 credit points)

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	Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World. Students should check with QUT Carseldine Faculty on availability of units.
	Up to 24 credit points from Introductory Units
HHB121	Interpreting The Past
HHB122	Colonialism And Independence In Asia Pacific
	No less than 24 credit points from Advanced Units
HHB238	Asian Cultures And Societies
HHB245	Australia And The South Pacific
HHB315	Sex And Drugs In South-East Asia
HHB248	The USA and The Asia Pacific Region
HHB259	War And Revolution In Europe 1914-1945
HHB246	Modern China
HHB237	Brisbane in the Twentieth Century
HHB253	Conspiracy And Dissent In Australian History
HHB257	The Classical World
HHB258	Foundations of Modern Europe
HHB260	Nations And Nationalism In Modern Europe
HHB261	Medieval Europe
HHB109	Australian Historical Studies
HHB239	Korean Culture And Societies

Languages other than English

	Indonesian
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
	Japanese
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
	French
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
	German
HHB093	German 3
HHB094	German 4

HHB095 German 5

HHB096 German 6

Potential Careers:

Administrator, Arts Administrator, Choreographer, Dance Teacher, Dancer, Drama Teacher, Educator, Music Teacher, Secondary School Teacher, Teacher, Visual Artist, Visual Arts Teacher.

Bachelor of Creative Industries (Drama)/Bachelor of Education (Secondary) (IX16)

Year offered: 2009

Admissions: No

CRICOS code: 056189G

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$2,594 (indicative) per semester

International Fees (per semester): 2009: \$10,500 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 429172; Dfee: 429176

Past rank cut-off: 78; Dfee: 73

Past OP cut-off: 11; Dfee: 13

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 432 cp

Standard credit points per full-time semester: 54 cp ave

Course coordinator: (Creative Industries) A/ Prof Adrian Thomas; (Education) Dr Mal Shield

Discipline coordinator: Dr Sandra Gattenhof

Campus: Kelvin Grove

General

This four-year double degree qualifies you to teach Drama in schools in Australia and overseas. In the first two years you will undertake units in Drama, blending practice with theoretical concepts strongly focused on developing artistic, organisational and communication skills. In addition to Drama, you study a second teaching area selected from Dance, Music, Visual Art, English, Film and Media Studies, Geography, History and Languages. In the second two years you will concentrate on teacher preparation, equipping yourself through drama curriculum units with the skills necessary to be an effective drama educator.

OP Guarantee

The OP Guarantee does not apply to this course.

Career Outcomes

Graduates are employed as Drama teachers in secondary schools, work with the State Government in education, or as education officers with performing arts companies and in youth arts.

Professional Recognition

Graduates are eligible for registration as teachers in Queensland through the Queensland College of Teachers. Graduates looking for employment in other parts of Australia and overseas may be required to meet additional conditions.

Working With Children Check

Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a

criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card. to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card. immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at bluecard.qut.com.

Further Information

Faculty of Creative Industries

Drama

Phone: +61 7 3138 3468

Email: creativeindustries@qut.com

Faculty of Education Office

Phone: +61 7 3138 3947

Fax: +61 7 3138 3949

Email: educationenq@qut.edu.au

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, portfolios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Computing Requirement

The increased and more creative use of online teaching technology in this degree requires that you have access to suitable computer facilities with a minimum equivalent of a Pentium 3 processor, 56k modem and internet access.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Drama - STA in English, Film & Media, Geography, History or LOTE

Semester 1, Year 1

Creative Industries Core Unit

KTB101 20th Century Performance

KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
	Second Teaching Area Unit

Semester 2, Year 1

	Creative Industries Core Unit
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form
	Second Teaching Area Unit

Semester 1, Year 2

KTB204	Understanding Performance
KTB205	Production 2: The Collaborative Artist
KTB206	The Creating Body
	Second Teaching Area Unit
	Elective

Semester 2, Year 2

KTB207	Staging Australia
KTB209	Applied Performance
KSB227	Technical Theatre
	Second Teaching Area Unit
	Elective

Drama STA in Dance

Semester 1, Year 1

	Creative Industries Core Unit
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KDB103	Dance Technique Studies 1

Semester 2, Year 1

	Creative Industries Core Unit
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form
KDB107	Choreographic Studies 1

Semester 1, Year 2

KTB204	Understanding Performance
KTB205	Production 2: The Collaborative Artist
KTB206	The Creating Body
KDB205	Dance in Education
KDB213	Dance Technique Studies 3

Semester 2, Year 2

KTB207	Staging Australia
KTB209	Applied Performance

KSB227	Technical Theatre
KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz

Drama STA in Music

Semester 1, Year 1

	Creative Industries Core Unit
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
	Choose one of the following:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics

Semester 2, Year 1

	Creative Industries Core Unit
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form
KMB105	Music and Sound Technology

Semester 1, Year 2

KTB204	Understanding Performance
KTB205	Production 2: The Collaborative Artist
KTB206	The Creating Body
KMB130	Core Musicianship 1
	Choose one of the following:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB209	Conducting

Semester 2, Year 2

KTB207	Staging Australia
KTB209	Applied Performance
KSB227	Technical Theatre
KMB131	Core Musicianship 2
	Choose one of the following:
KMB002	Music and Spirituality
KMB107	Sound, Image, Text
KMB212	Arranging

Drama STA in Visual Arts

Semester 1, Year 1

	Creative Industries Core Unit
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
	Choose one of the following:

KVB100	Research and Creativity in the Visual Arts
KVB110	2D Media and Processes

Semester 2, Year 1

	Creative Industries Core Unit
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form
	Choose one of the following:
KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes

Semester 1, Year 2

KTB204	Understanding Performance
KTB205	Production 2: The Collaborative Artist
KTB206	The Creating Body
KVB102	Modernism
	Choose one of the following:
KVB104	Photomedia and Artistic Practice
KVB202	Visual Imaging - Process and Theory
KVB213	Graphic Investigation
KVB100	Research and Creativity in the Visual Arts

Semester 2, Year 2

KTB207	Staging Australia
KTB209	Applied Performance
KSB227	Technical Theatre
KVB103	Australian Art
	Choose one of the following:
KVB108	Contemporary Asian Visual Culture
KVB203	Earth, Object and Installation
KVB211	Post 1945 Art

Curriculum Studies - Second Teaching Area

Curriculum Studies 1

CLB018	English Curriculum Studies 1
CLB024	Film and Media Curriculum Studies 1
CLB036	LOTE Curriculum Studies 1
CLB054	Social Education Curriculum Studies 1

Curriculum Studies 2

CLB019	English Curriculum Studies 2
CLB025	Film and Media Curriculum Studies 2
CLB028	Geography Curriculum Studies 2
CLB031	History Curriculum Studies 2
CLB037	LOTE Curriculum Studies 2

Curriculum Studies 3

CLB020	English Curriculum Studies 3
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CLB026	Film and Media Curriculum Studies 3
CLB038	LOTE Curriculum Studies 3
CLB056	Social Education Curriculum Studies 3

Second Teaching Area Units

English (48 credit points)

	Required Unit
CLB320	Studies In Language
	Up to 12 credit points from Introductory Level Units:
KCB102	Media and Society: From Printing Press to Internet
KWB108	Introduction To Literary Studies
	No less than 24 credit points from Advanced Level Units
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB309	Popular Fictions, Popular Culture
KWB209	Shakespeare, Then and Now

Film and Media (48 credit points)

	Required Units
KPB101	Foundations of Film and Television Production
KPB108	Media Text Analysis
	No less than 24 credit points from:
KPB102	Film History
KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB203	Australian Film
KPB205	Documentary Theory and Practice

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
HHB127	Environment And Society
HHB107	World Regions
HHB251	Australian Resource Management
	No less than 24 credit points from Advanced Units
HHB250	Australian Geographical Studies
HHB228	Environmental Hazards
HHB229	Windows On Japan

HHB269	Ethics, Technology And The Environment
HHB244	Southeast Asia In Focus

History (48 credit points)

null

Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World. Students should check with QUT Carseldine Faculty on availability of units.

Up to 24 credit points from Introductory Units

HHB121	Interpreting The Past
HHB122	Colonialism And Independence In Asia Pacific No less than 24 credit points from Advanced Units
HHB238	Asian Cultures And Societies
HHB245	Australia And The South Pacific
HHB315	Sex And Drugs In South-East Asia
HHB248	The USA and The Asia Pacific Region
HHB259	War And Revolution In Europe 1914-1945
HHB246	Modern China
HHB237	Brisbane in the Twentieth Century
HHB253	Conspiracy And Dissent In Australian History
HHB257	The Classical World
HHB258	Foundations of Modern Europe
HHB260	Nations And Nationalism In Modern Europe
HHB261	Medieval Europe
HHB109	Australian Historical Studies
HHB239	Korean Culture And Societies

Languages other than English

Indonesian

HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6

Japanese

HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6

French

HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6

German

HHB093	German 3
HHB094	German 4
HHB095	German 5

HHB096	German 6
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EDUCATION COMPONENT

Year 3, Semester 1

EDB002	Teaching and Learning Studies 2: Development and Learning
EDB031	Secondary Field Studies 1
KTB201	Drama Curriculum Studies 1 Curriculum Studies 1Y

Year 3, Semester 2

EDB003	Teaching and Learning Studies 3: Practising Education
EDB032	Secondary Field Studies 2
KTB202	Drama Curriculum Studies 2 Curriculum Studies 2Y

Year 4, Semester 1

EDB004	Teaching and Learning Studies 4: Inclusive Education
EDB033	Secondary Field Studies 3
KTB203	Drama Curriculum Studies 3 Curriculum Studies 3Y

Year 4, Semester 2

EDB005	Teaching and Learning Studies 5: Professional Work of Teachers
EDB034	Secondary Field Studies 4
EDB035	Internship (Secondary)
EDB007	Culture Studies: Indigenous Education

Potential Careers:

Actor, Community Education Officer, Drama Teacher, Educator, English Teacher, Music Teacher, Secondary School Teacher, Stage Manager, Teacher, Theatre Professionals, Visual Arts Teacher.

Bachelor of Creative Industries (Visual Arts)/Bachelor of Education (Secondary) (IX16)

Year offered: 2009

Admissions: No

CRICOS code: 056189G

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$2,594 (indicative) per semester

International Fees (per semester): 2009: \$10,500 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 429152

Past rank cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 432 cp

Standard credit points per full-time semester: 54 cp ave

Course coordinator: (Creative Industries) A/Prof Adrian Thomas; (Education) Dr Mal Shield

Discipline coordinator: Mr Mark Webb

Campus: Kelvin Grove

General

This four-year double degree qualifies you to teach as an art teacher in Australian secondary schools. In the first two years you will undertake practical and theoretical introductory studies about artistic ideas, concepts and aesthetic judgements as well as working in two- and/or three-dimensional media. Studio areas include Painting, Printmaking, and Sculpture with supporting areas of Drawing and Photography. Students study a second teaching area selected from Dance, Drama, Music, English, Film and Media Studies, Geography, History and Languages. In the final two years you will concentrate on teacher preparation, equipping yourself through art curriculum units with the skills to be an effective art educator.

Additional Entry Requirements

Applicants are selected on the basis of their portfolio and previous academic achievement. Applicants will be able to obtain the Visual Arts Application Guide online via addentry.qut.com or by phoning QUT Creative Industries Faculty on 07 3138 8114 in mid July. The final date to lodge the portfolio and other required materials to QUT is 19 October 2007. A \$33 service fee applies; applicants applying for more than one Visual Arts course are required to pay only one service fee of \$33.

OP Guarantee

The OP Guarantee does not apply to this course.

Career Outcomes

Graduates work as art teachers in secondary schools, are employed by State Government in education, as education officers with community art projects and in youth arts.

Professional Recognition

Graduates are eligible for registration as teachers in Queensland through the Queensland College of Teachers. Graduates looking for employment in other parts of Australia and overseas may be required to meet additional conditions.

Working With Children Check

Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card. to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card. immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at bluecard.qut.com.

Further Information

Creative Industries Faculty
Visual Arts
Phone: +61 7 3138 8114
www.creativeindustries.qut.com

Faculty of Education Office
Phone: +61 7 3138 3947
Fax: +61 7 3138 3949
Email: educationenq@qut.edu.au

Deferment

QUT's deferment policy does not apply to this course.

Computing Requirement

The increased and more creative use of online teaching technology in this degree requires that you have access to suitable computer facilities with a minimum equivalent of a Pentium 3 processor, 56k modem and internet access.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth

Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Visual Arts STA in English, Film & Media, Geography or LOTE

Semester 1, Year 1

	Creative Industries Core Unit
KVB102	Modernism
KVB100	Research and Creativity in the Visual Arts
KVB110	2D Media and Processes
	Second Teaching Area

Semester 2, Year 1

	Creative Industries Core Unit
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
	Second Teaching Area

Semester 1, Year 2

KVB104	Photomedia and Artistic Practice
KVB200	Exhibition and Display in the Visual Arts
KVB202	Visual Imaging - Process and Theory
KVB213	Graphic Investigation
	Second Teaching Area

Semester 2, Year 2

KVB203	Earth, Object and Installation
KVB211	Post 1945 Art
	Elective
	Elective
	Second Teaching Area

Visual Arts STA in Dance

Semester 1, Year 1

	Creative Industries Core Unit
KVB100	Research and Creativity in the Visual Arts
KVB102	Modernism
KVB110	2D Media and Processes
KDB103	Dance Technique Studies 1

Semester 2, Year 1

	Creative Industries Core Unit
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KDB107	Choreographic Studies 1

Semester 1, Year 2

KVB200	Exhibition and Display in the Visual Arts
KVB202	Visual Imaging - Process and Theory
KVB213	Graphic Investigation
KDB205	Dance in Education
KDB213	Dance Technique Studies 3

Semester 2, Year 2

KVB104	Photomedia and Artistic Practice
KVB203	Earth, Object and Installation
KVB211	Post 1945 Art
KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz

Visual Arts STA in Music

Semester 1, Year 1

	Creative Industries Core Unit
KVB100	Research and Creativity in the Visual Arts
KVB102	Modernism
KVB110	2D Media and Processes
	Choose one of the following:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics

Semester 2, Year 1

	Creative Industries Core Unit
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KMB105	Music and Sound Technology

Semester 1, Year 2

KVB104	Photomedia and Artistic Practice
KVB200	Exhibition and Display in the Visual Arts
KVB202	Visual Imaging - Process and Theory
KVB213	Graphic Investigation
KMB130	Core Musicianship 1

Semester 2, Year 2

KVB211	Post 1945 Art
KVB203	Earth, Object and Installation
KMB131	Core Musicianship 2
	Choose two units from
KMB108	Sound Recording and Acoustics
KMB301	The Music Industry
KMB002	Music and Spirituality
KMB107	Sound, Image, Text

Visual Arts STA in Drama

Semester 1, Year 1

	Creative Industries Core Unit
KVB102	Modernism
KVB100	Research and Creativity in the Visual Arts
KVB110	2D Media and Processes
KTB103	Performing Skills 1: Character and Scene

Semester 2, Year 1

	Creative Industries Core Unit
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KTB106	Performing Skills 2: Style and Form

Semester 1, Year 2

KVB104	Photomedia and Artistic Practice
KVB200	Exhibition and Display in the Visual Arts
KVB202	Visual Imaging - Process and Theory
KVB213	Graphic Investigation
KTB101	20th Century Performance

Semester 2, Year 2

KVB203	Earth, Object and Installation
KVB211	Post 1945 Art
KSB227	Technical Theatre
KTB207	Staging Australia
KTB209	Applied Performance

Curriculum Studies - Second Teaching Area

Curriculum Studies 1

KTB201	Drama Curriculum Studies 1
CLB018	English Curriculum Studies 1
CLB024	Film and Media Curriculum Studies 1
CLB036	LOTE Curriculum Studies 1
KMB201	Music (Secondary) Curriculum Studies 1
CLB054	Social Education Curriculum Studies 1
KVB301	Visual Arts Curriculum Studies 1

Curriculum Studies 2

KTB202	Drama Curriculum Studies 2
CLB019	English Curriculum Studies 2
CLB025	Film and Media Curriculum Studies 2
CLB028	Geography Curriculum Studies 2
CLB031	History Curriculum Studies 2
CLB037	LOTE Curriculum Studies 2
KMB202	Music (Secondary) Curriculum Studies 2
KVB302	Visual Arts Curriculum Studies 2

Curriculum Studies 3

KTB203	Drama Curriculum Studies 3
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CLB020	English Curriculum Studies 3
CLB026	Film and Media Curriculum Studies 3
CLB038	LOTE Curriculum Studies 3
KMB203	Music (Secondary) Curriculum Studies 3
CLB056	Social Education Curriculum Studies 3
KVB303	Visual Arts Curriculum Studies 3

Second Teaching Area Units

English (48 credit points)

	Required Unit
CLB320	Studies In Language Up to 12 credit points from Introductory Level Units:
KCB102	Media and Society: From Printing Press to Internet
KWB108	Introduction To Literary Studies No less than 24 credit points from Advanced Level Units
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB309	Popular Fictions, Popular Culture
KWB209	Shakespeare, Then and Now

Film and Media (48 credit points)

	Required Units
KPB101	Foundations of Film and Television Production
KPB108	Media Text Analysis No less than 24 credit points from:
KPB102	Film History
KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB203	Australian Film
KPB205	Documentary Theory and Practice

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
HHB127	Environment And Society
HHB107	World Regions
HHB251	Australian Resource Management No less than 24 credit points from Advanced Units

HHB250	Australian Geographical Studies
HHB228	Environmental Hazards
HHB229	Windows On Japan
HHB269	Ethics, Technology And The Environment
HHB244	Southeast Asia In Focus

History (48 credit points)

null

Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World. Students should check with QUT Carseldine Faculty on availability of units.

Up to 24 credit points from Introductory Units

HHB121	Interpreting The Past
HHB122	Colonialism And Independence In Asia Pacific No less than 24 credit points from Advanced Units
HHB238	Asian Cultures And Societies
HHB245	Australia And The South Pacific
HHB315	Sex And Drugs In South-East Asia
HHB248	The USA and The Asia Pacific Region
HHB259	War And Revolution In Europe 1914-1945
HHB246	Modern China
HHB237	Brisbane in the Twentieth Century
HHB253	Conspiracy And Dissent In Australian History
HHB257	The Classical World
HHB258	Foundations of Modern Europe
HHB260	Nations And Nationalism In Modern Europe
HHB261	Medieval Europe
HHB109	Australian Historical Studies
HHB239	Korean Culture And Societies

Languages other than English

Indonesian

HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6

Japanese

HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6

French

HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6

German

HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6

EDUCATION COMPONENT

Year 3, Semester 1

EDB002	Teaching and Learning Studies 2: Development and Learning
EDB031	Secondary Field Studies 1
KVB301	Visual Arts Curriculum Studies 1 Curriculum Studies 1Y

Year 3, Semester 2

EDB003	Teaching and Learning Studies 3: Practising Education
EDB032	Secondary Field Studies 2
KVB302	Visual Arts Curriculum Studies 2 Curriculum Studies 2Y

Year 4, Semester 1

EDB004	Teaching and Learning Studies 4: Inclusive Education
EDB033	Secondary Field Studies 3
KVB303	Visual Arts Curriculum Studies 3 Curriculum Studies 3Y

Year 4, Semester 2

EDB005	Teaching and Learning Studies 5: Professional Work of Teachers
EDB034	Secondary Field Studies 4
EDB035	Internship (Secondary)
EDB007	Culture Studies: Indigenous Education

Potential Careers:

Art Project Manager, Artist, Arts Administrator, Curator, Dance Teacher, Drama Teacher, Educator, Media Industry Specialist, Multimedia Designer, Music Teacher, Secondary School Teacher, Teacher, Visual Artist, Visual Arts Teacher, Web Designer.

Bachelor of Creative Industries / Bachelor of Information Technology (IX27)

Year offered: 2009

Admissions: No

CRICOS code: 059227E

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,332 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

QTAC code: 409872

Past rank cut-off: 74

Past OP cut-off: 13

Assumed knowledge: English (4, SA), and for games technology and security majors, Maths B (4, SA), or for all other majors, Maths A, B or C (4, SA)

Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or **Total credit points:** 384

Standard credit points per full-time semester: 48

Course coordinator: IT: Mr Richard Thomas; Creative Industries: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Campus: Gardens Point and Kelvin Grove

Overview

This four-year program gives you the opportunity to allow your creative side to shine through as it complements your technical information technology skills. The integrated program consists of 16 creative industries units and 16 information technology units so that you will study both creative industries and information technology units in each semester. You will choose one information technology major from business systems engineering, databases, electronic business, games technology, information and knowledge management, information systems, information technology management, intelligent systems, security, network systems, software architecture, or web services and applications.

The Bachelor of Creative Industries emphasises the use of technology through digital media and film production in the interdisciplinary major. You can choose a creative industries Second major that will build complementary skill sets, such as digital media or film, television and screen. Alternatively, you may choose a creative industries area of interest to diversify your IT studies.

Creative Industries Second majors include art and design history; creative and professional writing; dance; digital media, fashion; film, television and screen; interactive and visual design; journalism; media and communication; literary and cultural studies.

Course Update

From semester one, 2009 this course will not be available for commencing students. IX27 will only be available for continuing students. New students - please refer to IX56. Please contact enquiry.scitech@qut.edu.au for any enquiries.

Career Outcomes

The creative industries Second majors in this double degree have been specifically chosen for their relevance to careers in information technology. You will undertake the Bachelor of Creative Industries interdisciplinary major as well as one creative industries second major. Your information technology degree component comprises eight core units and eight units in your information technology major.

You will learn creative and technical skills within a contextual framework, so you will be well placed to build your career in digital product and new media strategy.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Creative Industries and Information Technology) comprises 192 credit points.

The Creative Industries component is made up of 24 credit points of Faculty Foundation units, 168 credit points from Creative Industries interdisciplinary units.

The Information Technology component is made up of 120 credit points of Faculty core units and 72 credit points of units from an IT major.

Professional Recognition

Graduates of the Bachelor of Information Technology component meet the knowledge requirements for admission to the Australian Computer Society (ACS).

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Further Information

For information regarding the IT component of this degree, please contact the Course Coordinator, Mr Richard Thomas

Unit Incompatibility/Translation Information

Details on the translation and incompatibility of old and new units is located here:

Undergraduate Translation Table

If you have completed the unit(s) listed under the Translation Unit Codes column you are not permitted to enrol in the listed new code

IX27 - Bachelor of Creative Industries/Bachelor of Information Technology Course structure

Course Structure 2009

From semester one, 2009 this course will not be available for commencing students. IX27 will only be available for continuing students. New students - please refer to IX56. Please contact enquiry.scitech@qut.edu.au for any enquiries.

Year 1, Semester 1

INB103	Industry Insights
INB250	Systems Architecture
KKB101	Creative Industries: People and Practices Creative Industries Faculty Unit

Year 1, Semester 2

INB210	Databases
INB251	Networks
KKB102	Creative Industries: Making Connections Creative Industries Faculty Unit

Year 2, Semester 1

INB104	Building IT Systems Choose one unit from: Intermediate Level Elective list. This choice will replace ITB008 from 2009 course summary. Creative Industries Faculty Unit Creative Industries Faculty Unit
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Year 2, Semester 2

INB270	Programming
INB271	The Web Creative Industries Faculty Unit Creative Industries Faculty Unit

Year 3, Semester 1

IT Major Unit
IT Major Unit
Creative Industries Faculty Unit
Creative Industries Faculty Unit

Year 3, Semester 2

INB301	The Business of IT IT Major Unit
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Creative Industries Faculty Unit

Creative Industries Faculty Unit

Year 4, Semester 1

INB302	Capstone Project IT Major Unit Creative Industries Faculty Unit Creative Industries Elective Unit
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Year 4, Semester 2

IT Major Unit
IT Major Unit
Creative Industries Faculty Unit
Creative Industries Elective Unit

Creative Industries Course Structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KPB150	Foundations of Multi-platform Production OR
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KCB103	Strategic Speech Communication

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT:	Second major: One First Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT:	Second major: One Second Unit

Year 3, Semester 1

SELECT:	Second major: One Third Unit
SELECT:	Second major: One Fourth Unit

Year 3, Semester 2

SELECT:	Second major: One Fifth Unit
SELECT:	Second major: One Sixth Unit

Year 4, Semester 1

SELECT:	Transitions to New Professional Environment Unit
SELECT:	Second major: One Seventh Unit

Year 4, Semester 2

SELECT:	Transitions to New Professional Environment Unit
SELECT:	Second major: One Eighth Unit

Information Systems Major

Compulsory Units

INB311	Enterprise Systems
INB340	Database Design
INB220	Business Analysis

IS Elective Units

INB312	Enterprise Systems Applications
INB342	Enterprise Data Mining
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB320	Business Process Modelling
INB124	Information Systems Development
INB221	Technology Management

Network Systems Major

Compulsory Units

INB350	Internet Protocols and Services
INB351	Computer Network Administration
INB352	Network Planning and Deployment
INB255	Security

Electives

INB312	Enterprise Systems Applications
INB365	Systems Programming
INB353	Wireless and Mobile Networks
INB355	Cryptology and Protocols

Software Architecture Major

Compulsory Units

INB340	Database Design
INB371	Data Structures and Algorithms
INB372	Software Engineering Principles

Electives

	Choose 3 Electives
INB341	Software Development With Oracle
INB311	Enterprise Systems
INB312	Enterprise Systems Applications
INB272	Interaction Design
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB320	Business Process Modelling
INB365	Systems Programming
INB370	Software Development
INB373	Web Application Development
INB374	Enterprise Software Architecture
INB381	Modelling and Animation Techniques
INB382	Real Time Rendering Techniques

MAB281 Mathematics for Computer Graphics

MAB281 is only to be used as a prereq for INB381

null

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will

assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior

knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet

	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations

BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits

KPB108	Media Text Analysis	Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile. Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	
KPB202	Film and Television Business Skills: Entrepreneurship and Investment		
KPB203	Australian Film		
KPB205	Documentary Theory and Practice		
KPB206	International Cinema		
KPB303	Critical Thinking About Television		KCB102 Media and Society: From Printing Press to Internet
Game Design			OR
INB180	Computer Games Studies		KJB101 Digital Journalism
INB181	Games Production		KJB120 Newswriting
INB280	Games Design		KCB104 Media and Communications Industries
INB272	Interaction Design		KJB121 Journalistic Inquiry
INB104	Building IT Systems		KCB103 Strategic Speech Communication
INB281	Advanced Games Design		KJB224 Feature Writing
KIB101	Visual Communication		KJB239 Journalism Ethics and Issues
KIB102	Visual Interactions		KFB205 Fashion and Style Journalism
Integrated Marketing Communication			OR
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.		KJB280 International Journalism
AMB202	Integrated Marketing Communication		KCB301 Media Audiences
AMB208	Events Marketing		KCB302 Political Communication
AMB220	Advertising Theory and Practice		KCB304 Managing Communication Resources
AMB230	Digital Promotions		OR
AMB240	Marketing Planning and Management		KJB337 Public Affairs Reporting
AMB260	Public Relations Theory and Practice		
AMB261	Media Relations and Publicity		
AMB331	Direct Marketing		
AMB350	Sales and Customer Relationship Management		
BSB126	Marketing		
Interactive and Visual Design			Literary Studies
KIB101	Visual Communication		Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.
KIB102	Visual Interactions		Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
KIB103	Introduction to Web Design and Development		
KIB104	Digital Media		KWB108 Introduction To Literary Studies
KIB214	Design for Interactive Media		KWB109 Writing Australia
KIB216	Advanced Web Design		KWB206 Youth and Children's Writing
KIB230	Interface and Information Design		KWB207 Great Books: Creative Writing Classics
KIB315	Contemporary Issues in Digital Media		KWB208 Modern Times (Literature and Culture in the 20th Century)
Journalism, Media and Communication			KWB209 Shakespeare, Then and Now
	Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and		KWB308 Wonderlands: Literature and Culture in the 19th Century
			KWB309 Popular Fictions, Popular Culture
			Marketing

	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
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AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History

KVB212 Australian Art, Architecture and Design
KVB306 Video Art and Culture

Advanced Interactive Media

KKB216 Graphical Development Environments for Media Interaction
KIB205 Programming for Visual Designers and Artists
KIB309 Embodied Interactions
KIB314 Tangible Media

Audience and User Research

KCB102 Media and Society: From Printing Press to Internet
KCB105 Media and Communication Research Methods
KCB203 Consumer Cultures
KCB301 Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier

KIB101 Visual Communication
KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB104 Digital Media

Communication for the Professions

KCB103 Strategic Speech Communication
KCB302 Political Communication
KCB304 Managing Communication Resources
KWB103 Persuasive Writing
KWB106 Corporate Writing and Editing

Creative Writing

KWB101 Introduction to Creative Writing
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB107 Creative Non-Fiction
KWB207 Great Books: Creative Writing Classics
KWB313 Novel and Memoir

Dance Studies

KDB105 Architecture of the Body
KDB106 Dance Analysis
KDB110 Deconstructing Dance in History
KDB204 Australian Dance
KDB225 Music Theatre Skills

Digital Media

KIB101 Visual Communication
KIB103 Introduction to Web Design and Development
KCB201 New Media 1: Information and Knowledge
KCB202 New Media 2: Applications and Implications

KVB306 Video Art and Culture

Drama

KDB225 Music Theatre Skills
KTB103 Performing Skills 1: Character and Scene
KTB104 Performance Innovation
KTB106 Performing Skills 2: Style and Form
KTB204 Understanding Performance
KTB305 The Entrepreneurial Artist

Entrepreneurship

AMB251 Innovation and Market Management
BSB115 Management People and Organisations
BSB126 Marketing
MGB223 Entrepreneurship and Innovation
AMB240 Marketing Planning and Management
MGB207 HR Issues and Strategy

Fashion

KFB103 Introduction to Fashion
KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB206 Fashion and Modernity
KFB207 Contemporary Fashion

French

HHB061 French 1
HHB062 French 2
HHB063 French 3
HHB064 French 4
HHB065 French 5
HHB066 French 6
HHB067 French 7
HHB068 French 8

Game Design

ITB750 Computer Game Studies
ITB751 Games Production
KIB201 Concept Development for Game Design and Interactive Media
KIB202 Enabling Immersion

German

HHB091 German 1
HHB092 German 2
HHB093 German 3
HHB094 German 4
HHB095 German 5
HHB096 German 6
HHB097 German 7
HHB098 German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Transitions to New Professional Environments Units

A maximum of 48 credit points may be taken from the following units:

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Becoming A Researcher: Understandings, Skills and Practices
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in

your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	Virtual Cultures
KCB302	Political Communication

Communication Design

KIB108	Animation Practices
KIB201	Interactive Writing

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB206	Fashion and Modernity

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB210	Computational Arts 1

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1

KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Becoming A Researcher: Understandings, Skills and Practices

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Performance Studies

KTB101	20th Century Performance
KTB204	Understanding Performance
KTB061	Creative Industries Management
KTB062	Creative Industries Events and Festivals

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues

Creative Writing & Cultural Studies

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB105	Film and Television Scriptwriting
KWB107	Introduction to Creative Non-Fiction
KWB108	Introduction To Literary Theory and Cultural Studies
KWB207	Great Books: The Literary Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century

Semester 2 Units

Media & Communication

KCB101	Communication in the New Economy
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KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media Technologies
KCB203	Consumer Cultures

Communication Design

KIB202	Enabling Immersion
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Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB211	Computational Arts 2

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB207	Contemporary Fashion

Journalism

KJB101	Digital Journalism
KJB120	News Writing
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship

Film & Television

KPB103	Film Genres
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KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Performance Studies

KTB104	Performance Innovation
KTB207	Staging Australia
KTB062	Creative Industries Events and Festivals

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Creative Writing & Cultural Studies

KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB105	Film and Television Scriptwriting
KWB106	Corporate Writing and Editing
KWB109	Ozlit
KWB204	Creative Non-Fiction: Life Writing
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Potential Careers:

Advertising Professional, Animator, Artist, Arts Administrator, Composer, Computer Game Programmer, Computer Games Developer, Creative Writer, D.J, Digital Composer, Film Composer, Film/Television Producer, Information Officer, Information Security Specialist, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Organisational Communication Specialist, Public Relations Officer/Consultant, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Technical Officer, Web Designer.

Bachelor of Business / Bachelor of Creative Industries (IX34)

Year offered: 2009

Admissions: Yes

CRICOS code: 059596B

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,332 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409182

Past rank cut-off: 77

Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4, SA) and for Accountancy, Finance, Economics, and Marketing majors, Maths A, B or C (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au; Dr Erica French (Business)

Discipline coordinator: Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Robert Bianchi (Finance); Dr Robert Thompson (Human Resource Management); Mr Michael Cox (International Business); Dr Kavoos Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)

Campus: Gardens Point and Kelvin Grove

Career Outcomes

Through the combination of creative industries with business, you will equip yourself for an exciting career in the growth area of creative industries.

If you wish to use your business knowledge more in your career, you could gain employment in arts administration, marketing, managing or balancing the books for creative projects and businesses.

Some combinations are particularly complementary in building related skill sets, for example digital media with advertising, television producing with marketing, or creative and professional writing with public relations. Alternatively, you may be interested in pursuing a professional business career, such as accounting, finance or human resource management within a creative environment.

You will also develop the entrepreneurial and business skills necessary to sell your abilities to a range of employers, or start your own creative enterprise in the performance, visual or production arts. Please refer to the Faculty of Business prospectus to find out more about the business majors.

Overview

This program consists of 16 creative industries units and 16 business units which are integrated so that you will study units from both areas each semester. You will undertake the Bachelor of Creative Industries major units as well as one creative industries second major from art and design history; creative and professional writing; dance; digital media; drama; fashion; film; television and screen; interactive and visual design; journalism; media and communication; or literary and cultural studies.

Your business degree provides you with a broad base of business knowledge, and you will choose a major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations.

Course Design

This course is made up of 384 credit points. Each component (i.e. Business and Creative Industries) comprises 192 credit points.

The Business component is made up of 96 credit points of Faculty core units and 96 credit points of units from a Business major.

The Business majors are accountancy, advertising, economics, finance, human resource management, international business, management, marketing, public relations.

The Creative Industries component is made up of 24 credit points of Faculty Foundation units and 168 credit points from a the Creative Industries major.

Professional Recognition

The Bachelor of Business degree may, subject to choice of major, allow graduates to satisfy the academic requirements for membership as follows:

*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance;

*Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program);

*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association;

*Economics: Economic Society of Australia (Queensland Division);

*Finance: Financial Services Institute of Australasia (FINSIA);

*Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;

*International Business - Australian Institute of Export, the Logistics Association of Australia and the Chartered Institute of Purchasing;

*Management - Australian Institute of Management;

*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing

Association;
*Public Relations - Public Relations Institute of Australia.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Course structure - Overview

Year 1 Semester 1

Business Faculty Core Unit
Business Faculty Core Unit
Creative Industries Faculty Unit
Creative Industries Faculty Unit

Year 1 Semester 2

Business Faculty Core Unit
Business Faculty Core Unit
Creative Industries Faculty Unit
Creative Industries Faculty Unit

Year 2 Semester 1

Business Faculty Core Unit
Business Faculty Core Unit
Creative Industries Faculty Unit
Creative Industries Faculty Unit

Year 2 Semester 2

Business Faculty Core Unit
Business Faculty Core Unit
Creative Industries Faculty Unit
Creative Industries Faculty Unit

Year 3 Semester 1

Business Faculty Major Unit
Business Faculty Major Unit
Creative Industries Faculty Unit
Creative Industries Faculty Unit

Year 3 Semester 2

Business Faculty Major Unit
Business Faculty Major Unit
Creative Industries Faculty Unit
Creative Industries Faculty Unit

Year 4 Semester 1

Business Faculty Major Unit
Business Faculty Major Unit
Creative Industries Faculty Unit
Creative Industries Faculty Unit

Year 4 Semester 2

Business Faculty Major Unit
Business Faculty Major Unit
Creative Industries Faculty Unit
Creative Industries Faculty Unit

Accountancy Major

Year 1 Semester 1

BSB110 Accounting
BSB115 Management

Year 1 Semester 2

BSB123 Data Analysis
BSB126 Marketing

Year 2 Semester 1

BSB111 Business Law and Ethics
BSB113 Economics

Year 2 Semester 2

AYB200 Financial Accounting
AYB225 Management Accounting

Year 3 Semester 1

EFB210 Finance 1
AYB221 Computerised Accounting Systems

Year 3 Semester 2

AYB219 Taxation Law
AYB340 Company Accounting

Year 4 Semester 1

AYB230 Corporations Law
AYB321 Strategic Management Accounting

Year 4 Semester 2

AYB301 Audit and Assurance
AYB311 Financial Accounting Issues

Economics Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB123 null

Year 2 Semester 1

BSB110 Accounting
BSB111 null

Year 2 Semester 2

EFB222 Quantitative Methods For Economics and Finance
EFB223 Economics 2

Year 3 Semester 1

EFB330 Intermediate Macroeconomics
EFB331 Intermediate Microeconomics

Year 3 Semester 2

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 1

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 2

EFB338 Contemporary Application of Economic Theory
Choice units or remaining Faculty Core Units

Choice Units

Choose any three of the following:

EFB332 Applied Behavioural Economics
EFB333 Introductory Econometrics
EFB334 Environmental Economics and Policy
EFB336 International Economics
EFB337 Game Theory and Applications

Finance Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis
BSB119 Global Business

Year 3 Semester 1

EFB222 Quantitative Methods For Economics and Finance
EFB210 Finance 1

Year 3 Semester 2

EFB201 Financial Markets
EFB307 Finance 2

Year 4 Semester 1

EFB223 Economics 2
EFB335 Investments

Year 4 Semester 2

EFB312 International Finance
EFB340 Finance Capstone

Human Resource Management Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis
BSB119 Global Business

Year 3 Semester 1

MGB207 Human Resource Issues and Strategy
MGB220 Business Research Methods

Year 3 Semester 2

MGB200 Leading Organisations
MGB201 Contemporary Employment Relations

Year 4 Semester 1

MGB331 Learning and Development in Organisations
MGB339 Performance and Reward

Year 4 Semester 2

MGB320 Recruitment and Selection
MGB370 Personal and Professional Development

Public Relations Major

Year 1 Semester 1

BSB119 Global Business
BSB126 Marketing

Year 1 Semester 2

BSB110 Accounting
BSB115 Management

Year 2 Semester 1

BSB113 Economics
BSB124 Working in Business

Year 2 Semester 2

AMB263 Introduction To Public Relations
AMB264 Public Relations Techniques

Year 3 Semester 1

AMB201 Marketing and Audience Research
BSB111 Business Law and Ethics

Year 3 Semester 2

AMB372 Public Relations Planning
AMB373 Corporate Communication

Year 4 Semester 1

AMB374 Global Public Relations Cases
AMB375 Public Relations Management

Year 4 Semester 2

AMB379 Public Relations Campaigns
BSB123 Data Analysis

Management Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB119 Global Business
BSB123 Data Analysis

Year 3 Semester 1

MGB210 Managing Operations
MGB223 Entrepreneurship and Innovation

Year 3 Semester 2

MGB200 Leading Organisations
MGB225 Intercultural Communication and Negotiation Skills

Year 4 Semester 1

MGB309 Strategic Management
MGB324 Managing Business Growth

Year 4 Semester 2

MGB310 Sustainability in A Changing Environment
MGB335 Project Management

Marketing Major

Year 1 Semester 1

BSB113 Economics
BSB126 Marketing

Year 1 Semester 2

BSB111 Business Law and Ethics
BSB115 Management

Year 2 Semester 1

BSB119 Global Business
BSB124 Working in Business

Year 2 Semester 2

BSB110 Accounting
BSB123 Data Analysis

Year 3 Semester 1

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research

Year 3 Semester 2

AMB202 Integrated Marketing Communication
AMB240 Marketing Planning and Management

Year 4 Semester 1

AMB335 E-marketing Strategies
AMB340 Services Marketing

Year 4 Semester 2

AMB336 International Marketing
AMB359 Strategic Marketing

International Business Major

Year 1 Semester 1

BSB126	Marketing
BSB119	Global Business

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB123	Data Analysis
BSB124	Working in Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

MGB225	Intercultural Communication and Negotiation Skills
AYB227	International Accounting

Year 3 Semester 2

AMB210	Importing and Exporting
EFB240	Finance for International Business

Year 4 Semester 1

AMB303	International Logistics
AMB336	International Marketing

Year 4 Semester 2

MGB340	International Business in the Asia-Pacific
AMB369	International Business Strategy

Creative Industries Course Structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KPB150	Foundations of Multi-platform Production
	OR
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KCB103	Strategic Speech Communication

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT:	Second major: One First Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT:	Second major: One Second Unit

Year 3, Semester 1

SELECT:	Second major: One Third Unit
SELECT:	Second major: One Fourth Unit

Year 3, Semester 2

SELECT:	Second major: One Fifth Unit
SELECT:	Second major: One Sixth Unit

Year 4, Semester 1

SELECT:	Transitions to New Professional Environment Unit
SELECT:	Second major: One Seventh Unit

Year 4, Semester 2

SELECT:	Transitions to New Professional Environment Unit
SELECT:	Second major: One Eighth Unit

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design

	and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design

KIB230	Interface and Information Design
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Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well

as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of

film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newsriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism
	OR
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources
	OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to

	undertaking this co-major.
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

	Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.
	Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)
MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development

INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Transitions to New Professional Environments Units

A maximum of 48 credit points may be taken from the following units:

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Becoming A Researcher: Understandings, Skills and Practices
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

Potential Careers:

Academic, Actor, Administrator, Advertising Professional, Animator, Art Writer, Artist, Arts Administrator, Banking and Finance Professional, Choreographer, Composer, Computer Games Developer, Creative Writer, Curator, D.J., Dance Teacher, Dancer, Digital Composer, Educator, Film Composer, Film/Television Producer, Government Officer, Human Resource Developer, Human Resource Manager, Information Officer, International Business Specialist, Internet Professional, Journalist, Market Research Manager, Marketing Officer/Manager, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Organisational Communication Specialist, Policy Officer, Post-production specialist, Public Relations Officer/Consultant, Publishing Professional, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer,

Stage Manager, Theatre Professionals, Web Designer.

Bachelor of Business / Bachelor of Fine Arts (Creative and Professional Writing) (IX35)

Year offered: 2009

Admissions: Yes

CRICOS code: 064813M

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,470 (indicative) per semester

International Fees (per semester): 2009: \$10,250 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409432

Past rank cut-off: 77

Past OP cut-off: 12

Assumed knowledge: English (4, SA) and for Accountancy, Economics, Finance, and Marketing majors: Maths A, B or C (4, SA)

Total credit points: 384

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au; Dr Erica French (Business)

Discipline coordinator: Prof Philip Neilsen (Creative and Professional Writing); Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Robert Bianchi (Finance); Dr Robert Thompson (Human Resource Management); Mr Michael Cox (International Business); Dr Kavoo Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)

Campus: Gardens Point and Kelvin Grove

OP Guarantee

The OP Guarantee does not apply to this course.

Overview

We have chosen a range of Bachelor of Fine Arts majors which lend themselves particularly well to a combination with business. You will build your creative practice in your fine arts major of fashion, interactive and visual design, drama, creative and professional writing or visual arts. You will graduate with not only advanced technical and creative practice skills, but also with highly developed business knowledge. You will be well equipped to work as either a creative practitioner or business professional.

You will be immersed in your fine arts major with 14 studio units, and have a broad creative industries perspective from the two foundation units. Your business degree component comprises eight business core units, and eight business major units.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Business and Creative and Professional Writing) comprises 192 credit points.

Professional Recognition

Professional Recognition

The Bachelor of Business degree may, subject to choice of major, allow graduates to satisfy the academic requirements

for membership as follows:

*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance.

*Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program).

*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association;

*Economics: Economic Society of Australia (Queensland Division).

*Finance: Financial Services Institute of Australasia (FINSIA).

*Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;

*International Business - Australian Institute of Export, the Logistics Association of Australia and the Chartered Institute of Purchasing;

*Management - Australian Institute of Management;

*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing Association.

*Public Relations - Public Relations Institute of Australia.

Full time course structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

KWB103	Persuasive Writing
KWB107	Creative Non-Fiction
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KWB108	Introduction To Literary Studies
KWB206	Youth and Children's Writing
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 3, Semester 1

KWB211	Stylistics and Poetics
KWB207	Great Books: Creative Writing Classics

Business Faculty Major Unit
Business Faculty Major Unit

Year 3, Semester 2

KWB102 Media Writing
KWB106 Corporate Writing and Editing
Business Faculty Major Unit
Business Faculty Major Unit

Year 4, Semester 1

KWB304 Editing and Developing the Manuscript
KWB313 Novel and Memoir
Business Faculty Major Unit
Business Faculty Major Unit

Year 4, Semester 2

KWB205 Creative Writing Project 1
KWB303 Writing and Publishing Industry
Business Faculty Major Unit
Business Faculty Major Unit

Accountancy Major

Year 1 Semester 1

BSB110 Accounting
BSB115 Management

Year 1 Semester 2

BSB123 Data Analysis
BSB126 Marketing

Year 2 Semester 1

BSB111 Business Law and Ethics
BSB113 Economics

Year 2 Semester 2

AYB200 Financial Accounting
AYB225 Management Accounting

Year 3 Semester 1

EFB210 Finance 1
AYB221 Computerised Accounting Systems

Year 3 Semester 2

AYB219 Taxation Law
AYB340 Company Accounting

Year 4 Semester 1

AYB230 Corporations Law
AYB321 Strategic Management Accounting

Year 4 Semester 2

AYB301 Audit and Assurance

AYB311 Financial Accounting Issues

Economics Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB123 null

Year 2 Semester 1

BSB110 Accounting
BSB111 null

Year 2 Semester 2

EFB222 Quantitative Methods For Economics and Finance
EFB223 Economics 2

Year 3 Semester 1

EFB330 Intermediate Macroeconomics
EFB331 Intermediate Microeconomics

Year 3 Semester 2

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 1

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 2

EFB338 Contemporary Application of Economic Theory
Choice units or remaining Faculty Core Units

Choice Units

Choose any three of the following:

EFB332 Applied Behavioural Economics
EFB333 Introductory Econometrics
EFB334 Environmental Economics and Policy
EFB336 International Economics
EFB337 Game Theory and Applications

Finance Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

Year 2 Semester 2

BSB123	Data Analysis
BSB119	Global Business

Year 3 Semester 1

EFB222	Quantitative Methods For Economics and Finance
EFB210	Finance 1

Year 3 Semester 2

EFB201	Financial Markets
EFB307	Finance 2

Year 4 Semester 1

EFB223	Economics 2
EFB335	Investments

Year 4 Semester 2

EFB312	International Finance
EFB340	Finance Capstone

Human Resource Management Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB124	Working in Business
BSB126	Marketing

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

Year 2 Semester 2

BSB123	Data Analysis
BSB119	Global Business

Year 3 Semester 1

MGB207	Human Resource Issues and Strategy
MGB220	Business Research Methods

Year 3 Semester 2

MGB200	Leading Organisations
MGB201	Contemporary Employment Relations

Year 4 Semester 1

MGB331	Learning and Development in Organisations
MGB339	Performance and Reward

Year 4 Semester 2

MGB320	Recruitment and Selection
MGB370	Personal and Professional Development

International Business Major

Year 1 Semester 1

BSB126	Marketing
BSB119	Global Business

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB123	Data Analysis
BSB124	Working in Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

MGB225	Intercultural Communication and Negotiation Skills
AYB227	International Accounting

Year 3 Semester 2

AMB210	Importing and Exporting
EFB240	Finance for International Business

Year 4 Semester 1

AMB303	International Logistics
AMB336	International Marketing

Year 4 Semester 2

MGB340	International Business in the Asia-Pacific
AMB369	International Business Strategy

Management Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB124	Working in Business
BSB126	Marketing

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

Year 2 Semester 2

BSB119 Global Business
BSB123 Data Analysis

Year 3 Semester 1

MGB210 Managing Operations
MGB223 Entrepreneurship and Innovation

Year 3 Semester 2

MGB200 Leading Organisations
MGB225 Intercultural Communication and Negotiation Skills

Year 4 Semester 1

MGB309 Strategic Management
MGB324 Managing Business Growth

Year 4 Semester 2

MGB310 Sustainability in A Changing Environment
MGB335 Project Management

Marketing Major

Year 1 Semester 1

BSB113 Economics
BSB126 Marketing

Year 1 Semester 2

BSB111 Business Law and Ethics
BSB115 Management

Year 2 Semester 1

BSB119 Global Business
BSB124 Working in Business

Year 2 Semester 2

BSB110 Accounting
BSB123 Data Analysis

Year 3 Semester 1

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research

Year 3 Semester 2

AMB202 Integrated Marketing Communication
AMB240 Marketing Planning and Management

Year 4 Semester 1

AMB335 E-marketing Strategies
AMB340 Services Marketing

Year 4 Semester 2

AMB336 International Marketing
AMB359 Strategic Marketing

Public Relations Major

Year 1 Semester 1

BSB119 Global Business
BSB126 Marketing

Year 1 Semester 2

BSB110 Accounting
BSB115 Management

Year 2 Semester 1

BSB113 Economics
BSB124 Working in Business

Year 2 Semester 2

AMB263 Introduction To Public Relations
AMB264 Public Relations Techniques

Year 3 Semester 1

AMB201 Marketing and Audience Research
BSB111 Business Law and Ethics

Year 3 Semester 2

AMB372 Public Relations Planning
AMB373 Corporate Communication

Year 4 Semester 1

AMB374 Global Public Relations Cases
AMB375 Public Relations Management

Year 4 Semester 2

AMB379 Public Relations Campaigns
BSB123 Data Analysis

Potential Careers:

Academic, Account Executive, Accountant, Administrator, Advertising Professional, Art Writer, Banker, Banking and Finance Professional, Creative Writer, Economist, Financial Advisor/Analyst, Financial Project Manager, Human Resource Developer, Human Resource Manager, International Business Specialist, Manager, Market Research Manager, Marketing Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Public Relations Officer/Consultant, Publishing Professional.

Bachelor of Business / Bachelor of Fine Arts (Drama) (IX35)

Year offered: 2009

Admissions: Yes

CRICOS code: 064813M

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,470 (indicative) per semester

International Fees (per semester): 2009: \$10,250 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409952

Past rank cut-off: 80

Past OP cut-off: 11

Assumed knowledge: English (4, SA) and for accountancy, finance, economics, and marketing majors, Maths A, B or C (4, SA)

Total credit points: 384

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au; Dr Erica French (Business)

Discipline coordinator: Dr Sandra Gattenhof (Drama); Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Robert Bianchi (Finance); Dr Robert Thompson (Human Resource Management); Mr Michael Cox (International Business); Dr Kavoo Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)

Campus: Gardens Point and Kelvin Grove

OP Guarantee

The OP Guarantee does not apply to this course.

Overview

We have chosen a range of Bachelor of Fine Arts majors which lend themselves particularly well to a combination with business. You will build your creative practice in your fine arts major of fashion, interactive and visual design, drama, creative and professional writing or visual arts. You will graduate with not only advanced technical and creative practice skills, but also with highly developed business knowledge. You will be well equipped to work as either a creative practitioner or business professional.

You will be immersed in your fine arts major with 14 studio units, and have a broad creative industries perspective from the two foundation units. Your business degree component comprises eight business core units, and eight business major units.

Course Design

This course is made up of 384 credit points. Each component (i.e. Business and Drama) comprises 192 credit points.

Professional Recognition

The Bachelor of Business degree may, subject to choice of major, allow graduates to satisfy the academic requirements for membership as follows:

*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate

Governance.

*Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program).

*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association;

*Economics: Economic Society of Australia (Queensland Division).

*Finance: Financial Services Institute of Australasia (FINSIA).

*Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;

*International Business - Australian Institute of Export, the Logistics Association of Australia and the Chartered Institute of Purchasing;

*Management - Australian Institute of Management;

*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing Association.

*Public Relations - Public Relations Institute of Australia.

Full time course structure

Year 1, Semester 1

KKB101 Creative Industries: People and Practices

KTB101 20th Century Performance
Business Faculty Core Unit
Business Faculty Core Unit

Year 1, Semester 2

KKB102 Creative Industries: Making Connections

KTB104 Performance Innovation
Business Faculty Core Unit
Business Faculty Core Unit

Year 2, Semester 1

KTB102 Process Drama

KTB103 Performing Skills 1: Character and Scene
Business Faculty Core Unit
Business Faculty Core Unit

Year 2, Semester 2

KTB105 Production 1: Story Making

KTB106 Performing Skills 2: Style and Form
Business Faculty Core Unit
Business Faculty Core Unit

Year 3, Semester 1

KTB205 Production 2: The Collaborative Artist
Choose between KTB206 or KTB210

KTB206 The Creating Body

KTB210 Creative Industries Management

Business Faculty Major Unit
Business Faculty Major Unit

Year 3, Semester 2

KT207	Staging Australia
	Choose between KT209 or KT211
KT209	Applied Performance
KT211	Creative Industries Events and Festivals
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KT204	Understanding Performance
	Choose between KT301 or KT306:
KT301	Performing Self
KT306	Directing for Performance Events and Festivals
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KT303	Production 3: Interpreting and Adapting
KT305	The Entrepreneurial Artist
	Business Faculty Major Unit
	Business Faculty Major Unit

Accountancy Major

Year 1 Semester 1

BSB110	Accounting
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB126	Marketing

Year 2 Semester 1

BSB111	Business Law and Ethics
BSB113	Economics

Year 2 Semester 2

AYB200	Financial Accounting
AYB225	Management Accounting

Year 3 Semester 1

EFB210	Finance 1
AYB221	Computerised Accounting Systems

Year 3 Semester 2

AYB219	Taxation Law
AYB340	Company Accounting

Year 4 Semester 1

AYB230	Corporations Law
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AYB321 Strategic Management Accounting

Year 4 Semester 2

AYB301	Audit and Assurance
AYB311	Financial Accounting Issues

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB124	Working in Business
BSB123	null

Year 2 Semester 1

BSB110	Accounting
BSB111	null

Year 2 Semester 2

EFB222	Quantitative Methods For Economics and Finance
EFB223	Economics 2

Year 3 Semester 1

EFB330	Intermediate Macroeconomics
EFB331	Intermediate Microeconomics

Year 3 Semester 2

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 1

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 2

EFB338	Contemporary Application of Economic Theory
	Choice units or remaining Faculty Core Units

Choice Units

Choose any three of the following:

EFB332	Applied Behavioural Economics
EFB333	Introductory Econometrics
EFB334	Environmental Economics and Policy
EFB336	International Economics
EFB337	Game Theory and Applications

Finance Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting

BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis

BSB119 Global Business

Year 3 Semester 1

EFB222 Quantitative Methods For Economics and Finance

EFB210 Finance 1

Year 3 Semester 2

EFB201 Financial Markets

EFB307 Finance 2

Year 4 Semester 1

EFB223 Economics 2

EFB335 Investments

Year 4 Semester 2

EFB312 International Finance

EFB340 Finance Capstone

Human Resource Management Major

Year 1 Semester 1

BSB113 Economics

BSB115 Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting

BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis

BSB119 Global Business

Year 3 Semester 1

MGB207 Human Resource Issues and Strategy

MGB220 Business Research Methods

Year 3 Semester 2

MGB200 Leading Organisations

MGB201 Contemporary Employment Relations

Year 4 Semester 1

MGB331 Learning and Development in Organisations

MGB339 Performance and Reward

Year 4 Semester 2

MGB320 Recruitment and Selection

MGB370 Personal and Professional Development

International Business Major

Year 1 Semester 1

BSB126 Marketing

BSB119 Global Business

Year 1 Semester 2

BSB110 Accounting

BSB115 Management

Year 2 Semester 1

BSB123 Data Analysis

BSB124 Working in Business

Year 2 Semester 2

BSB111 Business Law and Ethics

BSB113 Economics

Year 3 Semester 1

MGB225 Intercultural Communication and Negotiation Skills

AYB227 International Accounting

Year 3 Semester 2

AMB210 Importing and Exporting

EFB240 Finance for International Business

Year 4 Semester 1

AMB303 International Logistics

AMB336 International Marketing

Year 4 Semester 2

MGB340 International Business in the Asia-Pacific

AMB369 International Business Strategy

Management Major

Year 1 Semester 1

BSB113 Economics

BSB115 Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB119 Global Business
BSB123 Data Analysis

Year 3 Semester 1

MGB210 Managing Operations
MGB223 Entrepreneurship and Innovation

Year 3 Semester 2

MGB200 Leading Organisations
MGB225 Intercultural Communication and Negotiation Skills

Year 4 Semester 1

MGB309 Strategic Management
MGB324 Managing Business Growth

Year 4 Semester 2

MGB310 Sustainability in A Changing Environment
MGB335 Project Management

Marketing Major

Year 1 Semester 1

BSB113 Economics
BSB126 Marketing

Year 1 Semester 2

BSB111 Business Law and Ethics
BSB115 Management

Year 2 Semester 1

BSB119 Global Business
BSB124 Working in Business

Year 2 Semester 2

BSB110 Accounting
BSB123 Data Analysis

Year 3 Semester 1

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research

Year 3 Semester 2

AMB202 Integrated Marketing Communication
AMB240 Marketing Planning and Management

Year 4 Semester 1

AMB335 E-marketing Strategies
AMB340 Services Marketing

Year 4 Semester 2

AMB336 International Marketing
AMB359 Strategic Marketing

Public Relations Major

Year 1 Semester 1

BSB119 Global Business
BSB126 Marketing

Year 1 Semester 2

BSB110 Accounting
BSB115 Management

Year 2 Semester 1

BSB113 Economics
BSB124 Working in Business

Year 2 Semester 2

AMB263 Introduction To Public Relations
AMB264 Public Relations Techniques

Year 3 Semester 1

AMB201 Marketing and Audience Research
BSB111 Business Law and Ethics

Year 3 Semester 2

AMB372 Public Relations Planning
AMB373 Corporate Communication

Year 4 Semester 1

AMB374 Global Public Relations Cases
AMB375 Public Relations Management

Year 4 Semester 2

AMB379 Public Relations Campaigns
BSB123 Data Analysis

Potential Careers:

Academic, Account Executive, Accountant, Actor, Administrator, Advertising Professional, Banker, Banking and Finance Professional, Economist, Financial Advisor/Analyst, Financial Project Manager, Human Resource Developer, Human Resource Manager, International Business Specialist, Manager, Market Research Manager, Marketing Officer/Manager, Public Relations Officer/Consultant, Stage Manager, Theatre Lighting, Theatre Professionals.

Bachelor of Business / Bachelor of Fine Arts (Fashion) (IX35)

Year offered: 2009

Admissions: Yes

CRICOS code: 064813M

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,470 (indicative) per semester

International Fees (per semester): 2009: \$10,250 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409632

Past rank cut-off: Admission to course is based on Additional Entry Requirements in addition to an OP/rank. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on Additional Entry Requirements in addition to an OP/rank. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA) and for accountancy, finance, economics, and marketing majors, Maths A, B or C (4, SA)

Preparatory studies: MATHS: QUT unit Data Analysis for Business as a visiting student or QUT Continuing Professional Education course Mathematics Bridging; ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies ugenq.ci@qut.edu.au (Creative Industries); Dr Erica French (Business)

Discipline coordinator: Mr Dean Brough (Fashion); Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Robert Bianchi (Finance); Dr Robert Thompson (Human Resource Management); Mr Michael Cox (International Business); Dr Kavoos Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)

Campus: Gardens Point and Kelvin Grove

Additional Entry Requirements

Applicants are selected on the basis of their portfolio, interview and previous academic achievement. The due date to lodge a portfolio and additional materials to QUT was 17 October 2008. Late submissions will not be accepted.

Prospective international students should refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

Overview

If you are interested in a career in the fashion industry, maximise your options by adding studies in business. This course consists of 16 creative industries units, where you will major in fashion, and 16 business units. The program is integrated so that you will study both creative industries and business units in each semester.

Your business degree will give you a broad base of commercial knowledge, and you will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations. This understanding of business makes you more attractive to employers, even if you wish to work predominantly as a fashion designer. You will also develop the entrepreneurial skills necessary to sell your abilities within your chosen industry, and perhaps start your own business.

Career Outcomes

Opportunities in the fashion industry include fashion design, merchandising and marketing, fashion event management, or becoming a stylist. Options that use your business knowledge more include working behind the scenes in large fashion houses. Depending on your business major, you could help promote, control the finances or manage the strategic direction for your employer.

Professional Recognition

Professional Recognition

The Bachelor of Business degree may, subject to choice of major, allow graduates to satisfy the academic requirements for membership as follows:

*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance.

*Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program).

*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association;

*Economics: Economic Society of Australia (Queensland Division).

*Finance: Financial Services Institute of Australasia (FINSIA).

*Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;

*International Business - Australian Institute of Export, the Logistics Association of Australia and the Chartered Institute of Purchasing;

*Management - Australian Institute of Management;

*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing Association.

*Public Relations - Public Relations Institute of Australia.

Course Design

This course is made up of 384 credit points. Each component (i.e. Business and Fashion) comprises 192 credit points.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferral

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Course structure

Year 1, Semester 1

KFB103	Introduction to Fashion
KKB101	Creative Industries: People and Practices Business Faculty Core Unit Business Faculty Core Unit

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KFB106	Unspeakable Beauty: A History of Fashion and Style Business Faculty Core Unit Business Faculty Core Unit

Year 2, Semester 1

KFB101	Design Studio 1
KVB107	Drawing For Fashion Business Faculty Core Unit Business Faculty Core Unit

Year 2, Semester 2

KFB102	Design Studio 2
KFB104	Textiles for Fashion Business Faculty Core Unit Business Faculty Core Unit

Year 3, Semester 1

KFB200	Design Studio 3
KFB206	Fashion and Modernity Business Faculty Major Unit Business Faculty Major Unit

Year 3, Semester 2

KFB202	Design Studio 4
KFB207	Contemporary Fashion Business Faculty Major Unit Business Faculty Major Unit

Year 4, Semester 1

KFB301	Design Studio 5
KFB303	Applied Planning

Business Faculty Major Unit

Business Faculty Major Unit

Year 4, Semester 2

KFB302	Design Studio 6 Business Faculty Major Unit Business Faculty Major Unit
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Accountancy Major

Year 1 Semester 1

BSB110	Accounting
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB126	Marketing

Year 2 Semester 1

BSB111	Business Law and Ethics
BSB113	Economics

Year 2 Semester 2

AYB200	Financial Accounting
AYB225	Management Accounting

Year 3 Semester 1

EFB210	Finance 1
AYB221	Computerised Accounting Systems

Year 3 Semester 2

AYB219	Taxation Law
AYB340	Company Accounting

Year 4 Semester 1

AYB230	Corporations Law
AYB321	Strategic Management Accounting

Year 4 Semester 2

AYB301	Audit and Assurance
AYB311	Financial Accounting Issues

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB124	Working in Business
BSB123	null

Year 2 Semester 1

BSB110	Accounting
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BSB111 null

Year 2 Semester 2

EFB222 Quantitative Methods For Economics and Finance

EFB223 Economics 2

Year 3 Semester 1

EFB330 Intermediate Macroeconomics

EFB331 Intermediate Microeconomics

Year 3 Semester 2

Choice units or remaining Faculty Core Units

Choice units or remaining Faculty Core Units

Year 4 Semester 1

Choice units or remaining Faculty Core Units

Choice units or remaining Faculty Core Units

Year 4 Semester 2

EFB338 Contemporary Application of Economic Theory

Choice units or remaining Faculty Core Units

Choice Units

Choose any three of the following:

EFB332 Applied Behavioural Economics

EFB333 Introductory Econometrics

EFB334 Environmental Economics and Policy

EFB336 International Economics

EFB337 Game Theory and Applications

Finance Major

Year 1 Semester 1

BSB113 Economics

BSB115 Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting

BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis

BSB119 Global Business

Year 3 Semester 1

EFB222 Quantitative Methods For Economics and Finance

EFB210 Finance 1

Year 3 Semester 2

EFB201 Financial Markets

EFB307 Finance 2

Year 4 Semester 1

EFB223 Economics 2

EFB335 Investments

Year 4 Semester 2

EFB312 International Finance

EFB340 Finance Capstone

Human Resource Management Major

Year 1 Semester 1

BSB113 Economics

BSB115 Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting

BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis

BSB119 Global Business

Year 3 Semester 1

MGB207 Human Resource Issues and Strategy

MGB220 Business Research Methods

Year 3 Semester 2

MGB200 Leading Organisations

MGB201 Contemporary Employment Relations

Year 4 Semester 1

MGB331 Learning and Development in Organisations

MGB339 Performance and Reward

Year 4 Semester 2

MGB320 Recruitment and Selection

MGB370 Personal and Professional Development

International Business Major

Year 1 Semester 1

BSB126 Marketing

BSB119 Global Business

Year 1 Semester 2

BSB110 Accounting

BSB115 Management

Year 2 Semester 1

BSB123 Data Analysis

BSB124 Working in Business

Year 2 Semester 2

BSB111 Business Law and Ethics

BSB113 Economics

Year 3 Semester 1

MGB225 Intercultural Communication and Negotiation Skills

AYB227 International Accounting

Year 3 Semester 2

AMB210 Importing and Exporting

EFB240 Finance for International Business

Year 4 Semester 1

AMB303 International Logistics

AMB336 International Marketing

Year 4 Semester 2

MGB340 International Business in the Asia-Pacific

AMB369 International Business Strategy

Management Major

Year 1 Semester 1

BSB113 Economics

BSB115 Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting

BSB111 Business Law and Ethics

Year 2 Semester 2

BSB119 Global Business

BSB123 Data Analysis

Year 3 Semester 1

MGB210 Managing Operations

MGB223 Entrepreneurship and Innovation

Year 3 Semester 2

MGB200 Leading Organisations

MGB225 Intercultural Communication and Negotiation Skills

Year 4 Semester 1

MGB309 Strategic Management

MGB324 Managing Business Growth

Year 4 Semester 2

MGB310 Sustainability in A Changing Environment

MGB335 Project Management

Marketing Major

Year 1 Semester 1

BSB113 Economics

BSB126 Marketing

Year 1 Semester 2

BSB111 Business Law and Ethics

BSB115 Management

Year 2 Semester 1

BSB119 Global Business

BSB124 Working in Business

Year 2 Semester 2

BSB110 Accounting

BSB123 Data Analysis

Year 3 Semester 1

AMB200 Consumer Behaviour

AMB201 Marketing and Audience Research

Year 3 Semester 2

AMB202 Integrated Marketing Communication

AMB240 Marketing Planning and Management

Year 4 Semester 1

AMB335 E-marketing Strategies

AMB340 Services Marketing

Year 4 Semester 2

AMB336 International Marketing

AMB359 Strategic Marketing

Public Relations Major

Year 1 Semester 1

BSB119 Global Business

BSB126 Marketing

Year 1 Semester 2

BSB110 Accounting

BSB115 Management

Year 2 Semester 1

BSB113 Economics

BSB124 Working in Business

Year 2 Semester 2

AMB263 Introduction To Public Relations

AMB264 Public Relations Techniques

Year 3 Semester 1

AMB201 Marketing and Audience Research

BSB111 Business Law and Ethics

Year 3 Semester 2

AMB372 Public Relations Planning

AMB373 Corporate Communication

Year 4 Semester 1

AMB374 Global Public Relations Cases

AMB375 Public Relations Management

Year 4 Semester 2

AMB379 Public Relations Campaigns

BSB123 Data Analysis

Potential Careers:

Academic, Account Executive, Accountant, Administrator, Advertising Professional, Banker, Banking and Finance Professional, Economist, Fashion Designer, Fashion Professional, Financial Advisor/Analyst, Financial Project Manager, Human Resource Developer, Human Resource Manager, International Business Specialist, Manager, Market Research Manager, Marketing Officer/Manager, Public Relations Officer/Consultant.

Bachelor of Business / Bachelor of Fine Arts (Interactive and Visual Design) (IX35)

Year offered: 2009

Admissions: Yes

CRICOS code: 064813M

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,470 (indicative) per semester

International Fees (per semester): 2009: \$10,250 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409312

Past rank cut-off: 82

Past OP cut-off: 10

Assumed knowledge: English (4, SA) and for accountancy, finance, economics, and marketing majors, Maths A, B or C (4, SA)

Total credit points: 384

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au; Dr Erica French (Business)

Discipline coordinator: Mr Gavin Sade (Interactive and Visual Design); Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Robert Bianchi (Finance); Dr Robert Thompson (Human Resource Management); Mr Michael Cox (International Business); Dr Kavooos Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)

Campus: Gardens Point and Kelvin Grove

OP Guarantee

The OP Guarantee does not apply to this course.

Overview

We have chosen a range of Bachelor of Fine Arts majors which lend themselves particularly well to a combination with business. You will build your creative practice in your fine arts major of fashion, interactive and visual design, drama, creative and professional writing or visual arts. You will graduate with not only advanced technical and creative practice skills, but also with highly developed business knowledge. You will be well equipped to work as either a creative practitioner or business professional.

You will be immersed in your fine arts major with 14 studio units, and have a broad creative industries perspective from the two foundation units. Your business degree component comprises eight business core units, and eight business major units.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Business and Interactive and Visual Design) comprises 192 credit points.

Professional Recognition

Professional Recognition

The Bachelor of Business degree may, subject to choice of major, allow graduates to satisfy the academic requirements

for membership as follows:

*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance.

*Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program).

*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association;

*Economics: Economic Society of Australia (Queensland Division).

*Finance: Financial Services Institute of Australasia (FINSIA).

*Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;

*International Business - Australian Institute of Export, the Logistics Association of Australia and the Chartered Institute of Purchasing;

*Management - Australian Institute of Management;

*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing Association.

*Public Relations - Public Relations Institute of Australia.

Course structure

Year 1, Semester 1

KIB101	Visual Communication
KKB101	Creative Industries: People and Practices Business Faculty Core Unit Business Faculty Core Unit

Year 1, Semester 2

KIB102	Visual Interactions
KKB102	Creative Industries: Making Connections Business Faculty Core Unit Business Faculty Core Unit

Year 2, Semester 1

KIB105	Animation and Motion Graphics
KVB105	Drawing for Design Business Faculty Core Unit Business Faculty Core Unit

Year 2, Semester 2

KIB103	Introduction to Web Design and Development
KIB104	Digital Media Business Faculty Core Unit Business Faculty Core Unit

Year 3, Semester 1

KIB214	Design for Interactive Media Select either KIB230 or KKB213
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KIB230	Interface and Information Design
KKB216	Graphical Development Environments for Media Interaction
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 3, Semester 2

KIB216	Advanced Web Design
	Choose either KVB204 or KIB205
KVB204	Graphic Design
KIB205	Programming for Visual Designers and Artists
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KIB315	Contemporary Issues in Digital Media
	Choose either KIB335 or KIB309
KIB335	Typography and Illustration
KIB309	Embodied Interactions
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KIB322	Design Project
	Choose either KIB338 or KIB314
KIB338	Print Media
KIB314	Tangible Media
	Business Faculty Major Unit
	Business Faculty Major Unit

Accountancy Major

Year 1 Semester 1

BSB110	Accounting
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB126	Marketing

Year 2 Semester 1

BSB111	Business Law and Ethics
BSB113	Economics

Year 2 Semester 2

AYB200	Financial Accounting
AYB225	Management Accounting

Year 3 Semester 1

EFB210	Finance 1
AYB221	Computerised Accounting Systems

Year 3 Semester 2

AYB219	Taxation Law
AYB340	Company Accounting

Year 4 Semester 1

AYB230	Corporations Law
AYB321	Strategic Management Accounting

Year 4 Semester 2

AYB301	Audit and Assurance
AYB311	Financial Accounting Issues

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB124	Working in Business
BSB123	null

Year 2 Semester 1

BSB110	Accounting
BSB111	null

Year 2 Semester 2

EFB222	Quantitative Methods For Economics and Finance
EFB223	Economics 2

Year 3 Semester 1

EFB330	Intermediate Macroeconomics
EFB331	Intermediate Microeconomics

Year 3 Semester 2

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 1

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 2

EFB338	Contemporary Application of Economic Theory
	Choice units or remaining Faculty Core Units

Choice Units

Choose any three of the following:

EFB332	Applied Behavioural Economics
EFB333	Introductory Econometrics
EFB334	Environmental Economics and Policy
EFB336	International Economics
EFB337	Game Theory and Applications

Finance Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis
BSB119 Global Business

Year 3 Semester 1

EFB222 Quantitative Methods For Economics and Finance
EFB210 Finance 1

Year 3 Semester 2

EFB201 Financial Markets
EFB307 Finance 2

Year 4 Semester 1

EFB223 Economics 2
EFB335 Investments

Year 4 Semester 2

EFB312 International Finance
EFB340 Finance Capstone

Human Resource Management Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis
BSB119 Global Business

Year 3 Semester 1

MGB207 Human Resource Issues and Strategy

MGB220 Business Research Methods

Year 3 Semester 2

MGB200 Leading Organisations
MGB201 Contemporary Employment Relations

Year 4 Semester 1

MGB331 Learning and Development in Organisations
MGB339 Performance and Reward

Year 4 Semester 2

MGB320 Recruitment and Selection
MGB370 Personal and Professional Development

International Business Major

Year 1 Semester 1

BSB126 Marketing
BSB119 Global Business

Year 1 Semester 2

BSB110 Accounting
BSB115 Management

Year 2 Semester 1

BSB123 Data Analysis
BSB124 Working in Business

Year 2 Semester 2

BSB111 Business Law and Ethics
BSB113 Economics

Year 3 Semester 1

MGB225 Intercultural Communication and Negotiation Skills
AYB227 International Accounting

Year 3 Semester 2

AMB210 Importing and Exporting
EFB240 Finance for International Business

Year 4 Semester 1

AMB303 International Logistics
AMB336 International Marketing

Year 4 Semester 2

MGB340 International Business in the Asia-Pacific
AMB369 International Business Strategy

Management Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting

BSB111 Business Law and Ethics

Year 2 Semester 2

BSB119 Global Business

BSB123 Data Analysis

Year 3 Semester 1

MGB210 Managing Operations

MGB223 Entrepreneurship and Innovation

Year 3 Semester 2

MGB200 Leading Organisations

MGB225 Intercultural Communication and Negotiation Skills

Year 4 Semester 1

MGB309 Strategic Management

MGB324 Managing Business Growth

Year 4 Semester 2

MGB310 Sustainability in A Changing Environment

MGB335 Project Management

Marketing Major

Year 1 Semester 1

BSB113 Economics

BSB126 Marketing

Year 1 Semester 2

BSB111 Business Law and Ethics

BSB115 Management

Year 2 Semester 1

BSB119 Global Business

BSB124 Working in Business

Year 2 Semester 2

BSB110 Accounting

BSB123 Data Analysis

Year 3 Semester 1

AMB200 Consumer Behaviour

AMB201 Marketing and Audience Research

Year 3 Semester 2

AMB202 Integrated Marketing Communication

AMB240 Marketing Planning and Management

Year 4 Semester 1

AMB335 E-marketing Strategies

AMB340 Services Marketing

Year 4 Semester 2

AMB336 International Marketing

AMB359 Strategic Marketing

Public Relations Major

Year 1 Semester 1

BSB119 Global Business

BSB126 Marketing

Year 1 Semester 2

BSB110 Accounting

BSB115 Management

Year 2 Semester 1

BSB113 Economics

BSB124 Working in Business

Year 2 Semester 2

AMB263 Introduction To Public Relations

AMB264 Public Relations Techniques

Year 3 Semester 1

AMB201 Marketing and Audience Research

BSB111 Business Law and Ethics

Year 3 Semester 2

AMB372 Public Relations Planning

AMB373 Corporate Communication

Year 4 Semester 1

AMB374 Global Public Relations Cases

AMB375 Public Relations Management

Year 4 Semester 2

AMB379 Public Relations Campaigns

BSB123 Data Analysis

Potential Careers:

Academic, Account Executive, Accountant, Administrator, Advertising Professional, Animator, Banker, Banking and Finance Professional, Computer Games Developer, Economist, Financial Advisor/Analyst, Financial Project Manager, Human Resource Developer, Human Resource Manager, International Business Specialist, Internet Professional, Manager, Market Research Manager, Marketing Officer/Manager, Multimedia Designer, Organisational Communication Specialist, Post-production specialist, Public Relations Officer/Consultant, Publishing Professional, Web Designer.

Bachelor of Business / Bachelor of Fine Arts (Visual Arts) (IX35)

Year offered: 2009

Admissions: Yes

CRICOS code: 064813M

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,470 (indicative) per semester

International Fees (per semester): 2009: \$10,250 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409682

Past rank cut-off: Admission to course is based on Additional Entry Requirements in addition to an OP/rank. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on Additional Entry Requirements in addition to an OP/rank. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA) and for accountancy, economics, finance and marketing majors, Maths A, B or C (4, SA)

Total credit points: 384

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au; Dr Erica French (Business)

Discipline coordinator: Dr Courtney Pedersen (Visual Arts); Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Robert Bianchi (Finance); Dr Robert Thompson (Human Resource Management); Mr Michael Cox (International Business); Dr Kavoo Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)

Campus: Gardens Point and Kelvin Grove

Additional Entry Requirements

Applicants are selected on the basis of their portfolio, interview and previous academic achievement. The due date to lodge a portfolio and additional materials to QUT was 17 October 2008. Late submissions will not be accepted.

Prospective international students should refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

Overview

We have chosen a range of Bachelor of Fine Arts majors which lend themselves particularly well to a combination with business. You will build your creative practice in your fine arts major of fashion, interactive and visual design, drama, creative and professional writing or visual arts. You will graduate with not only advanced technical and creative practice skills, but also with highly developed business knowledge. You will be well equipped to work as either a creative practitioner or business professional.

You will be immersed in your fine arts major with 14 studio units, and have a broad creative industries perspective from the two foundation units. Your business degree component comprises eight business core units, and eight business major units.

OP Guarantee

The OP Guarantee does not apply to this course.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Business and Visual Arts) comprises 192 credit points.

Professional Recognition

The Bachelor of Business degree may, subject to choice of major, allow graduates to satisfy the academic requirements for membership as follows:

*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance.

*Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program).

*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association;

*Economics: Economic Society of Australia (Queensland Division).

*Finance: Financial Services Institute of Australasia (FINSIA).

*Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;

*International Business - Australian Institute of Export, the Logistics Association of Australia and the Chartered Institute of Purchasing;

*Management - Australian Institute of Management;

*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing Association.

*Public Relations - Public Relations Institute of Australia.

Course structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KVB102	Modernism
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KVB103	Australian Art
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

KVB120	Studio Art Practice 1
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KVB121 Studio Art Practice 2
Business Faculty Core Unit
Business Faculty Core Unit

Year 3, Semester 1

KVB220 Studio Art Practice 3
Business Faculty Major Unit
Business Faculty Major Unit

Year 3, Semester 2

KVB221 Studio Art Practice 4
Business Faculty Major Unit
Business Faculty Major Unit

Year 4, Semester 1

KIB104 Digital Media
KVB304 Contemporary Art Issues
Business Faculty Major Unit
Business Faculty Major Unit

Year 4, Semester 2

Choose between KVB108 or KVB211
KVB108 Contemporary Asian Visual Culture
KVB211 Post 1945 Art
Choose between KVB306 or KVB307
KVB306 Video Art and Culture
KWB307 Indigenous Writing
Business Faculty Major Unit
Business Faculty Major Unit

Accountancy Major**Year 1 Semester 1**

BSB110 Accounting
BSB115 Management

Year 1 Semester 2

BSB123 Data Analysis
BSB126 Marketing

Year 2 Semester 1

BSB111 Business Law and Ethics
BSB113 Economics

Year 2 Semester 2

AYB200 Financial Accounting
AYB225 Management Accounting

Year 3 Semester 1

EFB210 Finance 1
AYB221 Computerised Accounting Systems

Year 3 Semester 2

AYB219 Taxation Law
AYB340 Company Accounting

Year 4 Semester 1

AYB230 Corporations Law
AYB321 Strategic Management Accounting

Year 4 Semester 2

AYB301 Audit and Assurance
AYB311 Financial Accounting Issues

Economics Major**Year 1 Semester 1**

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB123 null

Year 2 Semester 1

BSB110 Accounting
BSB111 null

Year 2 Semester 2

EFB222 Quantitative Methods For Economics and Finance
EFB223 Economics 2

Year 3 Semester 1

EFB330 Intermediate Macroeconomics
EFB331 Intermediate Microeconomics

Year 3 Semester 2

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 1

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 2

EFB338 Contemporary Application of Economic Theory
Choice units or remaining Faculty Core Units

Choice Units

Choose any three of the following:

EFB332 Applied Behavioural Economics
EFB333 Introductory Econometrics
EFB334 Environmental Economics and Policy
EFB336 International Economics

EFB337 Game Theory and Applications

Finance Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis
BSB119 Global Business

Year 3 Semester 1

EFB222 Quantitative Methods For Economics and Finance
EFB210 Finance 1

Year 3 Semester 2

EFB201 Financial Markets
EFB307 Finance 2

Year 4 Semester 1

EFB223 Economics 2
EFB335 Investments

Year 4 Semester 2

EFB312 International Finance
EFB340 Finance Capstone

Human Resource Management Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis
BSB119 Global Business

Year 3 Semester 1

MGB207 Human Resource Issues and Strategy
MGB220 Business Research Methods

Year 3 Semester 2

MGB200 Leading Organisations
MGB201 Contemporary Employment Relations

Year 4 Semester 1

MGB331 Learning and Development in Organisations
MGB339 Performance and Reward

Year 4 Semester 2

MGB320 Recruitment and Selection
MGB370 Personal and Professional Development

International Business Major

Year 1 Semester 1

BSB126 Marketing
BSB119 Global Business

Year 1 Semester 2

BSB110 Accounting
BSB115 Management

Year 2 Semester 1

BSB123 Data Analysis
BSB124 Working in Business

Year 2 Semester 2

BSB111 Business Law and Ethics
BSB113 Economics

Year 3 Semester 1

MGB225 Intercultural Communication and Negotiation Skills
AYB227 International Accounting

Year 3 Semester 2

AMB210 Importing and Exporting
EFB240 Finance for International Business

Year 4 Semester 1

AMB303 International Logistics
AMB336 International Marketing

Year 4 Semester 2

MGB340 International Business in the Asia-Pacific
AMB369 International Business Strategy

Management Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB119 Global Business
BSB123 Data Analysis

Year 3 Semester 1

MGB210 Managing Operations
MGB223 Entrepreneurship and Innovation

Year 3 Semester 2

MGB200 Leading Organisations
MGB225 Intercultural Communication and Negotiation Skills

Year 4 Semester 1

MGB309 Strategic Management
MGB324 Managing Business Growth

Year 4 Semester 2

MGB310 Sustainability in A Changing Environment
MGB335 Project Management

Marketing Major

Year 1 Semester 1

BSB113 Economics
BSB126 Marketing

Year 1 Semester 2

BSB111 Business Law and Ethics
BSB115 Management

Year 2 Semester 1

BSB119 Global Business
BSB124 Working in Business

Year 2 Semester 2

BSB110 Accounting
BSB123 Data Analysis

Year 3 Semester 1

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research

Year 3 Semester 2

AMB202 Integrated Marketing Communication
AMB240 Marketing Planning and Management

Year 4 Semester 1

AMB335 E-marketing Strategies
AMB340 Services Marketing

Year 4 Semester 2

AMB336 International Marketing
AMB359 Strategic Marketing

Public Relations Major

Year 1 Semester 1

BSB119 Global Business
BSB126 Marketing

Year 1 Semester 2

BSB110 Accounting
BSB115 Management

Year 2 Semester 1

BSB113 Economics
BSB124 Working in Business

Year 2 Semester 2

AMB263 Introduction To Public Relations
AMB264 Public Relations Techniques

Year 3 Semester 1

AMB201 Marketing and Audience Research
BSB111 Business Law and Ethics

Year 3 Semester 2

AMB372 Public Relations Planning
AMB373 Corporate Communication

Year 4 Semester 1

AMB374 Global Public Relations Cases
AMB375 Public Relations Management

Year 4 Semester 2

AMB379 Public Relations Campaigns
BSB123 Data Analysis

Potential Careers:

Academic, Account Executive, Accountant, Administrator, Advertising Professional, Art Project Manager, Artist, Arts Administrator, Banker, Banking and Finance Professional, Economist, Financial Advisor/Analyst, Financial Project Manager, Human Resource Developer, Human Resource Manager, International Business Specialist, Manager, Market Research Manager, Marketing Officer/Manager, Public Relations Officer/Consultant, Visual Artist.

Bachelor of Business / Bachelor of Journalism (IX36)

Year offered: 2009

Admissions: Yes

CRICOS code: 059598M

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,332 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409172

Past rank cut-off: 93

Past OP cut-off: 5

OP Guarantee: Yes

Assumed knowledge: English (4, SA) and for accountancy, finance, economics, and marketing majors, Maths A, B or C (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au; Dr Erica French (Business)

Discipline coordinator: Professor Alan Knight (Journalism); Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Robert Bianchi (Finance); Dr Robert Thompson (Human Resource Management); Mr Michael Cox (International Business); Dr Kavoos Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)
Campus: Gardens Point and Kelvin Grove

Overview

This four year professional course links Journalism with business studies and is the choice of about one-third of commencing journalism students. In addition to the all-media journalism subjects, students cover a broad range of business subjects.

Career Outcomes

Journalism graduates are prepared for careers in both print and broadcast journalism. Opportunities also exist to become press secretaries and media officers. The combination of journalism with business majors can equip you for specialist journalism careers in finance, international affairs or political and social commentary. Your journalism degree will be of benefit even if you choose to pursue a career in business, as you will graduate with highly developed writing skills. Public relations students will find this particularly relevant in tasks such as editing trade and specialist publications, speech writing or in corporate communication roles.

Professional Recognition

The Bachelor of Business degree may, subject to choice of major, allow graduates to satisfy the academic requirements for membership as follows:

*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance;

*Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program);

*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association;

*Economics: Economic Society of Australia (Queensland Division);

*Finance: Financial Services Institute of Australasia (FINSIA);

*Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;

*International Business - Australian Institute of Export, the Logistics Association of Australia and the Chartered Institute of Purchasing;

*Management - Australian Institute of Management;

*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing Association;

*Public Relations - Public Relations Institute of Australia.

* Some may depend on units completed.

The Journalism degree is recognised by the Australian Journalists Association section of the Media Entertainment and Arts Alliance.

Course Design

This course is made up of 384 credit points. Each component (i.e. Business and Journalism) comprises 192 credit points.

The Business component is made up of 96 credit points of Faculty core units and 96 credit points of units from a Business major.

The Business majors are accountancy, advertising, economics, finance, human resource management, international business, management, marketing, public relations.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Course structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KJB101	Digital Journalism
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KCB103	Strategic Speech Communication
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

KCB102	Media and Society: From Printing Press to Internet
KJB120	Newswriting
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KPB101	Foundations of Film and Television Production
	Choose either KKB175 (strongly recommended) or KJB337
KKB175	Creative Industries Legal Issues
KJB337	Public Affairs Reporting
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 3, Semester 1

KJB121	Journalistic Inquiry
KJB239	Journalism Ethics and Issues
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 3, Semester 2

KJB222	Online Journalism 1
KJB211	Layout and Design
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KJB224	Feature Writing
KJB304	Sub-Editing
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KJB235	Radio and Television Journalism 1
	Business Faculty Major Unit

Business Faculty Major Unit

Accountancy Major

Year 1 Semester 1

BSB110	Accounting
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB126	Marketing

Year 2 Semester 1

BSB111	Business Law and Ethics
BSB113	Economics

Year 2 Semester 2

AYB200	Financial Accounting
AYB225	Management Accounting

Year 3 Semester 1

EFB210	Finance 1
AYB221	Computerised Accounting Systems

Year 3 Semester 2

AYB219	Taxation Law
AYB340	Company Accounting

Year 4 Semester 1

AYB230	Corporations Law
AYB321	Strategic Management Accounting

Year 4 Semester 2

AYB301	Audit and Assurance
AYB311	Financial Accounting Issues

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB124	Working in Business
BSB123	null

Year 2 Semester 1

BSB110	Accounting
BSB111	null

Year 2 Semester 2

EFB222	Quantitative Methods For Economics and Finance
EFB223	Economics 2

Year 3 Semester 1

EFB330 Intermediate Macroeconomics

EFB331 Intermediate Microeconomics

Year 3 Semester 2

Choice units or remaining Faculty Core Units

Choice units or remaining Faculty Core Units

Year 4 Semester 1

Choice units or remaining Faculty Core Units

Choice units or remaining Faculty Core Units

Year 4 Semester 2

EFB338 Contemporary Application of Economic Theory

Choice units or remaining Faculty Core Units

Choice Units

Choose any three of the following:

EFB332 Applied Behavioural Economics

EFB333 Introductory Econometrics

EFB334 Environmental Economics and Policy

EFB336 International Economics

EFB337 Game Theory and Applications

Finance Major

Year 1 Semester 1

BSB113 Economics

BSB115 Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting

BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis

BSB119 Global Business

Year 3 Semester 1

EFB222 Quantitative Methods For Economics and Finance

EFB210 Finance 1

Year 3 Semester 2

EFB201 Financial Markets

EFB307 Finance 2

Year 4 Semester 1

EFB223 Economics 2

EFB335 Investments

Year 4 Semester 2

EFB312 International Finance

EFB340 Finance Capstone

Human Resource Management Major

Year 1 Semester 1

BSB113 Economics

BSB115 Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting

BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis

BSB119 Global Business

Year 3 Semester 1

MGB207 Human Resource Issues and Strategy

MGB220 Business Research Methods

Year 3 Semester 2

MGB200 Leading Organisations

MGB201 Contemporary Employment Relations

Year 4 Semester 1

MGB331 Learning and Development in Organisations

MGB339 Performance and Reward

Year 4 Semester 2

MGB320 Recruitment and Selection

MGB370 Personal and Professional Development

Management Major

Year 1 Semester 1

BSB113 Economics

BSB115 Management

Year 1 Semester 2

BSB124 Working in Business

BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting

BSB111 Business Law and Ethics

Year 2 Semester 2

BSB119 Global Business
BSB123 Data Analysis

Year 3 Semester 1

MGB210 Managing Operations
MGB223 Entrepreneurship and Innovation

Year 3 Semester 2

MGB200 Leading Organisations
MGB225 Intercultural Communication and Negotiation Skills

Year 4 Semester 1

MGB309 Strategic Management
MGB324 Managing Business Growth

Year 4 Semester 2

MGB310 Sustainability in A Changing Environment
MGB335 Project Management

International Business Major

Year 1 Semester 1

BSB126 Marketing
BSB119 Global Business

Year 1 Semester 2

BSB110 Accounting
BSB115 Management

Year 2 Semester 1

BSB123 Data Analysis
BSB124 Working in Business

Year 2 Semester 2

BSB111 Business Law and Ethics
BSB113 Economics

Year 3 Semester 1

MGB225 Intercultural Communication and Negotiation Skills
AYB227 International Accounting

Year 3 Semester 2

AMB210 Importing and Exporting
EFB240 Finance for International Business

Year 4 Semester 1

AMB303 International Logistics
AMB336 International Marketing

Year 4 Semester 2

MGB340 International Business in the Asia-Pacific
AMB369 International Business Strategy

Marketing Major

Year 1 Semester 1

BSB113 Economics
BSB126 Marketing

Year 1 Semester 2

BSB111 Business Law and Ethics
BSB115 Management

Year 2 Semester 1

BSB119 Global Business
BSB124 Working in Business

Year 2 Semester 2

BSB110 Accounting
BSB123 Data Analysis

Year 3 Semester 1

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research

Year 3 Semester 2

AMB202 Integrated Marketing Communication
AMB240 Marketing Planning and Management

Year 4 Semester 1

AMB335 E-marketing Strategies
AMB340 Services Marketing

Year 4 Semester 2

AMB336 International Marketing
AMB359 Strategic Marketing

Public Relations Major

Year 1 Semester 1

BSB119 Global Business
BSB126 Marketing

Year 1 Semester 2

BSB110 Accounting
BSB115 Management

Year 2 Semester 1

BSB113 Economics
BSB124 Working in Business

Year 2 Semester 2

AMB263 Introduction To Public Relations
AMB264 Public Relations Techniques

Year 3 Semester 1

AMB201 Marketing and Audience Research
BSB111 Business Law and Ethics

Year 3 Semester 2

AMB372	Public Relations Planning
AMB373	Corporate Communication

Year 4 Semester 1

AMB374	Global Public Relations Cases
AMB375	Public Relations Management

Year 4 Semester 2

AMB379	Public Relations Campaigns
BSB123	Data Analysis

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

- * you must obey any elective rules as set out in your course requirements

- * you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

- * you must have successfully completed any pre/co-requisite units applicable

- * the offering of elective units is subject to sufficient student enrolment numbers and staff availability

- * some units are subject to quota restrictions

- * KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance

KDB110	Deconstructing Dance in History
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Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource

Management

KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact

KKB350 Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103 Australian Art
KVB104 Photomedia and Artistic Practice
KVB106 Drawing for Animation
KVB108 Contemporary Asian Visual Culture
KVB111 3D Media and Processes
KVB211 Post 1945 Art
KVB306 Video Art and Culture
KVB307 Theories of Spatial Culture

Potential Careers:

Accountant, Advertising Professional, Banking and Finance Professional, Economist, Financial Advisor/Analyst, Financial Project Manager, Human Resource Developer, Human Resource Manager, Information Officer, Journalist, Manager, Marketing Officer/Manager, Media Industry Specialist, Public Relations Officer/Consultant, Publishing Professional, Stockbroker.

Bachelor of Arts/Bachelor of Creative Industries (IX39)

Year offered: 2009

Admissions: No

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

QTAC code: This course is no longer offered

Past rank cut-off: 80

Past OP cut-off: 10

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: Arts: Dr Iraphne Childs; Creative Industries: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Campus: Kelvin Grove

Course Description

This double degree enables students to complete the requirements of two separate degrees in four years. Students complete a multidisciplinary arts major in one of the following fields: international and global studies; society and change; ethics and human rights; community studies; or Australian studies. Students also complete a Creative Industries major in; creative writing, drama, dance, interdisciplinary studies, media and communication, music, television, or visual arts.

Career Outcomes

This double degree will prepare you as a multi-skilled professional for careers in international affairs, government, public policy and community development. With your interdisciplinary knowledge, creativity and practical skills, you will also be prepared for careers in media and cultural policy development, film and video activities, the music industry, visual design and publishing. business major.

IMPORTANT NOTICE

This course code has been discontinued and will have no further intakes. Continuing students should refer to their Course Summary Sheet for enrolment information.

COURSE STRUCTURE - OVERVIEW

YEAR 1 SEMESTER 1

BCI	Core unit
BCI	Core unit
BA	Core unit (Major)
BA	Discipline Unit

YEAR 1 SEMESTER 2

BCI	Core unit
BCI	Mandated discipline unit

BA	Skills unit
BA	Discipline unit

YEAR 2 SEMESTER 1

BCI	Mandated discipline unit
BCI	Mandated discipline unit
BA	Major unit (elective)
BA	Discipline unit

YEAR 2 SEMESTER 2

BCI	Mandated discipline unit
BCI	Mandated discipline unit
BA	Major unit (elective)
BA	BA Discipline unit or Minor unit

YEAR 3 SEMESTER 1

BCI	Mandated discipline unit
BCI	Mandated discipline unit
BA	Major unit (elective)
BA	Discipline unit or Minor unit

YEAR 3 SEMESTER 2

BCI	Mandated discipline unit
BCI	Mandated discipline unit
BA	Major unit (elective)
BA	Discipline unit or Minor unit

YEAR 4 SEMESTER 1

BCI	Mandated discipline unit
BCI	Elective unit
BA	Major unit (elective)
BA	Elective unit

YEAR 4 SEMESTER 2

BCI	Mandated discipline unit
BCI	Elective unit
BA	Major unit (elective)
BA	Elective unit

Creative Industries Course Structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KPB150	Foundations of Multi-platform Production OR
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KCB103	Strategic Speech Communication

Year 2, Semester 1

KKB221 Approaching Interdisciplinarity
SELECT: Second major: One First Unit

Year 2, Semester 2

KKB222 Interdisciplinarity in Practice
SELECT: Second major: One Second Unit

Year 3, Semester 1

SELECT: Second major: One Third Unit
SELECT: Second major: One Fourth Unit

Year 3, Semester 2

SELECT: Second major: One Fifth Unit
SELECT: Second major: One Sixth Unit

Year 4, Semester 1

SELECT: Transitions to New Professional Environment Unit
SELECT: Second major: One Seventh Unit

Year 4, Semester 2

SELECT: Transitions to New Professional Environment Unit
SELECT: Second major: One Eighth Unit

Visual Arts major

Year 1, Semester 1

KKB101 Creative Industries: People and Practices
KVB100 Research and Creativity in the Visual Arts

Year 1, Semester 2

KKB102 Creative Industries: Making Connections
KVB104 Photomedia and Artistic Practice

Year 2, Semester 1

KVB102 Modernism
KVB110 2D Media and Processes

Year 2, Semester 2

Creative Industries Elective
KVB111 3D Media and Processes

Year 3, Semester 1

KVB200 Exhibition and Display in the Visual Arts
KVB202 Visual Imaging - Process and Theory

Year 3, Semester 2

KVB103 Australian Art
KVB211 Post 1945 Art

Year 4, Semester 1

Creative Industries Elective
KVB212 Australian Art, Architecture and Design

OR

KVB304 Contemporary Art Issues

Year 4, Semester 2

KVB306 Video Art and Culture
KVB108 Contemporary Asian Visual Culture
OR
KVB307 Theories of Spatial Culture

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

- * you must obey any elective rules as set out in your course requirements
- * you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.
- * you must have successfully completed any pre/co-requisite units applicable
- * the offering of elective units is subject to sufficient student enrolment numbers and staff availability
- * some units are subject to quota restrictions
- * KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Media & Communication

KCB101 Communication in the New Economy
KCB102 Media and Society: From Printing Press to Internet
KCB103 Strategic Speech Communication
KCB201 Virtual Cultures
KCB302 Political Communication

Communication Design

KIB108 Animation Practices
KIB201 Interactive Writing

Dance

KDB105 Architecture of the Body
KDB108 World Dance
KDB110 Deconstructing Dance in History

Fashion

KFB103 Introduction to Fashion
KFB206 Fashion and Modernity

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB210	Computational Arts 1

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Becoming A Researcher: Understandings, Skills and Practices

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Performance Studies

KTB101	20th Century Performance
KTB204	Understanding Performance
KTB061	Creative Industries Management
KTB062	Creative Industries Events and Festivals

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues

Creative Writing & Cultural Studies

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB105	Film and Television Scriptwriting
KWB107	Introduction to Creative Non-Fiction
KWB108	Introduction To Literary Theory and Cultural Studies
KWB207	Great Books: The Literary Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century

Semester 2 Units

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media Technologies
KCB203	Consumer Cultures

Communication Design

KIB202	Enabling Immersion
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Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB211	Computational Arts 2

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB207	Contemporary Fashion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Performance Studies

KTB104	Performance Innovation
KTB207	Staging Australia
KTB062	Creative Industries Events and Festivals

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Creative Writing & Cultural Studies

KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB105	Film and Television Scriptwriting
KWB106	Corporate Writing and Editing
KWB109	Ozlit
KWB204	Creative Non-Fiction: Life Writing
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

NOTES:

* Only one Workplace Learning unit may be

Potential Careers:

Academic, Actor, Administrator, Advertising Professional, Art Writer, Artist, Arts Administrator, Choreographer, Community Education Officer, Community Worker, Composer, Computer Games Developer, Contract Administrator, Creative Writer, Curator, Dance Teacher, Dancer, Digital Composer, Educator, Film Composer, Film/Television Producer, Government Officer, Higher Education Worker, Information Officer, Internet Professional, Journalist, Marketing Officer/Manager, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Organisational Communication Specialist, Policy Officer, Post-production specialist, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Stage Manager, Theatre Professionals, Visual Artist, Web Designer.

Bachelor of Creative Industries/Bachelor of Human Services (IX43)

Year offered: 2009

Admissions: Yes

CRICOS code: 058291E

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,332 (indicative) per semester

International Fees (per semester): 2009: \$10,500 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 429062

Past rank cut-off: 75

Past OP cut-off: 13

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: Ms Jenny Felton (Human Services); Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au

Campus: Kelvin Grove

Overview

The course consists of 16 human services units and 16 creative industries units, and the program is integrated so that you will study both human services and creative industries units in each semester. In human services you may choose to focus on corrective, disability, youth, or child and family services. You will also study a range of professional skills and then gain practical experience through professional practice placements in government or community organisations.

The Creative Industries course allows you to combine professional practice in corrective, disability, youth or child and family services with studies from a range of creative industries second majors, including art and design history; creative and professional writing; dance; digital media; drama; fashion; film, television and screen; interactive and visual design; journalism, media and communication; or literary and cultural studies.

Career Outcomes

This double degree prepares you as a multiskilled professional for careers in child safety and a range of welfare and community services. In particular you will have a set of skills which will be suitable for areas which combine human services and creative skills, for example, community development and cultural services, and youth arts.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Creative Industries and Human Services) comprises 192 credit points.

The Creative Industries component is made up of 96 credit points of core units and a Creative Industries major (96 credit points).

The Human Services component is made up of 144 credit points of Faculty core units and 48 credit points of units from selected Human Services units.

Professional Recognition (Bachelor of Human Services)

Graduates are entitled to apply for membership of the Australian Association of Welfare and Community Workers. (Accreditation application in process).

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Working with Children Check

Working With Children Check

As required by the Commission for Children and Young People and Child Guardian Act (2000), students must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 8 weeks for the Commission to issue the Card. Application form

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

COURSE STRUCTURE - OVERVIEW

YEAR 1 SEMESTER 1

HHB114 Introduction To Human Rights And Ethics

HHB100	Introduction to Human Services and Social Work
KKB101	Creative Industries: People and Practices
SELECT:	Either KPB101 or KVB104
KPB101	Foundations of Film and Television Production
KVB104	Photomedia and Artistic Practice

YEAR 1 SEMESTER 2

HHB103	Contemporary Social And Community Issues
HHB113	Interpersonal Communication
KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections

YEAR 2 SEMESTER 1

HHB208	Introduction To Practice
HHB209	Developing Professional Frameworks
KKB221	Approaching Interdisciplinarity
SELECT:	Creative Industries major: First Unit

YEAR 2 SEMESTER 2

BHS	One Unit from Human Services Elective Options List
BHS	One Unit from Human Services Introductory Service Options List
KKB222	Interdisciplinarity in Practice
SELECT:	Creative Industries major: Second Unit

YEAR 3 SEMESTER 1

HHB279	Social Work Processes and Methods
HHB278	Practice Theories
SELECT:	Creative Industries major: Third Unit
SELECT:	Creative Industries major: Fourth Unit

YEAR 3 SEMESTER 2

HHB277	Ethical and Legal Dimensions of Human Services and Social Work
SELECT:	Creative Industries major: Fifth Unit
SELECT:	Creative Industries major: Sixth Unit
SELECT:	Transitions to New Professional Environments Unit

YEAR 4 SEMESTER 1

BHS	One Unit from Human services Advanced Service Options List
BHS	One Unit from Human Services Elective Options List
SELECT:	Creative Industries major: Seventh Unit
SELECT:	Transitions to New Professional Environments Unit

YEAR 4 SEMESTER 2

HHB301	Advanced Professional Practice
SELECT:	Creative Industries major: Eighth Unit

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
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DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing

KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR

KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy

MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film

KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism
	OR
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources
	OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
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AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice

AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Transitions to New Professional Environments Units

A maximum of 48 credit points may be taken from the following units:

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Becoming A Researcher: Understandings, Skills and Practices
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

Human Services Elective Options Lists

Human Services Introductory Service Options - Semester 2

HHB204	Child And Family Services: Introduction
HHB206	Disability Services: Introduction
HHB207	Services To Young People: Introduction

Human Services Elective Options

HHB117	Introduction To Social Research Methods
HHB210	Indigenous Australia: Country, Kin And Culture
HHB211	Casework And Case Management
HHB212	Community Work
HHB213	Social Policy Processes
HHB214	Team Practice and Group Processes
HHB216	The Human Dimensions Of Space
HHB282	Advanced Communication For Human Services and Social Work
HHB319	Child Protection Intervention Skills

Human Services Advanced Service Options - Semester 1

HHB304	Child And Family Services: Advanced
HHB305	Community and Youth Corrections
HHB306	Disability Services: Advanced
HHB307	Services To Young People: Advanced

Potential Careers:

Actor, Administrator, Adult/Workplace Educator, Advertising Professional, Aged Services Worker, Animator, Art Project Manager, Arts Administrator, Child Protection Officer, Community Corrections Officer, Community Education Officer, Community Worker, Corrective Services Officer, Creative Writer, Disability Services Worker, Drama Teacher, Educator, Family Services Officer, Fashion Professional,

Film Composer, Film/Television Producer, Government Officer, Human Services Practitioner, Information Officer, Internet Professional, Journalist, Marketing Officer/Manager, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Technologist, Musical Director, Organisational Communication Specialist, Policy Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Social Scientist, Sound and Music Producer, Stage Manager, Theatre Professionals, Visual Artist, Web Designer, Youth Worker.

Bachelor of Creative Industries (Media and Communication)/Bachelor of Health Science (Nutrition) (IX50)

Year offered: 2009

Admissions: No

CRICOS code: 059713B

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,153 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 429512

Past rank cut-off: 76

Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4, SA), Maths B (4, SA), and Chemistry (4, SA)

Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. CHEMISTRY: QUT unit Introductory Chemistry as a visiting student or QUT Continuing Professional Chemistry Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies ugenq.ci@qut.edu.au (Creative Industries component); Ms Melinda Service (Health Science component)

Campus: Kelvin Grove

No further intake

This course has been replaced by IX70 Bachelor of Health Science (Nutrition)/ Bachelor of Media and Communication from 2009. No further admissions will be accepted.

Overview

This exciting new double degrees will produce graduates who are media communication specialists with expertise in the ever-growing area of public health, nutrition and wellbeing. The degree combination will satisfy both your professional and personal needs. You will have a course and a career that is both creative and able to enhance people's health and their lives.

The media and communications component provides both practical skills in multimedia, writing and communication combined with study in local and international media industries, media and communication industries.

The nutrition component provides the knowledge and skills to address major health issues both nationally and internationally with a focus on community health, nutrition, food studies, anatomy and physiology, nutritional science and nutrition education. The course has innovative and integrated industry placement options for practicum experience.

Why choose this course?

Health communication is a globally recognised and rapidly expanding field. Graduates can expect to gain employment in a range of public and private sector organisations.

Health professionals with superior communication skills and the ability to utilise the power of media technologies will make significant contributions to improving our quality of life, both locally and internationally.

Media and Communication

The course provides both practical skills in multimedia, writing and communication combined with study in local and international media and communication industries. Students combine core units in the creative industries (including practical skills in multimedia, writing and communication), with the study of media and communication, including media audiences, professional communication, new media technologies, and online communications.

Nutrition

The course provides knowledge and skills to address major health issues both nationally and internationally with a focus on community health, nutrition and health promotion.

Career Outcomes

Graduates of the double degree may work as health communication specialists; health and nutrition writers; health promotion officers and educators; marketing and managerial roles in health and product promotions; health print and online editors; health communication managers; and e-health marketers.

Media and Communication

Graduates may work as advertising professionals; communication managers; media and cultural policy developers for government and community organisations; information officers; internet professionals; media buyers and planners; media marketers; media industry specialists; teachers and researchers; and print and online publishing professionals.

Nutrition

Graduates work as community health officers; policy officers; program evaluators; health promotion officers in community health; project officers; and consultants. These practitioners work in both public and private sectors including state and federal health departments, population health units, community health centres, divisions of general practice, non-governmental health organisations, and international health agencies.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Creative Industries and Health Science) comprises 192 credit points.

The Creative Industries component is made up of 24 credit points of Faculty Foundation units, 144 credit points from Media and Communication units and up to 24 credit points of elective units.

The Nutrition component is made up of 192 credit points of specified Health Science units.

Professional Membership

Graduates are eligible for membership of the Public Health Association of Australia (PHAA) and the Australian Health Promotion Association (AHPA).

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Further Information

For more information about this course, please contact the Faculty of Creative Industries phone +617 3138 8114 or email creativeindustries@qut.com or the School of Public Health Student Centre on +617 3138 3368 or email sph.studentcentre@qut.edu.au

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

- * you must obey any elective rules as set out in your course requirements

- * you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

- * you must have successfully completed any pre/co-requisite units applicable

- * the offering of elective units is subject to sufficient student enrolment numbers and staff availability

- * some units are subject to quota restrictions

- * KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication

KCB201 New Media 1: Information and Knowledge
KCB302 Political Communication

Music & Sound

KMB003 Sex Drugs Rock 'n' roll
KMB004 World Music
KMB104 Music and Sound Skills
KMB105 Music and Sound Technology
KMB108 Sound Recording and Acoustics

Performance Studies

KSB215 Visual Theatre Design
KTB101 20th Century Performance
KTB103 Performing Skills 1: Character and Scene
KTB204 Understanding Performance
KTB210 Creative Industries Management
KTB211 Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341 Workplace Learning 1
KKB342 Workplace Learning 2
KKB343 Service Learning 1
KKB344 Service Learning 2
KKB345 Creative Industries Project 1
KKB346 Creative Industries Project 2
KKB347 Introductory Research 1

Visual Arts

KVB102 Modernism
KVB104 Photomedia and Artistic Practice
KVB105 Drawing for Design
KVB110 2D Media and Processes
KVB212 Australian Art, Architecture and Design
KVB213 Graphic Investigation
KVB304 Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207 Film and Television Scriptwriting
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB106 Corporate Writing and Editing
KWB108 Introduction To Literary Studies
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB209 Shakespeare, Then and Now
KWB307 Indigenous Writing
KWB309 Popular Fictions, Popular Culture

Dance

KDB106 Dance Analysis
KDB109 Funk, Tap and all that Jazz
KDB204 Australian Dance

Faculty

KKB102 Creative Industries: Making Connections
KKB004 Indigenous Creative Industries

Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB205 Fashion and Style Journalism
KFB207 Contemporary Fashion
KFB208 Fashion Portfolio

Film & Television

KPB103 Film Genres
KPB104 Film and Television Production Resource Management
KPB107 Television's Greatest Hits
KPB205 Documentary Theory and Practice
KPB206 International Cinema
KPB207 Film and Television Scriptwriting

Interactive and Visual Design

KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB104 Digital Media
KIB108 Animation History and Practices
KIB202 Enabling Immersion

Journalism

KJB101 Digital Journalism
KJB120 Newswriting
KJB121 Journalistic Inquiry
KJB224 Feature Writing
KJB280 International Journalism
KJB337 Public Affairs Reporting

Media & Communication

KCB101 Communication in the New Economy
KCB103 Strategic Speech Communication
KCB104 Media and Communications Industries
KCB105 Media and Communication Research Methods
KCB202 New Media 2: Applications and Implications
KCB203 Consumer Cultures

Music & Sound

KMB002 Music and Spirituality
KMB007 Introductory Ensemble
KMB105 Music and Sound Technology

KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Academic, Advertising Professional, Educator, Government Officer, Information Officer, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Nutritionist, Organisational Communication Specialist, Policy Officer, Public Health Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Web Designer.

Bachelor of Creative Industries (Media and Communication)/Bachelor of Health Science (Public Health) (IX50)

Year offered: 2009

Admissions: No

CRICOS code: 059713B

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,153 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

International Entry: February

QTAC code: 429512

Past rank cut-off: 76

Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies ugenq.ci@qut.edu.au (Creative Industries component); Ms Melinda Service (Health Science component)

Discipline coordinator: Professor Alan Knight (Creative Industries)

Campus: Kelvin Grove

No further intake

This course has been replaced by IX70 Bachelor of Health Science (Public Health)/ Bachelor of Media and Communication from 2009. No further admissions will be accepted.

Overview

This exciting new double degree will produce graduates who are media communication specialists with expertise in the ever-growing area of public health, nutrition and wellbeing. This degree combination will satisfy both your professional and personal needs. You will have a course and a career that is both creative and able to enhance people's health and their lives. The course has innovative and integrated industry placement options for practicum experience.

The media and communications component provides both practical skills in multimedia, writing and communication combined with study in local and international media industries, media and communication industries.

The public health component provides the knowledge and skills to address major health issues both nationally and internationally with a focus on assessment of a population's health needs and strategies to meet them. Students gain an understanding of health care planning, community health, health promotion, the health needs of Indigenous Australians and project management.

Why choose this course?

Health communication is a globally recognised and rapidly expanding field. Graduates can expect to gain employment in a range of public and private sector organisations.

Health professionals with superior communication skills and the ability to utilise the power of media technologies will make significant contributions to improving our quality of life, both locally and internationally.

Media and Communication

The course provides both practical skills in multimedia, writing and communication combined with study in local and international media and communication industries. Students combine core units in the creative industries (including practical skills in multimedia, writing and communication), with the study of media and communication, including media audiences, professional communication, new media technologies, and online communications.

Public Health

The course provides knowledge and skills to address major health issues both nationally and internationally with a focus on community health, nutrition and health promotion.

The course has innovative and integrated industry placement options for practicum experience.

Career Outcomes

This double degree prepares graduates as health communication specialists; health and nutrition writers; health promotion officers and educators; marketing and managerial roles in health and product promotions; health print and online editors; health communication managers; and e-health marketers.

Media and Communication

Graduates may work as advertising professionals; communication managers; media and cultural policy developers for government and community organisations; information officers; internet professionals; media buyers and planners; media marketers; media industry specialists; teachers and researchers; and print and online publishing professionals.

Public Health

Graduates may also work as community health officers; policy officers; program evaluators; health promotion officers in community health; project officers; and consultants. These practitioners work in both public and private sectors including state and federal health departments, population health units, community health centres, divisions of general practice, non-governmental health organisations, and international health agencies.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Creative Industries and Health Science) comprises 192 credit points.

The Creative Industries component is made up of 24 credit points of Faculty Foundation units, 144 credit points from Media and Communication units and up to 24 credit points

of elective units.

The Health Science component is made up of 180 credit points of specified Health Science units and a 12 credit point elective.

Professional Membership

Graduates are eligible for membership of the Public Health Association of Australia (PHAA) and the Australian Health Promotion Association (AHPA).

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Further Information

For more information about this course, please contact the Faculty of Creative Industries by phone +617 3138 8114 or email creativeindustries@qut.com, and/or the School of Public Health Student Centre on +617 3138 3368 or email sph.studentcentre@qut.edu.au

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

- * you must obey any elective rules as set out in your course requirements
- * you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.
- * you must have successfully completed any pre/co-requisite units applicable
- * the offering of elective units is subject to sufficient student enrolment numbers and staff availability
- * some units are subject to quota restrictions
- * KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to

	Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing

KWB309	Popular Fictions, Popular Culture
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Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
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KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Academic, Advertising Professional, Community Health Officer, Educator, Government Officer, Health Promotion Officer, Information Officer, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Health Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Web Designer.

Bachelor of Creative Industries/Bachelor of Information Technology (IX56)

Year offered: 2009

Admissions: Yes

CRICOS code: 059227E

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,332 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409872

Past rank cut-off: 75

Past OP cut-off: 13

OP Guarantee: Yes

Assumed knowledge: English (4,SA), Maths A, B or C (4,SA)

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: IT: Mr Richard Thomas; Creative Industries: Head, Undergraduate Studies (cifug@qut.edu.au)

Campus: Gardens Point and Kelvin Grove

Study Areas

IX56 will not have nominated majors and minors and consequently there will not be a Study Area A shown on a graduate's parchment. Instead, IX56 will have specialisations. The specialisation areas that will be available for students will include:

• Business Process Management

• Data Warehousing

• Digital Societies

• Enterprise Systems

• Information Management

• Network Systems

• Software Engineering

• Web Technologies

Course Description

This degree equips you to build and apply creative, innovative IT solutions across diverse industries. A hands-on, real world based curriculum gives you the opportunity to explore a wide range of areas within the two strands of this degree, and gain deep understanding within your chosen area speciality, such as networking, software engineering, data warehousing, business process modelling, enterprise systems, information management, web technologies, or digital societies. You will experience an innovative, hands-on approach to learning through projects where you develop IT systems. You will be able to gain entrepreneurial skills if you wish to learn how to develop an idea into a commercial opportunity. You learn to harness your creativity and people skills to maximise the impact of your technical know-how in the booming IT marketplace. It positions you for a challenging and rewarding career within the global economy. Full-time students are eligible for the Cooperative Education Program; paid industry work experience with credit towards your degree. Students are also offered many

other work-integrated learning opportunities where you receive first-hand industry experience.

Entry Requirements

Year 12 or equivalent

Prerequisites: Nil

Assumed Knowledge: English (4,SA), Maths A, B or C (4,SA)

Primary Fields: B

Secondary Fields: C

OP Guarantee: Yes

International Students

English language requirements

In addition to the above academic entry requirements, international students must meet the University's English language requirements of IELTS of 6.5 (with no lower than 6.0 for any one band).

Pathways to Further Studies

In 2001, an accelerated Honours program was introduced to increase the number of Bachelor of Information Technology students continuing their studies to complete the Honours year. The program allowed selected high achieving students the opportunity to undertake one postgraduate unit in the final semester of their a BIT degree (or double degree) which would be counted both for completion of the degree and towards the Honours program. The program also provided students with the opportunity to commence their Honours studies over the Summer Semester.

An alternative to the Honours program is the Master of Information Technology (Research). Students who complete a BIT degree (or double degree) with a grade point average equal to, or greater than 5 (7 point scale) and who have decided against enrolling in an Honours program, could undertake this course. In addition, students may wish to enrol in the re-designed postgraduate coursework Masters which has ten specialisations allowing students to either extend their area of interest or specialise in other areas at the Masters level.

Unit Incompatibility/Translation Information

Details on the translation and incompatibility of old and new units is located here:

Undergraduate Translation Table

If you have completed the unit(s) listed under the Translation Unit Codes column you are not permitted to enrol in the listed new code.

Cooperative Education

The School of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you're learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNiTAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

IX56 - Bachelor of Creative Industries/Bachelor of Information Technology Course structure

Year 1, Semester 1

INB101	Impact of IT
INB102	Emerging Technology
KKB101	Creative Industries: People and Practices
KPB150	Foundations of Multi-platform Production
OR	null
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2

INB103	Industry Insights
INB104	Building IT Systems
KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

	IT Breadth Option Unit
	IT Breadth Option Unit
KKB221	Approaching Interdisciplinarity
SELECT:	CI Second major: First Unit

Year 2, Semester 2

	IT Breadth Option Unit
	IT Breadth Option Unit
KKB222	Interdisciplinarity in Practice
SELECT:	CI Second major: Second Unit

Year 3, Semester 1

INB201	Scalable Systems Development
	IT Specialisation Option Unit
SELECT:	CI Second major: Third Unit
SELECT:	CI Second major: Fourth Unit

Year 3, Semester 2

INB300	Professional Practice in IT
	IT Specialisation Option Unit
SELECT:	CI Second major: Fifth Unit
SELECT:	Transitions to New Professional Environments Unit

Year 4, Semester 1

INB301	The Business of IT
	IT Specialisation Option Unit
SELECT:	CI Second major: Sixth Unit
SELECT:	Transitions to New Professional Environments Unit

Year 4, Semester 2

INB302	Capstone Project
	IT Specialisation Option Unit
SELECT:	CI Second major: Seventh Unit
SELECT:	CI Second major: Eighth Unit

IT Breadth Option Unit List

IT Breadth Option Units

You must complete four (4) units from the following list. You should not commence these units until you have completed INB101, INB102, INB103 and INB104.

INB120	Corporate Systems
INB210	Databases
INB220	Business Analysis
INB250	Systems Architecture
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

IT Specialisation Option Unit List

IT Specialist Option Units

You must complete four (4) units from the following list. Please ensure you have completed a minimum of 36 credit points (3 units) of IT Breadth Option Units before commencing these units. The units are grouped in areas to assist you in focusing your studies.

1.	Enterprise Systems:
INB123	Project Management Practice
INB221	Technology Management
INB311	Enterprise Systems
INB312	Enterprise Systems Applications
2.	Web Technologies:
INB313	Electronic Commerce Site Development
INB373	Web Application Development
INB374	Enterprise Software Architecture
INB385	Multimedia Systems
INB386	Advanced Multimedia Systems
3.	Business Process Management:
INB320	Business Process Modelling
INB321	Business Process Management
INB322	Information Systems Consulting
INB323	Smart Services
4.	Information Management:
INB330	Information Management
INB331	Management Issues for Info Professionals
INB332	Information Retrieval
INB333	Information Programs

INB334	Information Issues and Values
INB335	Information Resources
5.	Data Warehousing:
INB340	Database Design
INB341	Software Development With Oracle
INB342	Enterprise Data Mining
INB343	Advanced Data Mining and Data Warehousing
6.	Network Systems:
INB350	Internet Protocols and Services
INB351	Computer Network Administration
INB352	Network Planning and Deployment
INB353	Wireless and Mobile Networks
7.	Software Engineering:
INB370	Software Development
INB371	Data Structures and Algorithms
INB372	Software Engineering Principles
INB374	Enterprise Software Architecture
8.	Ungrouped:
INB204	Special Topic 1
INB205	Special Topic 2
INB304	Special Topic 3
INB305	Special Topic 4
INB306	Project 1
INB307	Project 2
INB308	Project 3
INB355	Cryptology and Protocols
INB365	Systems Programming
INB860	Computational Intelligence for Control and Embedded Systems
9.	Digital Environments:
INB345	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB334	Information Issues and Values

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only

contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to

provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical

thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events

management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills

focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newsriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism

OR

KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources

OR

KJB337	Public Affairs Reporting
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Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Transitions to New Professional Environments Units

A maximum of 48 credit points may be taken from the following units:

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

KKB347	Becoming A Researcher: Understandings, Skills and Practices
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

Potential Careers:

Advertising Professional, Animator, Art Writer, Artist, Arts Administrator, Computer Game Programmer, Computer Games Developer, Creative Writer, Digital Composer, Fashion Professional, Film Composer, Film/Television Producer, Information Officer, Information Security Specialist, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Technologist, Organisational Communication Specialist, Public Relations Officer/Consultant, Recording Engineer, Sound and Music Producer, Sound Designer, Technical Officer, Visual Artist, Web Designer.

Bachelor of Media and Communication/Bachelor of Laws (IX66)

Year offered: 2009

Admissions: Yes

CRICOS code: 066291E

Course duration (full-time): 5.5 years

Domestic fees (indicative): 2009: CSP \$3,795 (indicative) per semester

Domestic Entry: February

International Entry: February

QTAC code: 409192

Past rank cut-off: 91

Past OP cut-off: 6

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Total credit points: 528

Standard credit points per full-time semester: 48

Course coordinator: Creative Industries: Head, Undergraduate Studies (cifug@qut.edu.au); Dr Bill Dixon, Director Undergraduate Law Programs

Discipline coordinator: Dr Stephen Harrington (Media and Communication)

Campus: Gardens Point and Kelvin Grove

OP Guarantee

The OP Guarantee will apply to this program.

Overview

Media outlets operate in regulatory environment in which changes occur rapidly and constantly. In an era where there is increasing public scrutiny of our media, the need for legal practitioners with specific media awareness has never been greater.

This five-year double degree combines practical skills and contextual understanding of the media and communication industries with the skills to work as a legal practitioner.

Your media and communication degree comprises 14 units to build your expertise in this area, alongside two creative industries foundation units.

The defining nature of the QUT Law degree is its real-world applied nature which will equip you with the high quality knowledge and skills and that meet the needs of the legal profession, government, business and industry. In developing the LLB the Faculty recognises that graduates are increasingly seeking a broad range of careers including, but not limited to, legal practice.

The flexible nature of the degree provides students with an opportunity to undertake a series of elective streams. These streams group legal content and legal skills units into alignment with the varied career destinations which a legal education opens to graduates and will allow you to study areas of the law that match your career aspirations.

Career Outcomes

Graduates may use their combined skills to work in-house as a lawyer for media outlets or regulatory bodies, or in law firms with specialist interests in the media.

Alternatively, you may work in the legal environment as a solicitor, barrister or in-house lawyer, or pursue a career in

media and communication.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Full time course structure

Year 1, Semester 1

KCB101	Communication in the New Economy
KKB101	Creative Industries: People and Practices
LWB145	Legal Foundations A
LWB147	Torts A

Year 1, Semester 2

KCB104	Media and Communications Industries
KKB102	Creative Industries: Making Connections
LWB146	Legal Foundations B
LWB148	Torts B

Year 2, Semester 1

KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
LWB136	Contracts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2

KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
LWB137	Contracts B
LWB239	Criminal Responsibility

Year 3, Semester 1

KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication
LWB240	Principles of Equity
LWB243	Property Law A

Year 3, Semester 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
LWB241	Trusts
LWB244	Property Law B

Year 4, Semester 1

- KCB301 Media Audiences
Choose one from the following two units:
- KCB304 Managing Communication Resources
- KWB103 Persuasive Writing
- LWB242 Constitutional Law
- LWB432 Evidence

Year 4 Semester 2

- KCB303 Applied Media Communication
Choose one from the following three units:
- KKB341 Workplace Learning 1
- KKB343 Service Learning 1
- KKB345 Creative Industries Project 1
- LWB334 Corporate Law
Law Elective

Year 5, Semester 1

- LWB335 Administrative Law
- LWB431 Civil Procedure
Law Elective
Law Elective

Year 5, Semester 2

- LWB432 Evidence
- LWB433 Professional Responsibility
Law Elective
Law Elective

Year 6, Semester 1

- Law Elective
- Law Elective
- Law Elective
- Law Elective

Law Electives

Further information regarding Law Electives
can be found at:
<http://www.law.qut.edu.au/study/courses/ugrad/lselect.jsp>

Potential Careers:

Academic, Advertising Professional, Barrister, Crown Law Officer, Educator, Government Officer, In-House Lawyer, Information Officer, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Servant, Publishing Professional, Solicitor, Web Designer.

Bachelor of Business/Bachelor of Media and Communication (IX67)

Year offered: 2009

Admissions: Yes

CRICOS code: 064809G

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,470 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409132

Past rank cut-off: 77

Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4, SA) and for accountancy, economics, finance, and marketing majors: Maths A, B or C (4, SA)

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au; Dr Erica French (Business)

Discipline coordinator: Dr Stephen Harrington (Media and Communication); Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Robert Bianchi (Finance); Dr Robert Thompson (Human Resource Management); Mr Michael Cox (International Business); Dr Kavooos Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)

Campus: Gardens Point and Kelvin Grove

OP Guarantee

Yes

Overview

This course offers you a range of options in combining business knowledge with practical skills and a contextual understanding of media and communication.

This combination of media and communication with a business major in advertising, marketing or public relations provides proven professional outcomes in media sales, media marketing and promotions, and in media planning/buying for advertising agencies.

An international business major will equip you with an understanding of the cultural, financial and regulatory issues involved in doing business across borders.

Alternatively you may choose to study another of the business professions to diversify your career options. You will undertake two creative industries foundation units and 14 specialist units in media and communication. Your business degree component comprises eight business core units, and eight business major units.

Career Outcomes

Through the combination of Media and Communication with business, you will equip yourself for an exciting career in the growth area of creative industries.

If you wish to use your business knowledge more in your

career, you could gain employment in arts administration—marketing, managing or balancing the books for creative projects and businesses.

The combination of media and communication with advertising, marketing or public relations provides proven professional outcomes in media sales, media marketing and promotions, and in media planning/ buying for advertising agencies. You will also develop the entrepreneurial and business skills necessary to sell your abilities to a range of employers, or start your own creative enterprise. Please refer to the Faculty of Business prospectus to find out more about the business majors.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Business and Media and Communication) comprises 192 credit points.

The Business component is made up of 96 credit points of Faculty core units and 96 credit points of units from a Business major.

The Business majors are accountancy, advertising, economics, finance, human resource management, international business, management, marketing, public relations.

The Creative Industries component is made up of 24 credit points of Faculty Foundation units and 168 credit points from the Media and Communication major.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Professional Recognition

The Bachelor of Business degree may, subject to choice of major, allow graduates to satisfy the academic requirements for membership as follows:

*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance.

*Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program).

*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association;

*Economics: Economic Society of Australia (Queensland Division).

*Finance: Financial Services Institute of Australasia

(FINSIA).

*Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;

*International Business - Australian Institute of Export, the Logistics Association of Australia and the Chartered Institute of Purchasing;

*Management - Australian Institute of Management;

*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing Association.

*Public Relations - Public Relations Institute of Australia.

Full time course structure

Year 1, Semester 1

KCB101	Communication in the New Economy
KKB101	Creative Industries: People and Practices Business Faculty Core Unit Business Faculty Core Unit

Year 1, Semester 2

KCB104	Media and Communications Industries
KKB102	Creative Industries: Making Connections Business Faculty Core Unit Business Faculty Core Unit

Year 2, Semester 1

KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication Business Faculty Core Unit Business Faculty Core Unit

Year 2, Semester 2

KCB105	Media and Communication Research Methods
KCB205	Professional Communication Business Faculty Core Unit Business Faculty Core Unit

Year 3, Semester 1

KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication Business Faculty Major Unit Business Faculty Major Unit

Year 3, Semester 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures Business Faculty Major Unit Business Faculty Major Unit

Year 4, Semester 1

KCB301	Media Audiences Choose one from the following two units:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing Business Faculty Major Unit Business Faculty Major Unit

Year 4, Semester 2

KCB303	Applied Media Communication Choose one from the following three units:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1 Business Faculty Major Unit Business Faculty Major Unit

Accountancy Major

Year 1 Semester 1

BSB110	Accounting
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB126	Marketing

Year 2 Semester 1

BSB111	Business Law and Ethics
BSB113	Economics

Year 2 Semester 2

AYB200	Financial Accounting
AYB225	Management Accounting

Year 3 Semester 1

EFB210	Finance 1
AYB221	Computerised Accounting Systems

Year 3 Semester 2

AYB219	Taxation Law
AYB340	Company Accounting

Year 4 Semester 1

AYB230	Corporations Law
AYB321	Strategic Management Accounting

Year 4 Semester 2

AYB301	Audit and Assurance
AYB311	Financial Accounting Issues

Economics Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB123 null

Year 2 Semester 1

BSB110 Accounting
BSB111 null

Year 2 Semester 2

EFB222 Quantitative Methods For Economics and Finance
EFB223 Economics 2

Year 3 Semester 1

EFB330 Intermediate Macroeconomics
EFB331 Intermediate Microeconomics

Year 3 Semester 2

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 1

Choice units or remaining Faculty Core Units
Choice units or remaining Faculty Core Units

Year 4 Semester 2

EFB338 Contemporary Application of Economic Theory
Choice units or remaining Faculty Core Units

Choice Units

Choose any three of the following:

EFB332 Applied Behavioural Economics
EFB333 Introductory Econometrics
EFB334 Environmental Economics and Policy
EFB336 International Economics
EFB337 Game Theory and Applications

Finance Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis
BSB119 Global Business

Year 3 Semester 1

EFB222 Quantitative Methods For Economics and Finance
EFB210 Finance 1

Year 3 Semester 2

EFB201 Financial Markets
EFB307 Finance 2

Year 4 Semester 1

EFB223 Economics 2
EFB335 Investments

Year 4 Semester 2

EFB312 International Finance
EFB340 Finance Capstone

Human Resource Management Major

Year 1 Semester 1

BSB113 Economics
BSB115 Management

Year 1 Semester 2

BSB124 Working in Business
BSB126 Marketing

Year 2 Semester 1

BSB110 Accounting
BSB111 Business Law and Ethics

Year 2 Semester 2

BSB123 Data Analysis
BSB119 Global Business

Year 3 Semester 1

MGB207 Human Resource Issues and Strategy
MGB220 Business Research Methods

Year 3 Semester 2

MGB200 Leading Organisations
MGB201 Contemporary Employment Relations

Year 4 Semester 1

MGB331 Learning and Development in Organisations
MGB339 Performance and Reward

Year 4 Semester 2

MGB320 Recruitment and Selection
MGB370 Personal and Professional Development

International Business Major

Year 1 Semester 1

BSB126	Marketing
BSB119	Global Business

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB123	Data Analysis
BSB124	Working in Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

MGB225	Intercultural Communication and Negotiation Skills
AYB227	International Accounting

Year 3 Semester 2

AMB210	Importing and Exporting
EFB240	Finance for International Business

Year 4 Semester 1

AMB303	International Logistics
AMB336	International Marketing

Year 4 Semester 2

MGB340	International Business in the Asia-Pacific
AMB369	International Business Strategy

Management Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB124	Working in Business
BSB126	Marketing

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

Year 2 Semester 2

BSB119	Global Business
BSB123	Data Analysis

Year 3 Semester 1

MGB210	Managing Operations
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MGB223	Entrepreneurship and Innovation
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Year 3 Semester 2

MGB200	Leading Organisations
MGB225	Intercultural Communication and Negotiation Skills

Year 4 Semester 1

MGB309	Strategic Management
MGB324	Managing Business Growth

Year 4 Semester 2

MGB310	Sustainability in A Changing Environment
MGB335	Project Management

Marketing Major

Year 1 Semester 1

BSB113	Economics
BSB126	Marketing

Year 1 Semester 2

BSB111	Business Law and Ethics
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

BSB110	Accounting
BSB123	Data Analysis

Year 3 Semester 1

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research

Year 3 Semester 2

AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management

Year 4 Semester 1

AMB335	E-marketing Strategies
AMB340	Services Marketing

Year 4 Semester 2

AMB336	International Marketing
AMB359	Strategic Marketing

Public Relations Major

Year 1 Semester 1

BSB119	Global Business
BSB126	Marketing

Year 1 Semester 2

BSB110 Accounting
BSB115 Management

Year 2 Semester 1

BSB113 Economics
BSB124 Working in Business

Year 2 Semester 2

AMB263 Introduction To Public Relations
AMB264 Public Relations Techniques

Year 3 Semester 1

AMB201 Marketing and Audience Research
BSB111 Business Law and Ethics

Year 3 Semester 2

AMB372 Public Relations Planning
AMB373 Corporate Communication

Year 4 Semester 1

AMB374 Global Public Relations Cases
AMB375 Public Relations Management

Year 4 Semester 2

AMB379 Public Relations Campaigns
BSB123 Data Analysis

Potential Careers:

Academic, Administrator, Advertising Professional, Banking and Finance Professional, Economist, Educator, Financial Advisor/Analyst, Financial Project Manager, Government Officer, Human Resource Developer, Human Resource Manager, Information Officer, International Business Specialist, Internet Professional, Manager, Market Research Manager, Marketing Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Teacher, Web Designer.

Bachelor of Fine Arts (Creative and Professional Writing)/Bachelor of Laws (IX68)

Year offered: 2009

Admissions: Yes

CRICOS code: 066295A

Course duration (full-time): 5.5 years

Domestic fees (indicative): 2009: CSP \$3,795 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409472

Past rank cut-off: 91

Past OP cut-off: 6

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Total credit points: 528

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au; Dr William Dixon
Director Undergraduate Law Programs

Discipline coordinator: Creative Industries: Professor Philip Neilson

Campus: Gardens Point and Kelvin Grove

Course Structure

The Bachelor of Fine Arts component is made up of 24 credit points of Faculty Foundation units and 168 credit points from the Creative and Professional Writing major.

The Law component is made up of 336 credit points of law subjects.

OP Guarantee

The OP Guarantee will apply to this course.

Overview

Both writers and lawyers require high-calibre sophisticated communication and language skills. You will graduate from this specialised double degree with not only advanced creative and professional writing skills, but also with a recognised law qualification.

You will be immersed in creative and professional writing practice with 14 studio units, and have a broad creative industries perspective from the two foundation units. In your first four years you will study a combination of fine arts and law units and during your fifth year you will concentrate on law studies.

The defining nature of the QUT Law degree is its real-world applied nature which will equip you with the high quality knowledge and skills and that meet the needs of the legal profession, government, business and industry. In developing the Law degree the Faculty recognises that graduates are increasingly seeking a broad range of careers including, but not limited to, legal practice.

The flexible nature of the degree provides students with an

opportunity to undertake a series of elective streams. These streams group legal content and legal skills units into alignment with the varied career destinations which a legal education opens to graduates and will allow you to study areas of the law that match your career aspirations.

Professional Recognition

The QUT Bachelor of Laws course is an approved degree for the purposes of the Legal Practitioners Admission Rules. Accordingly, it enables graduates to satisfy the academic requirements for admission to practise as a solicitor and/or barrister in all Australian states and territories. The QUT LLB degree qualification is also recognised for admission purposes in West and East Malaysia, Fiji and Papua New Guinea.

Career Outcomes

Through the combination of creative and professional writing with law, you will enhance your employability in your chosen field, whether in the legal fraternity or as a writer.

Graduates may use their combined skills to work as an in-house lawyer in the publishing industry or in law firms with specialist interest in this area. Alternatively you may work in the legal environment as a solicitor, barrister or in-house lawyer.

If you choose to pursue a creative career, your legal knowledge will be of benefit in the process of commissioning projects, creative industries administration and contract negotiation.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Full time course structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
LWB145	Legal Foundations A
LWB147	Torts A

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
LWB146	Legal Foundations B
LWB148	Torts B

Year 2, Semester 1

KWB103	Persuasive Writing
KWB107	Creative Non-Fiction
LWB136	Contracts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2

KWB108	Introduction To Literary Studies
KWB206	Youth and Children's Writing
LWB137	Contracts B
LWB239	Criminal Responsibility

Year 3, Semester 1

KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
LWB240	Principles of Equity
LWB243	Property Law A

Year 3, Semester 2

KWB102	Media Writing
KWB106	Corporate Writing and Editing
LWB241	Trusts
LWB244	Property Law B

Year 4, Semester 1

KWB313	Novel and Memoir
KWB304	Editing and Developing the Manuscript
LWB242	Constitutional Law
LWB432	Evidence

Year 4, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry
LWB334	Corporate Law
	Law Elective

Year 5, Semester 1

LWB335	Administrative Law
LWB431	Civil Procedure
	Law Elective
	Law Elective

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective
	Law Elective
	Law Elective

Law Electives

Further information regarding Law Electives can be found at:
<http://www.law.qut.edu.au/study/courses/ugrad>

/lselect.jsp

Potential Careers:

Academic, Art Writer, Barrister, Creative Writer, Crown Law Officer, Government Officer, In-House Lawyer, Information Officer, Organisational Communication Specialist, Policy Officer, Public Servant, Publishing Professional.

Bachelor of Fine Arts (Interactive and Visual Design) / Bachelor of Information Technology (IX69)

Year offered: 2009

Admissions: Yes

Course duration (full-time): 4 years

Domestic fees (indicative): 2009 CSP \$3,153 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409612

Past rank cut-off: 82

Past OP cut-off: 10

OP Guarantee: Yes

Assumed knowledge: English (4 SA), Maths A, B or C (4 SA)

Total credit points: 384

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au, Mr Richard Thomas (enquiry.scitech@qut.edu.au) (IT)

Discipline coordinator: Mr Gavin Sade (Interactive and Visual Design)

Campus: Gardens Point and Kelvin Grove

Study Areas

The Bachelor of Information Technology will not have nominated majors and minors and consequently there will not be a Study Area A shown on a graduate's parchment. Instead, it will have specialisations. The specialisation areas that will be available for students will include:

• Business Process Management

• Data Warehousing

• Digital Environments

• Enterprise Systems

• Information Management

• Network Systems

• Software Engineering

• Web Technologies

Entry Requirements

Year 12 or equivalent

Prerequisites: Nil

Assumed Knowledge: English (4,SA), Maths A, B or C (4,SA)

Primary Fields: B or C

Secondary Fields: B or C

OP Guarantee: Yes

Course Description

This degree equips you to build and apply creative, innovative IT solutions across diverse industries. A hands-on, real world based curriculum gives you the opportunity to explore a wide range of areas within the two strands of this degree, and gain deep understanding within your chosen area speciality, such as networking, software engineering, data warehousing, business process modelling, enterprise systems, information management, web technologies, or digital societies. You will experience an innovative, hands-on approach to learning through projects where you develop

IT systems. You will be able to gain entrepreneurial skills if you wish to learn how to develop an idea into a commercial opportunity. You learn to harness your creativity and people skills to maximise the impact of your technical know-how in the booming IT marketplace. It positions you for a challenging and rewarding career within the global economy. Full-time students are eligible for the Cooperative Education Program; paid industry work experience with credit towards your degree. Students are also offered many other work-integrated learning opportunities where you receive first-hand industry experience.

Interactive and visual design is at the cutting edge of technological applications of creativity.

The interactive and visual design major will set you up for careers in the rapidly expanding fields of contemporary communication and the application of new media technologies.

You will be immersed in your Interactive and Visual Design major with 14 studio units, and have a broad creative industries perspective from the two foundation units. Your information technology degree component comprises eight core units and eight units in your information technology major.

International Students

English language requirements

In addition to the above academic entry requirements, international students must meet the University's English language requirements of IELTS of 6.5 (with no lower than 6.0 for any one band).

Pathways to Further Studies

In 2001, an accelerated Honours program was introduced to increase the number of Bachelor of Information Technology students continuing their studies to complete the Honours year. The program allowed selected high achieving students the opportunity to undertake one postgraduate unit in the final semester of their a BIT degree (or double degree) which would be counted both for completion of the degree and towards the Honours program. The program also provided students with the opportunity to commence their Honours studies over the Summer Semester.

An alternative to the Honours program is the Master of Information Technology (Research). Students who complete a BIT degree (or double degree) with a grade point average equal to, or greater than 5 (7 point scale) and who have decided against enrolling in an Honours program, could undertake this course. In addition, students may wish to enrol in the re-designed postgraduate coursework Masters which has ten specialisations allowing students to either extend their area of interest or specialise in other areas at the Masters level.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as

questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Cooperative Education

The School of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you're learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNiTAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Full time course structure

Year 1, Semester 1

INB101	Impact of IT
INB102	Emerging Technology
KIB101	Visual Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

INB103	Industry Insights
INB104	Building IT Systems
KIB103	Introduction to Web Design and Development
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

	IT Breadth Option Unit
	IT Breadth Option Unit
KIB105	Animation and Motion Graphics
KVB105	Drawing for Design

Year 2, Semester 2

INB201	Scalable Systems Development
	IT Specialist Option
KIB102	Visual Interactions
KIB104	Digital Media

Year 3, Semester 1

INB201	Scalable Systems Development
	IT Specialist Option Unit
KIB214	Design for Interactive Media
SELECT:	Either KIB230 or KKB216
KIB230	Interface and Information Design
KKB216	Graphical Development Environments for

Media Interaction

Year 3, Semester 2

INB300	Professional Practice in IT
	IT Specialist Option Unit
KIB216	Advanced Web Design
SELECT:	Either KIB205 or KVB204
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design

Year 4, Semester 1

INB301	The Business of IT
	IT Specialist Option Unit
KIB315	Contemporary Issues in Digital Media
SELECT:	Either KIB309 or KIB335
KIB309	Embodied Interactions
KIB335	Typography and Illustration

Year 4, Semester 2

INB302	Capstone Project
	IT Specialist Option Unit
KIB322	Design Project
SELECT:	Either KIB314 or KIB338
KIB314	Tangible Media
KIB338	Print Media

IT Breadth Option Unit List

IT Breadth Option Units

You must complete four (4) units from the following list. You should not commence these units until you have completed INB101, INB102, INB103 and INB104.

INB120	Corporate Systems
INB210	Databases
INB220	Business Analysis
INB250	Systems Architecture
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

IT Specialisation Option Unit List

IT Specialist Option Units

You must complete four (4) units from the following list. Please ensure you have completed a minimum of 36 credit points (3 units) of IT Breadth Option Units before commencing these units. The units are grouped in areas to assist you in focusing your studies.

1. Enterprise Systems:

INB123	Project Management Practice
INB221	Technology Management
INB311	Enterprise Systems
INB312	Enterprise Systems Applications
2.	Web Technologies:
INB313	Electronic Commerce Site Development
INB373	Web Application Development
INB374	Enterprise Software Architecture
INB385	Multimedia Systems
INB386	Advanced Multimedia Systems
3.	Business Process Management:
INB320	Business Process Modelling
INB321	Business Process Management
INB322	Information Systems Consulting
INB323	Smart Services
4.	Information Management:
INB330	Information Management
INB331	Management Issues for Info Professionals
INB332	Information Retrieval
INB333	Information Programs
INB334	Information Issues and Values
INB335	Information Resources
5.	Data Warehousing:
INB340	Database Design
INB341	Software Development With Oracle
INB342	Enterprise Data Mining
INB343	Advanced Data Mining and Data Warehousing
6.	Network Systems:
INB350	Internet Protocols and Services
INB351	Computer Network Administration
INB352	Network Planning and Deployment
INB353	Wireless and Mobile Networks
7.	Software Engineering:
INB370	Software Development
INB371	Data Structures and Algorithms
INB372	Software Engineering Principles
INB374	Enterprise Software Architecture
8.	Ungrouped:
INB204	Special Topic 1
INB205	Special Topic 2
INB304	Special Topic 3
INB305	Special Topic 4
INB306	Project 1
INB307	Project 2
INB308	Project 3
INB355	Cryptology and Protocols
INB365	Systems Programming

INB860	Computational Intelligence for Control and Embedded Systems
9.	Digital Environments:
INB345	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB334	Information Issues and Values

Potential Careers:

Academic, Advertising Professional, Animator, Computer Game Programmer, Computer Games Developer, Digital Composer, Government Officer, Information Officer, Information Security Specialist, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Multimedia Designer, Organisational Communication Specialist, Post-production specialist, Publishing Professional, Technical Officer, Web Designer.

Bachelor of Health Science (Nutrition)/Bachelor of Media and Communication (IX70)

Year offered: 2009

Admissions: Yes

CRICOS code: 064907E

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,153 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 429512

Past rank cut-off: 77

Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4, SA), Maths B (4, SA), and Chemistry (4, SA)

Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. CHEMISTRY: QUT unit Introductory Chemistry as a visiting student or QUT Continuing Professional Chemistry Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 384

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (Creative Industries component) - cifug@qut.edu.au; Ms Melinda Service (Health Science component)

Campus: Kelvin Grove

Overview

This exciting new double degrees will produce graduates who are media communication specialists with expertise in the ever-growing area of public health, nutrition and wellbeing. The degree combination will satisfy both your professional and personal needs. You will have a course and a career that is both creative and able to enhance people's health and their lives.

The media and communications component provides both practical skills in multimedia, writing and communication combined with study in local and international media industries, media and communication industries.

The nutrition component provides the knowledge and skills to address major health issues both nationally and internationally with a focus on community health, nutrition, food studies, anatomy and physiology, nutritional science and nutrition education. The course has innovative and integrated industry placement options for practicum experience.

Why choose this course?

Health communication is a globally recognised and rapidly expanding field. Graduates can expect to gain employment in a range of public and private sector organisations.

Health professionals with superior communication skills and the ability to utilise the power of media technologies will make significant contributions to improving our quality of life, both locally and internationally.

Media and Communication

The course provides both practical skills in multimedia, writing and communication combined with study in local and international media and communication industries. Students combine core units in the creative industries (including practical skills in multimedia, writing and communication), with the study of media and communication, including media audiences, professional communication, new media technologies, and online communications.

Nutrition

The course provides knowledge and skills to address major health issues both nationally and internationally with a focus on community health, nutrition and health promotion.

Career Outcomes

Graduates of the double degree may work as health communication specialists; health and nutrition writers; health promotion officers and educators; marketing and managerial roles in health and product promotions; health print and online editors; health communication managers; and e-health marketers.

Media and Communication

Graduates may work as advertising professionals; communication managers; media and cultural policy developers for government and community organisations; information officers; internet professionals; media buyers and planners; media marketers; media industry specialists; teachers and researchers; and print and online publishing professionals.

Nutrition

Graduates work as community health officers; policy officers; program evaluators; health promotion officers in community health; project officers; and consultants. These practitioners work in both public and private sectors including state and federal health departments, population health units, community health centres, divisions of general practice, non-governmental health organisations, and international health agencies.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Creative Industries and Health Science) comprises 192 credit points.

The Creative Industries component is made up of 24 credit points of Faculty Foundation units, 144 credit points from Media and Communication units and up to 24 credit points of elective units.

The Nutrition component is made up of 192 credit points of specified Health Science units.

Professional Membership

Graduates are eligible for membership of the Public Health Association of Australia (PHAA) and the Australian Health Promotion Association (AHPA).

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Further Information

For more information about this course, please contact the Faculty of Creative Industries phone +617 3138 8114 or email creativeindustries@qut.com or the School of Public Health Student Centre on +617 3138 3368 or email sph.studentcentre@qut.edu.au

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Full time course structure

Year 1, Semester 1

KCB101	Communication in the New Economy
KKB101	Creative Industries: People and Practices
SCB111	Chemistry 1
LSB142	Human Anatomy and Physiology

Year 1, Semester 2

KCB104	Media and Communications Industries
KKB102	Creative Industries: Making Connections
SCB121	Chemistry 2
PUB201	Food and Nutrition

Year 2, Semester 1

KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
PUB474	Food Science
LQB381	Biochemistry: Structure and Function

Year 2, Semester 2

KCB105	Media and Communication Research Methods Choose either KKB175 or KWB106
KKB175	Creative Industries Legal Issues
KWB106	Corporate Writing and Editing

PUB251	Contemporary Public Health
LSB250	Human Physiology

Year 3, Semester 1

KCB201	New Media 1: Information and Knowledge
KWB103	Persuasive Writing
PUB326	Epidemiology
PUB530	Health Education and Behaviour Change

Year 3, Semester 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
PUB648	Diet, Nutrition and Chronic Disease
PUB405	Nutrition Science

Year 4, Semester 1

KCB301	Media Audiences
KCB302	Political Communication
PUB509	Nutrition
PUB514	Contract/Project Management

Year 4, Semester 2

KCB303	Applied Media Communication
KCB304	Managing Communication Resources
PUB875	Professional Practice
PUB436	Evidence Based Practice

Potential Careers:

Academic, Advertising Professional, Educator, Government Officer, Information Officer, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Nutritionist, Organisational Communication Specialist, Policy Officer, Public Health Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Web Designer.

Bachelor of Health Science (Public Health) / Bachelor of Media and Communication (IX70)

Year offered: 2009

Admissions: Yes

CRICOS code: 064907E

Course duration (full-time): 4 years

Domestic fees (indicative): 2009: CSP \$3,153 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 429512

Past rank cut-off: 77

Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4 SA) and for nutrition: Maths B (4 SA) and Chemistry (4 SA)

Total credit points: 384

Course coordinator: Head, Undergraduate Studies (Creative Industries component) - cifug@qut.edu.au; Ms Melinda Service (Health Science component)

Campus: Kelvin Grove

Overview

This exciting new double degree will produce graduates who are media communication specialists with expertise in the ever-growing area of public health, nutrition and wellbeing. This degree combination will satisfy both your professional and personal needs. You will have a course and a career that is both creative and able to enhance people's health and their lives. The course has innovative and integrated industry placement options for practicum experience.

The media and communications component provides both practical skills in multimedia, writing and communication combined with study in local and international media industries, media and communication industries.

The public health component provides the knowledge and skills to address major health issues both nationally and internationally with a focus on assessment of a population's health needs and strategies to meet them. Students gain an understanding of health care planning, community health, health promotion, the health needs of Indigenous Australians and project management.

Why choose this course?

Health communication is a globally recognised and rapidly expanding field. Graduates can expect to gain employment in a range of public and private sector organisations.

Health professionals with superior communication skills and the ability to utilise the power of media technologies will make significant contributions to improving our quality of life, both locally and internationally.

Media and Communication

The course provides both practical skills in multimedia,

writing and communication combined with study in local and international media and communication industries. Students combine core units in the creative industries (including practical skills in multimedia, writing and communication), with the study of media and communication, including media audiences, professional communication, new media technologies, and online communications.

Public Health

The course provides knowledge and skills to address major health issues both nationally and internationally with a focus on community health, nutrition and health promotion.

The course has innovative and integrated industry placement options for practicum experience.

Career Outcomes

This double degree prepares graduates as health communication specialists; health and nutrition writers; health promotion officers and educators; marketing and managerial roles in health and product promotions; health print and online editors; health communication managers; and e-health marketers.

Media and Communication

Graduates may work as advertising professionals; communication managers; media and cultural policy developers for government and community organisations; information officers; internet professionals; media buyers and planners; media marketers; media industry specialists; teachers and researchers; and print and online publishing professionals.

Public Health

Graduates may also work as community health officers; policy officers; program evaluators; health promotion officers in community health; project officers; and consultants. These practitioners work in both public and private sectors including state and federal health departments, population health units, community health centres, divisions of general practice, non-governmental health organisations, and international health agencies.

Course Structure

This course is made up of 384 credit points. Each component (i.e. Creative Industries and Health Science) comprises 192 credit points.

The Creative Industries component is made up of 24 credit points of Faculty Foundation units, 144 credit points from Media and Communication units and up to 24 credit points of elective units.

The Health Science component is made up of 180 credit points of specified Health Science units and a 12 credit point elective.

Professional Membership

Graduates are eligible for membership of the Public Health Association of Australia (PHAA) and the Australian Health Promotion Association (AHPA).

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Further Information

For more information about this course, please contact the Faculty of Creative Industries by phone +617 3138 8114 or email creativeindustries@qut.com, and/or the School of Public Health Student Centre on +617 3138 3368 or email sph.studentcentre@qut.edu.au

Full time course structure

Year 1, Semester 1

KCB101	Communication in the New Economy
KKB101	Creative Industries: People and Practices
PUB251	Contemporary Public Health
LSB111	Understanding Disease Concepts

Year 1, Semester 2

KCB104	Media and Communications Industries
KKB102	Creative Industries: Making Connections
PUB209	Health, Culture and Society
PYB012	Psychology

Year 2, Semester 1

KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
PUB326	Epidemiology
PUB332	Sustainable Environments For Health

Year 2, Semester 2

KCB105	Media and Communication Research Methods Choose either KKB175 or KWB106
KKB175	Creative Industries Legal Issues
KWB106	Corporate Writing and Editing
PUB201	Food and Nutrition
PUB215	Public Health Practice

Year 3, Semester 1

KCB201	New Media 1: Information and Knowledge
KWB103	Persuasive Writing
PUB530	Health Education and Behaviour Change Choose either PUB557 or PUB565
PUB557	Health Needs of Indigenous Australians and Other Populations
PUB565	International Health

Year 3, Semester 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
PUB461	Qualitative Inquiry in Public Health Public Health Elective chosen from List A

Year 4, Semester 1

KCB301	Media Audiences
KCB302	Political Communication
PUB514	Contract/Project Management Choose either PUB545 or PUB561
PUB545	Health Policy, Planning and Advocacy
PUB561	Statistical Methods in Health

Year 4, Semester 2

KCB303	Applied Media Communication
KCB304	Managing Communication Resources
PUB406	Health Promotion Strategies
PUB875	Professional Practice

List A - Public Health Electives

PUB336	Women's Health
PUB461	Qualitative Inquiry in Public Health
PUB611	Risk Management

Potential Careers:

Academic, Advertising Professional, Community Health Officer, Educator, Government Officer, Health Promotion Officer, Information Officer, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Health Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Web Designer.

Bachelor of Creative Industries / Bachelor of Laws (IX73)

Year offered: 2009

Admissions: Yes

CRICOS code: 066293C

Course duration (full-time): 5.5 years

International Fees (per semester): 2009: \$11,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 409772

Past rank cut-off: 91

Past OP cut-off: 6

OP Guarantee: Yes

Total credit points: 528

Standard credit points per full-time semester: 48

Course coordinator: Law: Dr Bill Dixon; Creative Industries: Head, Undergraduate Studies (cifug@qut.edu.au)

Campus: Gardens Point and Kelvin Grove

OP Guarantee

The OP Guarantee will apply to this program.

Overview

Your creative industries core units will provide you with an up-to-date insight into the creative economy and an appreciation of interdisciplinarity and creative collaboration. You will also complete a creative industries major from one of animation; art and design history; creative and professional writing; dance; digital media; drama; entertainment industries~; fashion; film, television and screen; interactive and visual design; journalism, media and communication; literary studies; or music~.

The defining nature of the QUT Law degree is its real-world applied nature which will equip you with the high quality knowledge and skills and that meet the needs of the legal profession, government, business and industry. In developing the Law degree the Faculty recognises that graduates are increasingly seeking a broad range of careers including, but not limited to, legal practice.

The flexible nature of the degree provides students with an opportunity to undertake a series of elective streams. These streams group legal content and legal skills units into alignment with the varied career destinations which a legal education opens to graduates and will allow you to study areas of the law that match your career aspirations.

~ These new majors will be offered in 2010 subject to University approval.

Why choose this course?

This course allows you to combine your creative interest with your law qualification. Whether you choose to work in the legal fraternity or within the creative industries, you will graduate with a unique set of skills that will enhance your employment options.

Course Design

You will study creative industries and law subjects in your first four years and for the remainder of your course you will concentrate on law studies.

The Creative Industries component is made up of 96 credit points of core units and a Creative Industries major (96 credit points).

Professional Recognition

The QUT Bachelor of Laws course is an approved degree for the purposes of the Legal Practitioners Admission Rules. Accordingly, it enables graduates to satisfy the academic requirements for admission to practise as a solicitor and/or barrister in all Australian states and territories. The QUT LLB degree qualification is also recognised for admission purposes in West and East Malaysia, Fiji and Papua New Guinea.

Career Outcomes

Graduates may use their combined skills to work in-house as a lawyer for cultural institutions, government or regulatory bodies, or in law firms with specialist interests in the creative industries. Alternatively, you may work in the legal environment as a solicitor, barrister or in-house lawyer.

If you choose to pursue a creative career, your legal knowledge will be of benefit in the process of commissioning projects, creative industries administration and contract negotiation.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience. Further information is available at www.deferment.qut.edu.au

Course structure

Year 1, Semester 1

The Law School is currently reviewing the law components of this course to continue to meet the needs of students and employers. As a result this program may change in 2009 and is subject to final approval.

From 2009 the Bachelor of Creative Industries will offer the Interdisciplinary study area only. The Creative Writing study area will continue for students currently enrolled in this course.

KKB101	Creative Industries: People and Practices
KPB101	Foundations of Film and Television Production OR
KVB104	Photomedia and Artistic Practice Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
	Second major: One first unit
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
	Second major: One second unit
	Second major: One third unit
	Second major: One fourth unit
LWB136	Contracts A

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
	Second major: One fifth unit
	Second major: One sixth unit
LWB137	Contracts B

Year 3, Semester 1

	Transitions to New Professional Environments unit
	Second major: One seventh unit
LWB138	Fundamentals of Torts
LWB238	Fundamentals of Criminal Law

Year 3, Semester 2

	Transitions to New Professional Environments unit
	Second major: One eighth unit
LWB139	Select Issues in Torts
LWB239	Criminal Responsibility

Year 4, Semester 1

LWB231	Introduction to Public Law
LWB236	Real Property A
LWB240	Principles of Equity
LWB332	Commercial and Personal Property Law
LWB333	Theories of Law

Year 4, Semester 2

LWB235	Australian Federal Constitutional Law
LWB237	Real Property B
LWB241	Trusts
LWB331	Administrative Law
LWB334	Corporate Law

Year 5, Semester 1

LWB431	Civil Procedure
LWB432	Evidence

LWB434	Advanced Research and Legal Reasoning
	Law Elective Units

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective Units x 3

Potential Careers:

Administrator, Art Writer, Arts Administrator, Barrister, Creative Writer, Fashion Professional, Film/Television Producer, Government Officer, In-House Lawyer, Information Officer, Internet Professional, Media Industry Specialist, Organisational Communication Specialist, Publishing Professional, Solicitor.

Bachelor of Journalism/Bachelor of Laws (IX74)

Year offered: 2009

Admissions: Yes

CRICOS code: 066296M

Course duration (full-time): 5.5 Years

Domestic fees (indicative): 2009: CSP \$3,335 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February and July* (*July entry subject to availability)

QTAC code: 409912

Past rank cut-off: 93

Past OP cut-off: 5

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 528

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (Creative Industries) - cifug@qut.edu.au; Dr. William Dixon Director, Undergraduate Programs (Law)

Discipline coordinator: Professor Alan Knight (Creative Industries)

Campus: Gardens Point and Kelvin Grove

OP Guarantee

The OP Guarantee will apply to this course.

Overview

This five-year double degree in journalism and law is in high demand. It combines the practical skills and understanding of the journalism industry with the skills to work as a legal practitioner.

Career Outcomes

The defining nature of the QUT Law degree is its real-world applied nature which will equip you with the high quality knowledge and skills and that meet the needs of the legal profession, government, business and industry. In developing the Law degree the Faculty recognises that graduates are increasingly seeking a broad range of careers including, but not limited to, legal practice.

The flexible nature of the degree provides students with an opportunity to undertake a series of elective streams. These streams group legal content and legal skills units into alignment with the varied career destinations which a legal education opens to graduates and will allow you to study areas of the law that match your career aspirations.

Career opportunities include private practice as a barrister and/or solicitor; work in government departments; employment as an in-house lawyer; and a range of other occupations.

The combination of journalism with law majors can equip

you for specialised journalism careers in international affairs, corporate dealings, and medico-legal issues. QUT journalism graduates can also work as journalists for newspapers, magazines, television, radio and online news services. Others seek employment successfully in public relations, media management and corporate communications.

Course Structure

You will study journalism and law units in your first four years and for the remainder of your course you will concentrate on law studies.

In the Journalism component, you will undertake two creative industries foundation units and 13 specialist units in journalism which will provide a broad range of journalism knowledge.

The Law component is made up of 336 credit points of law subjects.

Professional Recognition

The QUT Law course is an approved degree for the purposes of the Legal Practitioners Admission Rules. Accordingly, it enables graduates to satisfy the academic requirements for admission to practise as a solicitor and/or barrister in all Australian states and territories. The QUT Law degree qualification is also recognised for admission purposes in West and East Malaysia, Fiji and Papua New Guinea.

QUT's journalism degree is recognised by the Australian Journalists' Association (AJA) section of the Media, Entertainment and Arts Alliance (MEAA).

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Course structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KJB101	Digital Journalism
LWB145	Legal Foundations A

LWB147 Torts A

Year 1, Semester 2

KKB102 Creative Industries: Making Connections

KCB103 Strategic Speech Communication

LWB146 Legal Foundations B

LWB148 Torts B

Year 2, Semester 1

KCB102 Media and Society: From Printing Press to Internet

KJB120 Newswriting

LWB136 Contracts A

LWB238 Fundamentals of Criminal Law

Year 2, Semester 2

LWB137 Contracts B

LWB239 Criminal Responsibility

KPB101 Foundations of Film and Television Production
Choose one from KKB175 (strongly recommended) or KJB337

KKB175 Creative Industries Legal Issues

KJB337 Public Affairs Reporting

Year 3, Semester 1

KJB121 Journalistic Inquiry

KJB239 Journalism Ethics and Issues

LWB240 Principles of Equity

LWB243 Property Law A

Year 3, Semester 2

KJB211 Layout and Design

KJB222 Online Journalism 1

LWB241 Trusts

LWB244 Property Law B

Year 4, Semester 1

KJB224 Feature Writing

KJB304 Sub-Editing

LWB242 Constitutional Law

LWB432 Evidence

Year 4, Semester 2

KJB235 Radio and Television Journalism 1

LWB334 Corporate Law

SELECT: Law Elective Unit (1)

Year 5, Semester 1

LWB331 Administrative Law

LWB431 Civil Procedure

SELECT: Law Elective Unit (2)

SELECT: Law Elective Unit (3)

Year 5, Semester 2

LWB433 Professional Responsibility

SELECT: Law Elective Unit (4)

SELECT: Law Elective Unit (5)

SELECT: Law Elective Unit (6)

Year 6, Semester 1

SELECT: Law Elective Unit (7)

SELECT: Law Elective Unit (8)

SELECT: Law Elective Unit (9)

SELECT: Law Elective Unit (10)

Law Elective

Further information regarding Law Electives can be found at:
<http://www.law.qut.edu.au/study/courses/ugrad/lselect.jsp>

Potential Careers:

Barrister, Crown Law Officer, Information Officer, Journalist, Media Industry Specialist, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Solicitor.

Master of Advertising (Creative Advertising) (IX96)

Year offered: 2009

Admissions: Yes

CRICOS code: 048322G

Course duration (full-time): 3 semesters

Course duration (part-time): 6 semesters

Domestic fees (indicative): 2009: Full fee tuition \$7,250 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February/July

International Entry: February/July

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Ms Louise Grayson

Campus: Gardens Point and Kelvin Grove

Creative Advertising

Creative Advertising is an interfaculty course related to a specific field of study that requires strong practical capabilities, and students need to gain technical skills in this field. To achieve this, students who do not hold a bachelor degree will be offered a choice of undergraduate and postgraduate options that are specifically designed to build the technical skills required in Creative Advertising.

Creative Advertising Study Area

The real world of advertising involves strategy, planning and creativity. If you are looking to freshen up your skills or to move into advertising, a unique suite of units offered by the Creative Industries and Business faculties provides you with an opportunity to do both.

You will develop your skills in copywriting, art direction, creative campaign production and production management within a theoretical perspective of advertising management. The program has a strong applied component, and you will develop your creative skills across print media, television, radio, direct mail and the digital domain.

You will graduate with a portfolio of creative material developed through project work for real-world clients and internships at masters level.

To graduate with a Master of Advertising (Creative Advertising), students are required to successfully complete 144 credit points, as specified in the course structure below. Advanced standing of up to 48 credit points towards the coursework component of Advertising (Creative Advertising) is available to students who have completed undergraduate studies in Advertising (Creative Advertising).

Course Structure

This course provides the opportunity for students to develop skills in copywriting, art direction, creative campaign production, and production management. These skills will be applied across print media, television, radio, direct mail and the Internet.

Entry Requirements

A bachelor degree with an overall grade point average of 5.0 or above (on a 7-point scale). Applicants without the requisite entry requirements may be considered for special entry. Please contact the Creative Industries Faculty for more information.

Overview

Creative Advertising is an interfaculty course related to a specific field of study that requires strong practical capabilities, and students need to gain technical skills in this field. To achieve this, students who do not hold a bachelor degree will be offered a choice of undergraduate and postgraduate options that are specifically designed to build the technical skills required in Creative Advertising.

Study Area Creative Advertising

The real world of advertising involves strategy, planning and creativity. If you are looking to freshen up your skills or to move into advertising, a unique suite of units offered by the Creative Industries and Business faculties provides you with an opportunity to do both.

You will develop your skills in copywriting, art direction, creative campaign production and production management within a theoretical perspective of advertising management. The program has a strong applied component, and you will develop your creative skills across print media, television, radio, direct mail and the digital domain.

You will graduate with a portfolio of creative material developed through project work for real-world clients and internships at masters level.

Full time and Part time course structure

February Entry

Semester 1

Advanced standing of up to 48 credit points may be available to students who have completed an undergraduate degree in Creative Advertising and meet the GPA requirements

*Part time students will complete two units per semester. Please refer to the IX96 Master of Advertising (Creative Advertising) Course Summary Sheet for semester enrolment information.

AMN420	Advertising Management
KIP424	Advertising Creative: Introduction
KIP401	Visual Communication
	OR
KWP401	Media Writing
SELECT:	List B Unit Option

Semester 2

AMN421	Contemporary Issues in Advertising
KKP003	Project Design in the Creative Industries
KIP426	Advertising Creative: Copywriting and Art

	Direction
KIP429	Advertising Creative: Trends in New Media

Semester 3

KKP004-1	Innovation in the Creative Industries: Major Project
KKP004-2	Innovation in the Creative Industries: Major Project
KKP004-3	Innovation in the Creative Industries: Major Project
KKP004-4	Innovation in the Creative Industries: Major Project

July Entry

Semester 1

AMN420	Advertising Management
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KIP429	Advertising Creative: Trends in New Media

Semester 2

AMN421	Contemporary Issues in Advertising
KKP003	Project Design in the Creative Industries
KIP401	Visual Communication
	OR
KWP401	Media Writing
SELECT:	List B Unit Option

Semester 3

KKP004-1	Innovation in the Creative Industries: Major Project
KKP004-2	Innovation in the Creative Industries: Major Project
KKP004-3	Innovation in the Creative Industries: Major Project
KKP004-4	Innovation in the Creative Industries: Major Project

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising

KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Advertising Professional, Art Project Manager, Media Industry Specialist.

Graduate Certificate in Research Commercialisation (IX97)

Year offered: 2009

Admissions: Yes

CRICOS code: not available

Course duration (full-time): 1 semester. Subject to maximum time limit of 4 years.

Course duration (part-time): 2 semesters. Subject to maximum time limit of 4 years.

Domestic fees (indicative): 2009: \$9,200 per semester

International Fees (per semester): 2009: \$10,400 per semester *(subject to annual review)*

Course coordinator: Professor Rod Wissler

Campus: Internet

New heading

New text

course structure

Course structure

IFP100	Knowledge Transfer and Research Commercialisation (Core Unit)
IFP101	Leadership and Workplace Communication
IFP102	Project Management and Research
IFP103	Public Policy and Research
IFP104	Entrepreneurial Foundations
IFP105	Principles and Practice of Research Management
IFP106	Managing Research Careers
IFP107	Global Sustainability
IFP108	Strategic Issues in Research Management

Potential Careers:

Academic, Administrator, Arts Administrator, Biochemist, Bioengineer, Bioinformatician, Biologist, Biomechanical Engineer, Biomedical Engineer, Biotechnologist, Biotechnologist, Biotechnology Business/Investment Analyst, Business Analyst, Business Development Officer, Cell Biologist, Civil Engineer, Contract Administrator, Financial Advisor/Analyst, Government Officer, International Business Specialist, Marine Scientist, Market Research Manager, Marketing Officer/Manager, Mathematician, Microbiologist, Policy Officer, Public Servant, Scientist, Social Scientist, Urban Designer, Visual Artist, Web Designer.

Master of Research and Development Management (IX99)

Year offered: 2009

Admissions: Yes

Course duration (full-time): 3 semesters.

Course duration (part-time): 6 semesters.

International Fees (per semester): 2009: \$9,200 per semester (*subject to annual review*)

International Fees (indicative): 2009: \$10,400 per semester

Course coordinator: Professor Rod Wissler

Campus: Internet

Entry Requirements

The minimum entry requirement for this course is a four year undergraduate degree or three years plus either an honours year or postgraduate coursework year in any discipline. Applicants who do not meet these academic requirements may be eligible to enter the course on the basis of professional activities completed in research management, research commercialisation or related fields that satisfies the course coordinator.

Course structure

IFP110	
IFP100	Knowledge Transfer and Research Commercialisation
IFP101	Leadership and Workplace Communication
IFP102	Research Project Management
IFP103	Public Policy and Research
IFP104	Entrepreneurial Foundations
IFP105	Principles and Practice of Research and Development Management
IFP106	Managing Research Careers
IFP107	Global Sustainability
IFP108	Strategic Issues in Research and Development Management
IFP109	Contexts for Research and Development Management
IFP110	Research & Development Management Project 1
IFP111	Research & Development Management Project 1

Potential Careers:

Academic, Administrator, Biochemist, Bioengineer, Bioinformatician, Biologist, Biomechanical Engineer, Biomedical Engineer, Biotechnologist, Biotechnology Business/Investment Analyst, Business Analyst, Business Development Officer, Cell Biologist, Civil Engineer, Contract Administrator, Financial Advisor/Analyst, Government Officer, International Business Specialist, Marine Scientist, Market Research Manager, Marketing Officer/Manager, Mathematician, Microbiologist, Policy Officer, Public Servant, Scientist, Social Scientist, Urban Designer, Visual Artist, Web Designer.

Bachelor of Media and Communication (KC30)

Year offered: 2009

Admissions: Yes

CRICOS code: 064644A

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February and July

QTAC code: 421132

Past rank cut-off: 75

Past OP cut-off: 13

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Dr Stephen Harrington

Campus: Kelvin Grove

OP Guarantee

Yes

Overview

Media is a global industry, and increasingly we live in a media-driven world. It influences how we think, and in turn changes us as a society. The media industry is growing and evolving at a rapid pace and, because of its broad application and functionality, is transforming other industries with it.

This course will provide you with sophisticated, transferable media and communication skills. You will value the breadth of media, and that it includes television, radio, print, the Internet, mobile technologies, movies, advertising, public relations, music, media research and media policy.

You will understand how the media works, its impacts on society, and the issues which shape public debate and concerns about the media. You will understand the practicalities of the media industry, including the jobs which exist and the dynamics of its evolution.

Career outcomes

This course provides theoretical knowledge to underpin practical industry applications. Graduates operate in the creative economy as media buyers and planners for advertising agencies, as communications and public relations managers for arts organisations, media and cultural policy developers for government and community organisations, or print and online publishing professionals. In other industries, graduates work as communication officers, public relations specialists, Internet professionals, marketers, teachers and researchers.

Why choose this course?

QUT boasts a genuine mix of real-world applications and an established academic reputation. Practical skills are taught within an informed theoretical context by staff who are

actively engaged in leading-edge research. In your third year you will undertake a professional project to update the industry-acclaimed Brisbane Media Map. You will investigate media organisations in Brisbane, including interviewing key people to map the local media sector. View Brisbane Media Map at www.bmm.qut.edu.au

Opportunities also exist for internships and work placements in media organisations. In 2007 students completed placements with Brisbane International Film Festival, Dew Process, Queensland Alumina Refinery, government departments and agencies as well as media, advertising and public relations organisations.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 168 credit points of discipline or specified units and 96 credit points of Complementary Studies.

Deferment

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Full time course structure

Semester 1, Year 1

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KKB102	Creative Industries: Making Connections Complementary Studies

Semester 1, Year 2

KCB201	New Media 1: Information and Knowledge
KCB205	Professional Communication Complementary Studies Complementary Studies

Semester 2, Year 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Complementary Studies

Complementary Studies

Semester 1, Year 3

KCB301 Media Audiences

KCB302 Political Communication

Choose one from the following two units:

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

Complementary Studies

Semester 2, Year 3

KCB303 Applied Media Communication

Choose one from the following three units:

KKB341 Workplace Learning 1

KKB343 Service Learning 1

KKB345 Creative Industries Project 1

Complementary Studies

Complementary Studies

Potential Careers:

Academic, Advertising Professional, Educator, Government Officer, Information Officer, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Servant, Publishing Professional, Teacher, Web Designer.

Graduate Certificate in Creative Industries (Communication Design) (KI35)

Year offered: 2009

Admissions: No

CRICOS code: 043124K

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Associate Professor Michael Docherty

Campus: Kelvin Grove

Overview

These programs are offered to students from both cognate and non-cognate fields of study. The courses are targeted at mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices. The program has been developed to integrate knowledge in six main categories of learning, through an integrated studio-based teaching model. A studio-based approach to teaching and learning encourages a community of learners to interact cooperatively to solve problems. It is an immersive approach to learning where open problems are visited frequently. The studio units in this degree are designed to provide opportunities for the practical application of the knowledge and skills derived from the other core and elective units. These learning categories constitute the core knowledge of the field of communication design:

- situation of new media theories and practices in society
- new media technologies as skills-based knowledge
- information architecture
- new media design development processes
- interaction design
- web development.

This knowledge situates the graduate within the creative industries by providing opportunities to explore interdisciplinary practice through theory, practice and production.

Masters students can undertake units in computational arts which introduce students to the creative design of visual and sonic art works by implementing processes from which these works unfold on computers. Units include introductory computer programming and computational arts where these skills are combined and enhanced. Computational arts skills are applicable to work in the areas of interactive computer games, VJs, DJs, web art and interactive public sculptures.

Entry Requirements

A bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale). Applicants without the requisite entry requirements may be considered for special entry. Please contact the Creative Industries Faculty for more information.

If requested, supply documentation of professional work experience as detailed in Completing the PG Form.

Advanced standing for prior study and/or professional experience is at the discretion of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator. Advanced standing will normally only be granted for masters-level courses, and will constitute no more than 48 credit points. Students seeking articulation to the Masters must successfully complete the Graduate Certificate with a grade point average of 4.5 or above.

Course Structure

The Masters course is comprised of seven Communication Design subjects (including two design studio units) and three Postgraduate electives.

The Graduate Certificate course is comprised of three Communication Design subjects and one Postgraduate elective.

Full-time Course Structure

Semester 1

KIP401	Visual Communication
KIP403	Introduction to Web Design and Development
KIP408	Animation Practices
	Postgraduate Open Elective

Part-time Course Structure

Semester 1

KIP401	Visual Communication
KIP403	Introduction to Web Design and Development

Semester 2

KIP405	Animation and Motion Graphics
	Postgraduate Open Elective

Potential Careers:

Animator, Computer Games Developer, Digital Composer, Internet Professional, Multimedia Designer, Web Designer.

Master of Creative Industries (Communication Design) (KI43)

Year offered: 2009

Admissions: No

CRICOS code: 031870G

Course duration (full-time): 3 Semesters

Course duration (part-time): 6 Semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,250 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July intakes

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Associate Professor Michael Docherty

Campus: Kelvin Grove

Overview

These programs are offered to students from both cognate and non-cognate fields of study. The courses are targeted at mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices. The program has been developed to integrate knowledge in six main categories of learning, through an integrated studio-based teaching model. A studio-based approach to teaching and learning encourages a community of learners to interact cooperatively to solve problems. It is an immersive approach to learning where open problems are visited frequently. The studio units in this degree are designed to provide opportunities for the practical application of the knowledge and skills derived from the other core and elective units. These learning categories constitute the core knowledge of the field of communication design:

- situation of new media theories and practices in society
- new media technologies as skills-based knowledge
- information architecture
- new media design development processes
- interaction design
- web development.

This knowledge situates the graduate within the creative industries by providing opportunities to explore interdisciplinary practice through theory, practice and production.

Masters students can undertake units in computational arts which introduce students to the creative design of visual and sonic art works by implementing processes from which these works unfold on computers. Units include introductory computer programming and computational arts where these skills are combined and enhanced. Computational arts skills are applicable to work in the areas of interactive computer games, VJs, DJs, web art and interactive public sculptures.

Entry Requirements

A bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale). Applicants without the requisite entry requirements may be considered for special entry. Please contact the Creative Industries Faculty for more information.

If requested, supply documentation of professional work experience as detailed in Completing the PG Form.

Advanced standing for prior study and/or professional experience is at the discretion of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator. Advanced standing will normally only be granted for masters-level courses, and will constitute no more than 48 credit points. Students seeking articulation to the Masters must successfully complete the Graduate Certificate with a grade point average of 4.5 or above.

Course Structure

The Masters course is comprised of seven Communication Design subjects (including two design studio units) and three Postgraduate electives.

The Graduate Certificate course is comprised of three Communication Design subjects and one Postgraduate elective.

MCI (Communication Design) - full time structure

Semester 1, Year 1

- KIP401 Visual Communication
- KIP403 Introduction to Web Design and Development
- KIP408 Animation Practices
- SELECT: Postgraduate Open Elective

Semester 2, Year 1

- KIP402 Visual Interactions
- KIP404 Digital Media
- KIP410 Design for Interactive Media

Semester 1, Year 2

- KIP411 Masters Design Studio: Virtual Environments
- SELECT: Postgraduate Open Elective
- SELECT: Postgraduate Open Elective

MCI (Communication Design) - part time structure

Semester 1, Year 1

- KIP401 Visual Communication
- KIP403 Introduction to Web Design and Development

Semester 2, Year 1

- KIP405 Animation and Motion Graphics
- SELECT: Postgraduate Open Elective

Semester 1, Year 2

SELECT: Postgraduate Open Elective

SELECT: Postgraduate Open Elective

Semester 2, Year 2

KIP402 Visual Interactions

KIP404 Digital Media

Semester 1, Year 3

KIP411 Masters Design Studio: Virtual Environments

Semester 2, Year 3

KIP410 Design for Interactive Media

Potential Careers:

Animator, Computer Games Developer, Digital Composer,
Internet Professional, Multimedia Designer, Web Designer.

Bachelor of Journalism (KJ32)

Year offered: 2009

Admissions: Yes

CRICOS code: 040293F

Course duration (full-time): 3 Years

Domestic fees (indicative): 2009: CSP \$2,629 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February and July

QTAC code: 421222

Past rank cut-off: 93

Past OP cut-off: 5

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Professor Alan Knight

Campus: Kelvin Grove

Overview

This course offers core units in the creative industries and journalism including news writing, feature writing, online journalism, journalism ethics and issues, international journalism, sub-editing and layout, radio and television journalism, media legal issues and public affairs reporting.

Why choose this course?

The QUT journalism course offers greater opportunities for broadcast experience. Practical work commences in the first semester with access to dedicated newsrooms, radio studios, a production office, a TV studio, editing suites and other technical facilities.

In the second and third years of the course, students have opportunities to contribute to TV, radio and online news services. The QUT News YouTube channel streams the students TV news service nightly, and stores TV news reports.

au.youtube.com/user/QUTNews

Radio news is broadcast on Brisbane radio station 4EB and students produce an online news service at qutnews.qut.edu.au/

You can gain additional professional media practice through industry placements and internships. You may participate in international reporting trips and can opt to have a journalism career mentor in your final year.

In 2006 QUT TV News won the âBest News and Current Affairsâ category at the National Community Television Awards and QUT student Melissa Mallett won the Most Outstanding Journalism Student (Metropolitan) at the Queensland Media Awards. Graduate Jessica Daly was awarded a Walkley Award and graduate Conor Duffy

received the ABCâs Andrew Olle Scholarship.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a 13 Journalism units and eight electives.

Career Outcomes

Many graduates work as journalists for newspapers, magazines, television, radio and online publications. Others seek employment successfully in public relations, media management and corporate communications.

Scholarships

Radio station 4EB and QUT offer a one-year Ethnic Radio Scholarship valued at \$5000 to cover your student contribution to a Commonwealth Supported Place (CSP). The successful journalism applicant should have at least one parent born outside of Australia. For more information visit creativeindustries.qut.com

Professional Recognition

The QUT journalism degree is recognised by the Australian Journalistsâ Association (AJA) section of the Media, Entertainment and Arts Alliance (MEAA).

Other Course Options

The Bachelor of Journalism is also available as part of the following double degrees: IX36 Bachelor of Business/Bachelor of Journalism, and IF07 Bachelor of Journalism/Bachelor of Laws.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Full time course structure

Semester 1, Year 1

KCB102	Media and Society: From Printing Press to Internet
KJB101	Digital Journalism
KJB120	News writing
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KCB103	Strategic Speech Communication
KJB121	Journalistic Inquiry
KKB102	Creative Industries: Making Connections Choose either KKB175 or KJB337 (KKB175 is strongly recommended)
KKB175	Creative Industries Legal Issues
KJB337	Public Affairs Reporting

Semester 1, Year 2

KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KPB101	Foundations of Film and Television Production Complementary Studies unit

Semester 2, Year 2

KJB211	Layout and Design
KJB222	Online Journalism 1
KJB235	Radio and Television Journalism 1

Semester 1, Year 3

KJB304	Sub-Editing Complementary Studies unit Complementary Studies unit Complementary Studies unit
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Semester 2, Year 3

Complementary Studies unit
Complementary Studies unit
Complementary Studies unit
Complementary Studies unit

Complementary Studies Option - Radio, Television and Print Journalism

Year 3, Semester 1

KJB336	Radio and Television Journalism 2
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Year 3 Semester 1

	Choose either KJB280 or KJB337
KJB280	International Journalism
KJB337	Public Affairs Reporting Choose either KKB341 or KKB345
KKB341	Workplace Learning 1
KKB345	Creative Industries Project 1

Complementary Studies Option - Online and Print Journalism Practice

Year 3 Semester 1

KJB323	Online Journalism 2
KKB345	Creative Industries Project 1

Year 3, Semester 2

	Choose either KJB280 or KJB337
KJB280	International Journalism
KJB337	Public Affairs Reporting Choose either KKB341 or KKB346
KKB341	Workplace Learning 1
KKB346	Creative Industries Project 2

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the

arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the

critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior

	knowledge required as a prerequisite to undertaking this co-major.
KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History

KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the

parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
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OR

KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism

OR

KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources
	OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)

KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art

KVB304 Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8

Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3

HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice

AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	News writing
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
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MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia

KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications

KCB203	Consumer Cultures
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Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Information Officer, Journalist, Media Industry Specialist, Public Relations Officer/Consultant, Publishing Professional.

Graduate Certificate in Journalism (KJ35)

Year offered: 2009

Admissions: Yes

CRICOS code: 040323E

Course duration (full-time): 1 Semester

Course duration (part-time): 2 Semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Susan Carson

Discipline coordinator: Dr Lee Duffield

Campus: Kelvin Grove

Overview

This program suits those who have worked or studied in fields outside journalism and who now seek journalism skills or wish to change career paths into journalism, or those who currently work in journalism will benefit from this course by gaining skills to enhance their craft in a new media environment. You will gain practical skills in writing and journalistic inquiry within a conceptual framework that includes ethics and legal issues.

Journalism is a specific field of study that requires strong practical capabilities, and students need to gain technical skills in this field. To achieve this, students who do not hold a bachelor degree will be offered a choice of undergraduate and postgraduate options that are specifically designed to build the technical skills required in Journalism.

Course Structure

To graduate with a Graduate Certificate in Journalism, students are required to successfully complete 48 credit points, as specified in the course structure below.

Journalism is a specific field of study that requires strong practical capabilities, and students need to gain technical skills in this field. To achieve this, students who do not hold a bachelor degree will be offered a choice of undergraduate and postgraduate options that are specifically designed to build the technical skills required in Journalism.

Entry requirements

A bachelor degree with an overall grade point average of 5.0 or above (on a 7-point scale). Applicants without the requisite entry requirements may be considered for special entry. Please contact the Creative Industries Faculty for more information.

If requested, supply documentation of professional work experience as detailed in Completing the PG Form.

Full-time Course structure

Semester 1

KJP401	Newswriting
KJP402	Journalistic Inquiry
	List A - Journalism Unit
	Choose one unit from KJB239 or KKB175:
KJB239	Journalism Ethics and Issues
KKB175	Creative Industries Legal Issues

Part-time Course structure

Semester 1	
KJP401	Newswriting
KJP402	Journalistic Inquiry
	List A - Journalism Unit
	Choose one unit from KJB239 or KKB175:
KJB239	Journalism Ethics and Issues
KKB175	Creative Industries Legal Issues

List A - Journalism Unit Options

Journalism Units	
KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB280	International Journalism
KJB323	Online Journalism 2
KJB304	Sub-Editing
	*this unit is only available as a List A option in KJ35
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1

Potential Careers:

Art Writer, Journalist, Media Industry Specialist.

Graduate Diploma in Journalism (KJ36)

Year offered: 2009

Admissions: No

CRICOS code: 040340D

Course duration (full-time): 2 semesters

Course duration (part-time): 4 semesters (Part-time mode may not be available by evening study)

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February

Total credit points: 96

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Angela Romano

Campus: Kelvin Grove

Overview

These programs are aimed at those who have worked or studied in fields outside journalism and who now seek journalism skills, insights and knowledge. These courses will assist students seeking to change career paths into journalism and those wishing to explore new, media-related opportunities that may enhance career opportunities within their existing workplaces or private businesses.

These industry-responsive programs provide students with a strong conceptual and practical framework which may be combined with students' existing areas of expertise to serve new and niche markets. Elective unit choices allow students to tailor a postgraduate qualification to best address their career needs.

Entry requirements

A bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale).

Applicants without the requisite entry requirements may be considered for special entry. Please contact the Creative Industries Faculty for more information.

If requested, supply documentation of professional work experience as detailed in Completing the PG Form.

Course Structure

All Graduate Diploma and Masters students are required to undertake either Journalism Ethics and Issues or Creative Industries Legal Issues as an elective. Students may take both units. Masters students are required to consult with and gain approval from the subject area coordinator regarding their elective choices.

Full-time Course structure

Year 1, Semester 1

KJP400 Theories of Journalism

KJP401 Newswriting

Journalism Elective Unit - List A

Journalism Elective Unit - List A or List B

Year 1, Semester 2

KJP402 Journalistic Inquiry

KJP403 Feature Writing

Journalism Elective Unit - List A

Journalism Elective Unit - List A or List B

Part-time Course structure

Year 1, Semester 1

KJP400 Theories of Journalism

KJP401 Newswriting

Year 1, Semester 2

KJP403 Feature Writing

Elective Unit from List A

Year 2, Semester 1

KJP402 Journalistic Inquiry

Elective Unit from List A or Postgraduate Open Elective

Year 2, Semester 2

Elective Unit from List A

Elective Unit from Postgraduate Open Electives

List A - Journalism Unit Options

Journalism Units

KFB205 Fashion and Style Journalism

KJB211 Layout and Design

KJB222 Online Journalism 1

KJB280 International Journalism

KJB323 Online Journalism 2

KJB304 Sub-Editing

*this unit is only available as a List A option in KJ35

KJP403 Feature Writing

KJP404 Radio and Television Journalism 1

Potential Careers:

Art Writer, Journalist, Media Industry Specialist.

Master of Journalism (KJ42)

Year offered: 2009

Admissions: Yes

CRICOS code: 053491D

Course duration (full-time): 1.5 years

Course duration (part-time): 3 years

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July, Summer* (*limited)

International Entry: February, July

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Lee Duffield

Campus: Kelvin Grove

Journalism Overview

This program suits those who have worked or studied in fields outside journalism and who now seek journalism skills or wish to change career paths into journalism. Those who currently work in journalism will benefit from this course by gaining skills to enhance their craft in a new media environment.

You will gain practical skills in writing and journalistic inquiry within a conceptual framework that includes ethics and legal issues. The masters program provides opportunities to tailor your studies to include units in new production, broadcast journalism and specialist journalism topics.

Course Structure

All Masters students are required to undertake either Journalism Ethics and Issues or Creative Industries Legal Issues as an elective.

Entry requirements

A bachelor degree with an overall grade point average of 5.0 or above (on a 7-point scale). Applicants without the requisite entry requirements may be considered for special entry. Please contact the Creative Industries Faculty for more information.

If requested, supply documentation of professional work experience as detailed in Completing the PG Form.

Full time and Part time

February and July entry (For students who have advanced standing of 48 credit points, full time entry is only available in February)

*Part time students will complete two units per semester.

Students should enrol in Innovation in the Creative Industries: Major Project, at the end of the program; in some cases KKP004-1 might be taken before that, and the final units then will be KKP004-2-4, with a List A or List B Unit Option.

KJP400	Theories of Journalism
KKP003	Project Design in the Creative Industries
KJP401	Newsriting
	Choose one from KKP001 OR KKP002:
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KJP402	Journalistic Inquiry
	Choose either KKB175 or KJB239
KJB239	Journalism Ethics and Issues
KKB175	Creative Industries Legal Issues
KKP004-1	Innovation in the Creative Industries: Major Project
KKP004-2	Innovation in the Creative Industries: Major Project
KKP004-3	Innovation in the Creative Industries: Major Project
KKP004-4	Innovation in the Creative Industries: Major Project
	1 List B Unit Option
	1 List A Unit Option

List A - Journalism Unit Options

Journalism Units	
KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB280	International Journalism
KJB323	Online Journalism 2
KJB304	Sub-Editing
	*this unit is only available as a List A option in KJ35
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1

List B - Creative Industries Unit Options

Animation	
KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising	
AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art

	Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology

KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newsriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Art Writer, Journalist, Media Industry Specialist.

Bachelor of Creative Industries (KK33)

Year offered: 2009

Admissions: Yes

CRICOS code: 056186M

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,818 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: Kelvin Grove - February; Caboolture - February and July

International Entry: February and July

QTAC code: Kelvin Grove: 421192. Caboolture: 461192.

Past rank cut-off: Kelvin Grove: 75. Caboolture: 70.

Past OP cut-off: Kelvin Grove: 13. Caboolture: 15.

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288cp

Standard credit points per full-time semester: 48cp

Course coordinator: Head, Undergraduate Studies: interdis@qut.edu.au

Discipline coordinator: Head, Undergraduate Studies: interdis@qut.edu.au

Campus: Kelvin Grove and Caboolture

Overview

Interdisciplinarity goes hand in hand with creative practice. Increasingly, technology is central to creative impulse, providing fresh ways of producing works, additional outlets for creative content, and more channels to promote your skills, projects and performances.

The creative industries are continually evolving and, more and more, artistic practitioners are successfully creating their own opportunities rather than waiting for the right employment prospect to come along.

QUT's unique Bachelor of Creative Industries degree provides diverse knowledge, creativity and practical skills across a range of industries and practice.

Why choose this course

QUT is a global leader in the creative industries with an established reputation for research, industry links and creative practice innovation.

This course offers flexibility, giving you the option to choose a combination of study areas to suit your individual skills, creative industries are career aspirations.

While flexible, you will follow an established pathway through your creative industries units, which provide you with skills, knowledge and experience on which to build your creative career.

Caboolture campus

The Caboolture campus offers the first year of the major only. Students who complete their first year at Caboolture then transfer to Kelvin Grove campus for the remainder of the course.

For international students, this course is only offered on Kelvin Grove campus.

Credit/advanced standing will not be granted for Caboolture students; excluding START QUT studies. To receive credit applicants must apply for the Kelvin Grove offering.

See course structures for Caboolture Only.

Career outcomes

Graduates will be sought after for their interdisciplinary knowledge, creativity and practical skills across a range of industries including media and communications, creative and performing arts and popular culture. Opportunities exist in advertising, entertainment and leisure, indigenous cultural production, library and archival activities, film and video activities, multimedia, museums and historic sites, performance and production management, publishing, radio and television activities, software consultancy and supply, tourism and theme parks.

We encourage you to foster your creative passion and shape your future career path through complementary study areas. Some examples are:

• Interactive and Visual Design, Digital Media or Animation second major with minors in Games Design, Graphic Design, Music Studies, or Sound Studies to pursue an interest in the booming multimedia industry

• Second major in Dance, Drama or Art and Design History, alongside minors in Audience and User Research and Performance Events and Festivals, to point you in the direction of a career in events and creative industries management

• Journalism, Media and Communication second majors with minors in Screen Studies, Music Studies, Sound Studies or Television to help pursue work in the entertainment or media industry.

• Creative and Professional Writing second major, with one of the literature based second majors or minors to prepare you for a career in publishing, perhaps as an author or editor.

• Combinations that include Interactive and Visual Design, Advertising and Creative and Professional Writing to set you up to work in creative advertising.

• Studies in one of the Business areas alongside your creative second major to prepare you for employment in marketing and promotions, such as film distribution, media promotions, fashion wholesaling or performing arts marketing.

Course Structure

The Interdisciplinary course is comprised of:

Interdisciplinary Major (8 units)

+

Major (8 units)

+

Major (8 units)

or

2 x Minors (4 units)

or

1 x Minor (4 units) + 4 x Electives (1 unit)

Key Features of the Interdisciplinary major include:

• Foundation units • introduce the creative industries, and the roles of professionals and practitioners who explore and exploit the expression of creativity for commercial and artistic gain. You'll gain wide-ranging communication skills, including digital, collaborative and written.

• Skills-based units • you'll gain practical skills in effective speech communication and either film and television production or photomedia.

• Interdisciplinary units • broaden your knowledge of the creative industries, gain an understanding and appreciation of how different creative disciplines relate to one another, and build your ability to work in collaborate teams through project work.

• Capstone units • will prepare you for your creative career as an employee, consultant, project manager or entrepreneur, or give you the hunger for higher degree research.

Alongside your Interdisciplinary major, you'll choose at least one major from:

- Art and Design History
- Business - Advertising, Entrepreneurship, Integrated Marketing Communication, Marketing or Public Relations
- Communication Design
- Creative and Professional Writing
- Dance
- Digital Media
- Drama
- Fashion
- Film, Television and Screen
- Journalism, Media and Communication
- Literary and Cultural Studies
- Mathematics

Minors are available from Creative Industries and a selection from other areas at QUT:

- Animation
- Art, Design and Architecture
- Art History
- Audience and User Research
- Business - Advertising, Entrepreneurship, International Business, Integrated Marketing Communication, Management or Marketing
- Communication for the Professions
- Communication Design
- Computational Arts
- Creative Writing
- Dance Skills
- Dance Studies
- Digital Media
- Drama
- Fashion
- Games Design
- Indigenous Studies
- Journalism
- Languages - French, German, Indonesian, or Japanese
- Lighting Design
- Literature
- Maths
- Modern & Popular Literature & Culture
- Music Studies
- Performance Events
- Professional Writing

- Public Relations
- Screen Studies
- Sound Studies
- Television
- Visual Arts Practice

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Full time course structure - Kelvin Grove students only

Students are required to conform to one of the following three course structures:

STRUCTURE ONE

Semester 1, Year 1

- KKB101 Creative Industries: People and Practices
Choose either KPB150 or KVB104:
- KPB150 Foundations of Multi-platform Production
- KVB104 Photomedia and Artistic Practice
- SELECT: Second major: One First Unit
- SELECT: Minor One First Unit

Semester 2, Year 1

- KCB103 Strategic Speech Communication
- KKB102 Creative Industries: Making Connections
- SELECT: Second major: One Second Unit
- SELECT: Minor One Second Unit

Semester 1, Year 2

- KKB221 Approaching Interdisciplinarity
- SELECT: Elective
- SELECT: Second major: One Third Unit
- SELECT: Minor One Third Unit

Semester 2, Year 2

- KKB222 Interdisciplinarity in Practice
- SELECT: Elective
- SELECT: Second major: One Fourth Unit

SELECT: Minor One Fourth Unit

Semester 1, Year 3

SELECT: Elective

SELECT: Second major: One Fifth Unit

SELECT: Second major: One Sixth Unit

SELECT: Transitions to New Professional Environments Unit

Semester 2, Year 3

SELECT: Elective

SELECT: Second major: One Seventh Unit

SELECT: Second major: One Eighth Unit

SELECT: Transitions to New Professional Environments Unit

STRUCTURE TWO

Semester 1, Year 1

KKB101 Creative Industries: People and Practices
Choose either KPB150 or KVB104:

KPB150 Foundations of Multi-Platform Production

KVB104 Photomedia and Artistic Practice

SELECT: Second major: One First Unit

SELECT: Minor One First Unit

Semester 2, Year 1

KCB103 Strategic Speech Communication

KKB102 Creative Industries: Making Connections

SELECT: Second major: One Second Unit

SELECT: Minor One Second Unit

Semester 1, Year 2

KKB221 Approaching Interdisciplinarity

SELECT: Second major: One Third Unit

SELECT: Minor One Third Unit

SELECT: Minor Two First Unit

Semester 2, Year 2

KKB222 Interdisciplinarity in Practice

SELECT: Second major: One Fourth Unit

SELECT: Minor One Fourth Unit

SELECT: Minor Two Second Unit

Semester 1, Year 3

SELECT: Second major: One Fifth Unit

SELECT: Second major: One Sixth Unit

SELECT: Minor Two Third Unit

SELECT: Transitions to New Professional Environments Unit

Semester 2, Year 3

SELECT: Second major: One Seventh Unit

SELECT: Second major: One Eighth Unit

SELECT: Minor Two Fourth Unit

SELECT: Transitions to New Professional Environments Unit

STRUCTURE THREE

Semester 1, Year 1

KKB101 Creative Industries: People and Practices
Choose either KPB150 or KVB104:

KPB150 Foundations of Multi-Platform Production

KVB104 Photomedia and Artistic Practice

SELECT: Second major: One First Unit

SELECT: Second major: Two First Unit

Semester 2, Year 1

KCB103 Strategic Speech Communication

KKB102 Creative Industries: Making Connections

SELECT: Second major: One Second Unit

SELECT: Second major: Two Second Unit

Semester 1, Year 2

KKB221 Approaching Interdisciplinarity

SELECT: Second major: One Third Unit

SELECT: Second major: One Fourth Unit

SELECT: Second major: Two Third Unit

Semester 2, Year 2

KKB222 Interdisciplinarity in Practice

SELECT: Second major: One Fifth Unit

SELECT: Second major: One Sixth Unit

SELECT: Second major: Two Fourth Unit

Semester 1, Year 3

SELECT: Second major: One Seventh Unit

SELECT: Second major: Two Fifth Unit

SELECT: Second major: Two Sixth Unit

SELECT: Transitions to New Professional Environments Unit

Semester 2, Year 3

SELECT: Second major: One Eighth Unit

SELECT: Second major: Two Seventh Unit

SELECT: Second major: Two Eighth Unit

SELECT: Transitions to New Professional Environments Unit

Full time course structure - Caboolture students only

Semester 1, Year 1

KKB101 Creative Industries: People and Practices

KPB150 Foundations of Multi-platform Production

SELECT: Unit offered at Caboolture

SELECT: Unit offered at Caboolture

Semester 2, Year 1

KCB103 Strategic Speech Communication

KKB102 Creative Industries: Making Connections

SELECT: Unit offered at Caboolture

SELECT: Unit offered at Caboolture

IMPORTANT NOTICE:

You will transfer to Kelvin Grove campus to complete Years 2 and 3 and will select one structure from the following:

Structure 1: KKB221, KKB222, two Transitions to New Professional Environments units, one co major (96 cps), one minor (48 cps) and four electives (48 cps).

Structure 2: KKB221, KKB222, two Transitions to New Professional Environments units, one co major (96 cps), and two minors (48 cps each).

Structure 3: KKB221, KKB222, two Transitions to New Professional Environments units, and two co majors (96 cps each).

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200 Consumer Behaviour

AMB220 Advertising Theory and Practice

AMB221 Advertising Copywriting

AMB319 Media Planning

AMB320 Advertising Management

AMB339 Advertising Campaigns

AMB330 Advertising Planning Portfolio

BSB126 Marketing

Animation

KIB105 Animation and Motion Graphics

KIB108 Animation History and Practices

KIB203 Introduction to 3D Computer Graphics

KIB225 Character Development, Conceptual Design and Animation Layout

KIB316 Virtual Environments

KIB325 Real-Time 3D Computer Graphics

KVB105 Drawing for Design

KVB106 Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325 Architecture in the 20th Century

DAB420 Architecture, Culture and Space

DEB102 Introducing Design History

KVB102 Modernism

KVB103 Australian Art

KVB108 Contemporary Asian Visual Culture

KVB211 Post 1945 Art

KVB212 Australian Art, Architecture and Design

KVB304 Contemporary Art Issues

KVB306 Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101 Visual Communication

KIB102 Visual Interactions

KIB103 Introduction to Web Design and Development

KIB104 Digital Media

KIB205 Programming for Visual Designers and Artists

KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
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KIB102	Visual Interactions		understanding of the major approaches in literary theory.
KIB103	Introduction to Web Design and Development		Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
KIB104	Digital Media		
KIB214	Design for Interactive Media		
KIB216	Advanced Web Design	KWB108	Introduction To Literary Studies
KIB230	Interface and Information Design	KWB109	Writing Australia
KIB315	Contemporary Issues in Digital Media	KWB206	Youth and Children's Writing
Journalism, Media and Communication		KWB207	Great Books: Creative Writing Classics
	Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.	KWB208	Modern Times (Literature and Culture in the 20th Century)
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	KWB209	Shakespeare, Then and Now
KCB102	Media and Society: From Printing Press to Internet	KWB308	Wonderlands: Literature and Culture in the 19th Century
	OR	KWB309	Popular Fictions, Popular Culture
KJB101	Digital Journalism	Marketing	
KJB120	Newsriting		Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
KCB104	Media and Communications Industries	AMB200	Consumer Behaviour
KJB121	Journalistic Inquiry	AMB201	Marketing and Audience Research
KCB103	Strategic Speech Communication	AMB202	Integrated Marketing Communication
KJB224	Feature Writing	AMB240	Marketing Planning and Management
KJB239	Journalism Ethics and Issues	AMB335	E-Marketing Strategies
KFB205	Fashion and Style Journalism	AMB340	Services Marketing
	OR	AMB341	Strategic Marketing
KJB280	International Journalism	BSB126	Marketing
KCB301	Media Audiences	Mathematics	
KCB302	Political Communication		Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.
KCB304	Managing Communication Resources		Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)
	OR	MAB100	Mathematical Sciences 1A
KJB337	Public Affairs Reporting	MAB101	Statistical Data Analysis 1
Literary Studies		MAB111	Mathematical Sciences 1B
	Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some	MAB112	Mathematical Sciences 1C
		MAB210	Statistical Modelling 1
		MAB311	Advanced Calculus
		MAB312	Linear Algebra
		MAB314	Statistical Modelling 2
		Online Environments	
		INB104	Building IT Systems
			Choose 3 of the following units (INB122 and INB210 cannot both be taken)
		INB122	Organisational Databases
		INB210	Databases
		INB270	Programming
		INB271	The Web

INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

	*This minor is available to students who commenced 2008 or earlier
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction

KWB207 Great Books: Creative Writing Classics

KWB313 Novel and Memoir

Dance Studies

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

KIB101 Visual Communication

KIB103 Introduction to Web Design and Development

KCB201 New Media 1: Information and Knowledge

KCB202 New Media 2: Applications and Implications

KVB306 Video Art and Culture

Drama

KDB225 Music Theatre Skills

KTB103 Performing Skills 1: Character and Scene

KTB104 Performance Innovation

KTB106 Performing Skills 2: Style and Form

KTB204 Understanding Performance

KTB305 The Entrepreneurial Artist

Entrepreneurship

AMB251 Innovation and Market Management

BSB115 Management People and Organisations

BSB126 Marketing

MGB223 Entrepreneurship and Innovation

AMB240 Marketing Planning and Management

MGB207 HR Issues and Strategy

Fashion

KFB103 Introduction to Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB206 Fashion and Modernity

KFB207 Contemporary Fashion

French

HHB061 French 1

HHB062 French 2

HHB063 French 3

HHB064 French 4

HHB065 French 5

HHB066 French 6

HHB067 French 7

HHB068 French 8

Game Design

ITB750 Computer Game Studies

ITB751 Games Production

KIB201 Concept Development for Game Design and Interactive Media

KIB202 Enabling Immersion

German

HHB091 German 1

HHB092 German 2

HHB093 German 3

HHB094 German 4

HHB095 German 5

HHB096 German 6

HHB097 German 7

HHB098 German 8

Graphic Design

KIB101 Visual Communication

KIB335 Typography and Illustration

KIB338 Print Media

KVB204 Graphic Design

Indigenous Studies

EDB007 Culture Studies: Indigenous Education

HHB123 Indigenous Australian Culture Studies

HHB210 Indigenous Australia: Country, Kin And Culture

HHB255 Indigenous Politics And Political Culture

HHB276 Indigenous Knowledge: Research Ethics and Protocols

KKB004 Indigenous Creative Industries

KWB307 Indigenous Writing

Indonesian

HHB071 Indonesian 1

HHB072 Indonesian 2

HHB073 Indonesian 3

HHB074 Indonesian 4

HHB075 Indonesian 5

HHB076 Indonesian 6

HHB077 Indonesian 7

HHB078 Indonesian 8

Information Technology

Choose 2 of the following units

INB101 Impact of IT

INB102 Emerging Technologies

INB104 Building IT Systems

Choose 2 of the following units (INB122 or INB210 cannot both be taken)

INB122 Organisational Databases

INB210 Databases

INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing

KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the

compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Electives available at Caboolture

Semester 1

KMB003	Sex Drugs Rock 'n' roll
BSB110	Accounting
BSB119	Global Business
BSB123	Data Analysis
BSB124	Working in Business
EDB001	Teaching and Learning Studies 1: Teaching in New Times
EDB006	Learning Networks
MGB223	Entrepreneurship and Innovation

Semester 2

KMB107	Sound, Image, Text
KPB101	Foundations of Film and Television Production
KPB105	Narrative Production
AMB335	E-marketing Strategies
AMB359	Strategic Marketing
BSB111	Business Law and Ethics
BSB113	Economics
BSB115	Management
BSB126	Marketing
CLB005	Foundation: Wellness and Active Citizenship
MGB210	Managing Operations
EDB007	Culture Studies: Indigenous Education
MGB310	Sustainability in A Changing Environment
MGB335	Project Management

Transitions to New Professional Environments Units

A maximum of 48 credit points may be taken from the following units:

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Becoming A Researcher: Understandings, Skills and Practices
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

Potential Careers:

Administrator, Advertising Professional, Animator, Art Project Manager, Art Writer, Arts Administrator, Computer Game Programmer, Computer Games Developer, Creative Writer, Curator, Drama Teacher, English Teacher, Fashion Professional, Film Composer, Film/Television Producer, Government Officer, Information Officer, Internet Professional, Journalist, Lighting Designer, Lighting Technician, Manager, Marketing Officer/Manager, Mathematician, Media Industry Specialist, Multimedia

Designer, Music Agent/Manager, Music Publisher, Music Technologist, Musical Director, Organisational Communication Specialist, Policy Officer, Project Developer, Project Manager, Public Relations Officer/Consultant, Publishing Professional, Sound and Music Producer, Sound Designer, Stage Manager, Theatre Professionals, Visual Artist, Visual Arts Teacher, Web Designer.

Bachelor of Creative Industries (Communication Design) (KK33)

Year offered: 2009

Admissions: No

CRICOS code: 056186M

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,818 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421052

Past rank cut-off: 76

Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Discipline coordinator: Gavin Sade

Campus: Kelvin Grove

Overview

This course provides a strong foundation for work within the creative industries.

You will be introduced to the techniques, principles and practices of communication design by developing skills in Web development, interaction design, new media, virtual reality, and information technology. You will learn in a studio-based environment the practical application of the knowledge and skills you will gain from your communication design core and elective units. Studio-based teaching has long been the norm in disciplines where the nature of practice is the development of abstract artefacts that are used by others.

Career Outcomes

Graduates can work in website design, interactive media, web applications, production and interaction design in fields such as games design, theatre, dance, journalism, education, and advertising.

Course Design

Students study foundation subjects and discipline specific units that are augmented by project-driven studies and industry placements.

In order to complete this program, students must undertake two Creative Industries Foundation units, two Creative Industries Interdisciplinary units, 12 discipline or specified units relating to your major and eight electives.

Why choose this course?

The course has strong industry connections, with industry professionals and leading academics in the field delivering

many of the units.

The flexibility of a studio environment allows for external industry guests to engage with you in the process of developing your ideas and outcomes. Connections are maximised with the Australian Research Council (ARC), Centre of Excellence for Creative Industries and Innovation (CCI), Institute for Creative Industries and Innovation (iCi) and the Australasian CRC for Interaction Design (ACID) to ensure you'll benefit from research and real-world project opportunities.

Other Course Options

The Bachelor of Creative Industries (Communication Design) is also available as part of the following double degrees: IX34 Bachelor of Business/Bachelor of Creative Industries (Communication Design), and IX27 Bachelor of Creative Industries (Communication Design)/Bachelor of Information Technology.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to

	undertaking this co-major.		practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.
AMB200	Consumer Behaviour		Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
AMB220	Advertising Theory and Practice		
AMB221	Advertising Copywriting		
AMB319	Media Planning		
AMB320	Advertising Management		
AMB339	Advertising Campaigns		
AMB330	Advertising Planning Portfolio	KIB101	Visual Communication
BSB126	Marketing	KIB102	Visual Interactions
Animation		KIB103	Introduction to Web Design and Development
KIB105	Animation and Motion Graphics	KIB104	Digital Media
KIB108	Animation History and Practices	KIB205	Programming for Visual Designers and Artists
KIB203	Introduction to 3D Computer Graphics	KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout	KIB216	Advanced Web Design
KIB316	Virtual Environments	KIB230	Interface and Information Design
KIB325	Real-Time 3D Computer Graphics	Creative and Professional Writing	
KVB105	Drawing for Design	Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.	
KVB106	Drawing for Animation	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	
Art and Design History		KWB101	Introduction to Creative Writing
	Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set` of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.	KWB102	Media Writing
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	KWB103	Persuasive Writing
DAB325	Architecture in the 20th Century	KWB104	Creative Writing: The Short Story
DAB420	Architecture, Culture and Space	KWB106	Corporate Writing and Editing
DEB102	Introducing Design History	KWB107	Creative Non-Fiction
KVB102	Modernism	KWB206	Youth and Children's Writing
KVB103	Australian Art	KWB207	Great Books: Creative Writing Classics
KVB108	Contemporary Asian Visual Culture	KWB211	Stylistics and Poetics
KVB211	Post 1945 Art	KWB303	Writing and Publishing Industry
KVB212	Australian Art, Architecture and Design	KWB313	Novel and Memoir
KVB304	Contemporary Art Issues	Dance	
KVB306	Video Art and Culture	Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.	
Communication Design		Assumed Knowledge: Previously acquired knowledge or skill IS required for you to	
	*continuing students only		
	Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a		

	undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.		knowledge required as a prerequisite to undertaking this co-major.
KDB103	Dance Technique Studies 1	KTB101	20th Century Performance
KDB104	Dance Technique Studies 2	KTB103	Performing Skills 1: Character and Scene
KDB105	Architecture of the Body	KTB104	Performance Innovation
KDB106	Dance Analysis	KTB106	Performing Skills 2: Style and Form
KDB107	Choreographic Studies 1	KTB204	Understanding Performance
KDB108	World Dance	KTB207	Staging Australia
KDB109	Funk, Tap and all that Jazz	KTB210	Creative Industries Management
KDB110	Deconstructing Dance in History	KTB211	Creative Industries Events and Festivals
KDB204	Australian Dance	KTB305	The Entrepreneurial Artist
KDB205	Dance in Education	KTB306	Directing for Performance Events and Festivals
KDB225	Music Theatre Skills		
Digital Media		Entrepreneurship	
	<p>Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.</p> <p>Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.</p>		<p>Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.</p> <p>Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.</p>
KCB101	Communication in the New Economy	AMB230	Digital Promotions
KCB102	Media and Society: From Printing Press to Internet	AMB240	Marketing Planning and Management
	OR	AMB251	Innovation and Brand Management
KJB101	Digital Journalism	BSB115	Management, People and Organisations
KCB104	Media and Communications Industries	BSB126	Marketing
	OR	EFB210	Finance 1
KPB106	Australian Television	IBB213	International Marketing
KCB201	New Media 1: Information and Knowledge	MGB207	Human Resource Issues and Strategy
KCB202	New Media 2: Applications and Implications	MGB216	Managing Technology, Innovation and Knowledge
KCB203	Consumer Cultures	MGB324	Managing Business Growth
KIB101	Visual Communication	MGB222	Managing Organisations
KIB103	Introduction to Web Design and Development	MGB223	Entrepreneurship and Innovation
KVB306	Video Art and Culture	MGB335	Project Management
Drama		Fashion	
	<p>Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.</p> <p>Assumed Knowledge: There is no specific prior</p>		<p>Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.</p> <p>Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.</p>
		KCB203	Consumer Cultures

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing

AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism
	OR
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources
	OR

KJB337 Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

MAB312 Linear Algebra

MAB314 Statistical Modelling 2

Online Environments

INB104	Building IT Systems
Choose 3 of the following units (INB122 and INB210 cannot both be taken)	
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
Choose 4 of the following INB 300-level units	
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design

	and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
Advertising	
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour
Animation	
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation
Art History	
KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues
Art, Design and Architecture	
DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture
Advanced Interactive Media	
KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media
Audience and User Research	
KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences
Communication Design	
	*This minor is available to students who commenced 2008 or earlier
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
Communication for the Professions	

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
Creative Writing	
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir
Dance Studies	
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills
Digital Media	
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture
Drama	
KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist
Entrepreneurship	
AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy
Fashion	
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8

Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6

HHB077 Indonesian 7

HHB078 Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting

KJB121 Journalistic Inquiry

KJB224 Feature Writing

Lighting Design

PCN121 Vision Colour and Photometry

PCN122 Lighting Design

PCN123 Sustainability and Human Factors

PCN124 Lamps and Luminaires

Literature

KWB109 Writing Australia

KWB206 Youth and Children's Writing

KWB207 Great Books: Creative Writing Classics

KWB208 Modern Times (Literature and Culture in the 20th Century)

KWB209 Shakespeare, Then and Now

KWB308 Wonderlands: Literature and Culture in the 19th Century

Management

BSB115 Management, People and Organisations

MGB210 Production and Service Management

MGB220 Management Research Organisations

MGB222 Managing Organisations

MGB309 Strategic Management

MGB334 Managing in a Changing Environment

Marketing

AMB200 Consumer Behaviour

AMB201 Marketing and Audience Research

AMB240 Marketing Planning and Management

BSB126 Marketing

AMB335 E-Marketing Strategies

Mathematics

MAB100 Mathematical Sciences 1A

MAB111 Mathematical Sciences 1B

MAB112 Mathematical Sciences 1C

MAB210 Statistical Modelling 1

MAB311 Advanced Calculus

Modern and Popular Literature and Culture

KWB108 Introduction To Literary Studies

KWB109 Writing Australia

KWB206 Youth and Children's Writing

KWB208 Modern Times (Literature and Culture in the 20th Century)

KWB308 Wonderlands: Literature and Culture in the 19th Century

KWB309 Popular Fictions, Popular Culture

Music Studies

KDB225 Music Theatre Skills

KMB002 Music and Spirituality

KMB003 Sex Drugs Rock 'n' roll

KMB004 World Music

KMB107 Sound, Image, Text

Performance Events and Festivals

KTB101 20th Century Performance

KTB207 Staging Australia

KTB210 Creative Industries Management

KTB211 Creative Industries Events and Festivals

KTB306 Directing for Performance Events and Festivals

Professional Writing

KWB102 Media Writing

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

KWB303 Writing and Publishing Industry

Screen Studies

KPB102 Film History (recommended)

KPB103 Film Genres (recommended)

KPB203 Australian Film

KPB205 Documentary Theory and Practice

KPB206 International Cinema

Public Relations

AMB263 Public Relations Theory and Practice

AMB261 Media Relations and Publicity

AMB262 Public Relations Writing

BSB126 Marketing

AMB360 Corporate Communication Management

AMB370 Public Relations Cases

Sound Studies

KMB104 Music and Sound Skills

KMB105 Music and Sound Technology

KMB106 Music and Sound for Multimedia

KMB108 Sound Recording and Acoustics

Television

KPB104 Film and Television Production Resource Management

KPB106 Australian Television

KPB107 Television's Greatest Hits

KPB202 Film and Television Business Skills: Entrepreneurship and Investment

KPB303 Critical Thinking About Television

Visual Arts Practice

KVB110 2D Media and Processes

KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

KKB347 Introductory Research 1

Visual Arts

KVB102 Modernism
KVB104 Photomedia and Artistic Practice
KVB105 Drawing for Design
KVB110 2D Media and Processes
KVB212 Australian Art, Architecture and Design
KVB213 Graphic Investigation
KVB304 Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207 Film and Television Scriptwriting
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB106 Corporate Writing and Editing
KWB108 Introduction To Literary Studies
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB209 Shakespeare, Then and Now
KWB307 Indigenous Writing
KWB309 Popular Fictions, Popular Culture

Dance

KDB106 Dance Analysis
KDB109 Funk, Tap and all that Jazz
KDB204 Australian Dance

Faculty

KKB102 Creative Industries: Making Connections
KKB004 Indigenous Creative Industries

Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB205 Fashion and Style Journalism
KFB207 Contemporary Fashion
KFB208 Fashion Portfolio

Film & Television

KPB103 Film Genres
KPB104 Film and Television Production Resource Management
KPB107 Television's Greatest Hits
KPB205 Documentary Theory and Practice
KPB206 International Cinema
KPB207 Film and Television Scriptwriting

Interactive and Visual Design

KIB102 Visual Interactions

KIB103 Introduction to Web Design and Development

KIB104 Digital Media

KIB108 Animation History and Practices

KIB202 Enabling Immersion

Journalism

KJB101 Digital Journalism
KJB120 Newswriting
KJB121 Journalistic Inquiry
KJB224 Feature Writing
KJB280 International Journalism
KJB337 Public Affairs Reporting

Media & Communication

KCB101 Communication in the New Economy
KCB103 Strategic Speech Communication
KCB104 Media and Communications Industries
KCB105 Media and Communication Research Methods
KCB202 New Media 2: Applications and Implications
KCB203 Consumer Cultures

Music & Sound

KMB002 Music and Spirituality
KMB007 Introductory Ensemble
KMB105 Music and Sound Technology
KMB107 Sound, Image, Text
KMB108 Sound Recording and Acoustics

Performance Studies

KTB104 Performance Innovation
KTB106 Performing Skills 2: Style and Form
KTB207 Staging Australia
KTB211 Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341 Workplace Learning 1
KKB342 Workplace Learning 2
KKB343 Service Learning 1
KKB344 Service Learning 2
KKB345 Creative Industries Project 1
KKB346 Creative Industries Project 2
KKB348 Becoming A Researcher: Contexts, Protocols and Impact
KKB350 Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Academic, Advertising Professional, Animator, Computer Games Developer, Digital Composer, Government Officer, Information Officer, Internet Professional, Marketing Officer/Manager, Multimedia Designer, Organisational Communication Specialist, Publishing Professional, Web Designer.

Bachelor of Creative Industries (Creative Writing) (KK33)

Year offered: 2009

Admissions: No

CRICOS code: 056186M

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,818 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February; July

QTAC code: 421452

Past rank cut-off: 79

Past OP cut-off: 11

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Discipline coordinator: Professor Philip Neilson

Campus: Kelvin Grove

Overview

This course will prepare you to work in creative writing in a range of vocational applications. You will learn about fiction, digital storytelling, film and television scriptwriting, poetry, creative non-fiction and youth and children's writing, as well as corporate writing and publishing.

Career Outcomes

Graduates can work as creative or professional writers and editors in corporate, community and freelance capacities. Recent graduates have been contracted to write crisis management scenarios for major corporations, while others are working as writers and editors for magazines and other print media, in local government, within publishing houses and in print journalism.

Course Design

In order to complete this course, students must undertake two Creative Industries Foundation units, two Creative Industries Interdisciplinary units, 12 discipline or specified units relating to the major and eight electives.

Why choose this course?

This practice and theory-based professional course will give you the strong written communication competence that is an advanced skill sought by employers, as well as an excellent education as a creative writer in all genres. Through your electives you can include study from a wide range of fields, adding to the vocational strength of the course. Your work could be published in the annual creative writing anthology which is released for sale to the public.

Other Course Options

The Bachelor of Creative Industries (Creative Writing) is also available as part of double degree programs: IX34 Bachelor of Business/Bachelor of Creative Industries (Creative Writing), and IF93 Bachelor of Creative Industries (Creative Writing)/Bachelor of Laws.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
KWB107	Creative Non-Fiction
	Choose one from the following two units:
KWB102	Media Writing
KWB103	Persuasive Writing

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
	Elective
	Choose one from the following two units:
KJB224	Feature Writing
KWB106	Corporate Writing and Editing

Semester 1, Year 2

KKB221	Approaching Interdisciplinarity
KWB207	Great Books: Creative Writing Classics
	Elective
	Elective

Semester 2, Year 2

KKB222	Interdisciplinarity in Practice
KWB204	Writing for Performance
KWB206	Youth and Children's Writing
	Elective

Semester 1, Year 3

KWB201	Creative Writing: Digital Media
KWB203	Creative Writing: The Novel
	Elective
	Elective

Semester 2, Year 3

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry
	Elective
	Elective

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough

grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as

allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management

	areas.		undertaking this co-major.
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	KPB101	Foundations of Film and Television Production
AMB230	Digital Promotions	KPB102	Film History
AMB240	Marketing Planning and Management	KPB104	Film and Television Production Resource Management
AMB251	Innovation and Brand Management	KPB105	Narrative Production
BSB115	Management, People and Organisations	KPB106	Australian Television
BSB126	Marketing	KPB107	Television's Greatest Hits
EFB210	Finance 1	KPB108	Media Text Analysis
IBB213	International Marketing	KPB202	Film and Television Business Skills: Entrepreneurship and Investment
MGB207	Human Resource Issues and Strategy	KPB203	Australian Film
MGB216	Managing Technology, Innovation and Knowledge	KPB205	Documentary Theory and Practice
MGB324	Managing Business Growth	KPB206	International Cinema
MGB222	Managing Organisations	KPB303	Critical Thinking About Television
MGB223	Entrepreneurship and Innovation		
MGB335	Project Management		
Fashion		Game Design	
	Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.	INB180	Computer Games Studies
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	INB181	Games Production
KCB203	Consumer Cultures	INB280	Games Design
KFB103	Introduction to Fashion	INB272	Interaction Design
KFB106	Unspeakable Beauty: A History of Fashion and Style	INB104	Building IT Systems
KFB107	Drawing For Fashion	INB281	Advanced Games Design
KFB205	Fashion and Style Journalism	KIB101	Visual Communication
KFB206	Fashion and Modernity	KIB102	Visual Interactions
KFB207	Contemporary Fashion		
KFB208	Fashion Portfolio		
KFB209	Ragtrade: Wholesaling Fashion		
KFB304	Fashion, Law and the Real World		
KVB213	Graphic Investigation		
Film, Television and Screen		Integrated Marketing Communication	
	Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.		Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to	AMB202	Integrated Marketing Communication
		AMB208	Events Marketing
		AMB220	Advertising Theory and Practice
		AMB230	Digital Promotions
		AMB240	Marketing Planning and Management
		AMB260	Public Relations Theory and Practice
		AMB261	Media Relations and Publicity
		AMB331	Direct Marketing
		AMB350	Sales and Customer Relationship Management
		BSB126	Marketing
		Interactive and Visual Design	
		KIB101	Visual Communication
		KIB102	Visual Interactions
		KIB103	Introduction to Web Design and Development
		KIB104	Digital Media
		KIB214	Design for Interactive Media
		KIB216	Advanced Web Design
		KIB230	Interface and Information Design
		KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- KCB102 Media and Society: From Printing Press to Internet
OR
KJB101 Digital Journalism
KJB120 Newswriting
KCB104 Media and Communications Industries
KJB121 Journalistic Inquiry
KCB103 Strategic Speech Communication
KJB224 Feature Writing
KJB239 Journalism Ethics and Issues
KFB205 Fashion and Style Journalism
OR
KJB280 International Journalism
KCB301 Media Audiences
KCB302 Political Communication
KCB304 Managing Communication Resources
OR
KJB337 Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- KWB108 Introduction To Literary Studies
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB207 Great Books: Creative Writing Classics

- KWB208 Modern Times (Literature and Culture in the 20th Century)
KWB209 Shakespeare, Then and Now
KWB308 Wonderlands: Literature and Culture in the 19th Century
KWB309 Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research
AMB202 Integrated Marketing Communication
AMB240 Marketing Planning and Management
AMB335 E-Marketing Strategies
AMB340 Services Marketing
AMB341 Strategic Marketing
BSB126 Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

- MAB100 Mathematical Sciences 1A
MAB101 Statistical Data Analysis 1
MAB111 Mathematical Sciences 1B
MAB112 Mathematical Sciences 1C
MAB210 Statistical Modelling 1
MAB311 Advanced Calculus
MAB312 Linear Algebra
MAB314 Statistical Modelling 2

Online Environments

- INB104 Building IT Systems
Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122 Organisational Databases
INB210 Databases
INB270 Programming
INB271 The Web
INB272 Interaction Design
Choose 4 of the following INB 300-level units
INB313 Electronic Commerce Site Development
INB322 Information Systems Consulting
INB340 Database Design
INB345 Devices in the Wild
INB346 Web 2.0

INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
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KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

	*This minor is available to students who commenced 2008 or earlier
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

KDB225 Music Theatre Skills

Digital Media

KIB101 Visual Communication

KIB103 Introduction to Web Design and Development

KCB201 New Media 1: Information and Knowledge

KCB202 New Media 2: Applications and Implications

KVB306 Video Art and Culture

Drama

KDB225 Music Theatre Skills

KTB103 Performing Skills 1: Character and Scene

KTB104 Performance Innovation

KTB106 Performing Skills 2: Style and Form

KTB204 Understanding Performance

KTB305 The Entrepreneurial Artist

Entrepreneurship

AMB251 Innovation and Market Management

BSB115 Management People and Organisations

BSB126 Marketing

MGB223 Entrepreneurship and Innovation

AMB240 Marketing Planning and Management

MGB207 HR Issues and Strategy

Fashion

KFB103 Introduction to Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB206 Fashion and Modernity

KFB207 Contemporary Fashion

French

HHB061 French 1

HHB062 French 2

HHB063 French 3

HHB064 French 4

HHB065 French 5

HHB066 French 6

HHB067 French 7

HHB068 French 8

Game Design

ITB750 Computer Game Studies

ITB751 Games Production

KIB201 Concept Development for Game Design and Interactive Media

KIB202 Enabling Immersion

German

HHB091 German 1

HHB092 German 2

HHB093 German 3

HHB094 German 4

HHB095 German 5

HHB096 German 6

HHB097 German 7

HHB098 German 8

Graphic Design

KIB101 Visual Communication

KIB335 Typography and Illustration

KIB338 Print Media

KVB204 Graphic Design

Indigenous Studies

EDB007 Culture Studies: Indigenous Education

HHB123 Indigenous Australian Culture Studies

HHB210 Indigenous Australia: Country, Kin And Culture

HHB255 Indigenous Politics And Political Culture

HHB276 Indigenous Knowledge: Research Ethics and Protocols

KKB004 Indigenous Creative Industries

KWB307 Indigenous Writing

Indonesian

HHB071 Indonesian 1

HHB072 Indonesian 2

HHB073 Indonesian 3

HHB074 Indonesian 4

HHB075 Indonesian 5

HHB076 Indonesian 6

HHB077 Indonesian 7

HHB078 Indonesian 8

Information Technology

Choose 2 of the following units

INB101 Impact of IT

INB102 Emerging Technologies

INB104 Building IT Systems

Choose 2 of the following units (INB122 or INB210 cannot both be taken)

INB122 Organisational Databases

INB210 Databases

INB251 Networks

INB255 Security

INB270 Programming

INB271 The Web

INB272 Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

KJB239 Journalism Ethics and Issues

Media & Communication

KCB101 Communication in the New Economy
KCB102 Media and Society: From Printing Press to Internet
KCB103 Strategic Speech Communication
KCB201 New Media 1: Information and Knowledge
KCB302 Political Communication

Music & Sound

KMB003 Sex Drugs Rock 'n' roll
KMB004 World Music
KMB104 Music and Sound Skills
KMB105 Music and Sound Technology
KMB108 Sound Recording and Acoustics

Performance Studies

KSB215 Visual Theatre Design
KTB101 20th Century Performance
KTB103 Performing Skills 1: Character and Scene
KTB204 Understanding Performance
KTB210 Creative Industries Management
KTB211 Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341 Workplace Learning 1
KKB342 Workplace Learning 2
KKB343 Service Learning 1
KKB344 Service Learning 2
KKB345 Creative Industries Project 1
KKB346 Creative Industries Project 2
KKB347 Introductory Research 1

Visual Arts

KVB102 Modernism
KVB104 Photomedia and Artistic Practice
KVB105 Drawing for Design
KVB110 2D Media and Processes
KVB212 Australian Art, Architecture and Design
KVB213 Graphic Investigation
KVB304 Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207 Film and Television Scriptwriting
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB106 Corporate Writing and Editing
KWB108 Introduction To Literary Studies

KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB209 Shakespeare, Then and Now
KWB307 Indigenous Writing
KWB309 Popular Fictions, Popular Culture

Dance

KDB106 Dance Analysis
KDB109 Funk, Tap and all that Jazz
KDB204 Australian Dance

Faculty

KKB102 Creative Industries: Making Connections
KKB004 Indigenous Creative Industries

Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB205 Fashion and Style Journalism
KFB207 Contemporary Fashion
KFB208 Fashion Portfolio

Film & Television

KPB103 Film Genres
KPB104 Film and Television Production Resource Management
KPB107 Television's Greatest Hits
KPB205 Documentary Theory and Practice
KPB206 International Cinema
KPB207 Film and Television Scriptwriting

Interactive and Visual Design

KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB104 Digital Media
KIB108 Animation History and Practices
KIB202 Enabling Immersion

Journalism

KJB101 Digital Journalism
KJB120 Newswriting
KJB121 Journalistic Inquiry
KJB224 Feature Writing
KJB280 International Journalism
KJB337 Public Affairs Reporting

Media & Communication

KCB101 Communication in the New Economy
KCB103 Strategic Speech Communication
KCB104 Media and Communications Industries
KCB105 Media and Communication Research Methods

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Advertising Professional, Art Writer, Creative Writer, English Teacher, Government Officer, Information Officer, Internet Professional, Journalist, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Servant, Publishing Professional, Teacher.

Bachelor of Creative Industries (Dance) (KK33)

Year offered: 2009

Admissions: No

CRICOS code: 056186M

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,818 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Discipline coordinator: Rachel Pedro

Campus: Kelvin Grove

Course Structure

In order to complete this course, students must undertake four Creative Industries Core Units, 12 discipline or specified units relating to the major and eight electives.

General

This three-year professional course offers various career paths catering for applied and/or creative pursuits such as choreography, dance research, community dance practice, criticism, administration and business management, marketing, teaching skills for private practice and the leisure/health market. The 12-unit dance suite is complemented by a range of electives to enable multi-skilling, combining theory with practice and business with dance.

This course offers flexibility and various pathways for those students who wish to work in dance-related areas and maintain their passion for dance. A balance of theory and practice, this course can be tailor-made to suit the interests of the student.

Career Opportunities

Graduates can work as choreographers, dance teachers, community-based artists, movement specialists in the health/leisure industries, or in dance research, health programs and dance administration.

IMPORTANT NOTICE

The Bachelor of Creative Industries (Dance) single degree will not be having an intake after 2007. The Bachelor of Creative Industries (Dance) is still available as part of a double degree program (IX34 Bachelor of Business/Bachelor of Creative Industries or IX39 Bachelor of Arts/Bachelor of Creative Industries). Continuing students should refer to their Course Summary Sheet for enrolment information.

Full time course structure

Semester 1, Year 1

	Creative Industries Core Unit
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KDB110	Deconstructing Dance in History

Semester 2, Year 1

	Creative Industries Core Unit
KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KDB106	Dance Analysis

Semester 1, Year 2

	Creative Industries Core Unit
KDB213	Dance Technique Studies 3
KDB207-1	Choreographic Studies 2
	Elective

Semester 2, Year 2

	Creative Industries Core Unit
KDB204	Australian Dance
KDB207-2	Choreographic Studies 2
KDB208	Integrated Professional Skills
	Elective

Semester 1, Year 3

KDB108	World Dance
KDB303	Dance and Technology 1
	OR
	Elective
	Elective
	Elective

Semester 2, Year 3

KDB214	Dance Technique Studies 4
KDB304	Dance and Technology 2
	OR
	Elective
	Elective
	Elective

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where

applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design

KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

- KDB103 Dance Technique Studies 1
- KDB104 Dance Technique Studies 2
- KDB105 Architecture of the Body
- KDB106 Dance Analysis
- KDB107 Choreographic Studies 1
- KDB108 World Dance
- KDB109 Funk, Tap and all that Jazz
- KDB110 Deconstructing Dance in History
- KDB204 Australian Dance
- KDB205 Dance in Education
- KDB225 Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- KCB101 Communication in the New Economy
- KCB102 Media and Society: From Printing Press to Internet
- OR
- KJB101 Digital Journalism
- KCB104 Media and Communications Industries
- OR
- KPB106 Australian Television
- KCB201 New Media 1: Information and Knowledge
- KCB202 New Media 2: Applications and Implications
- KCB203 Consumer Cultures
- KIB101 Visual Communication
- KIB103 Introduction to Web Design and Development
- KVB306 Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- KTBT101 20th Century Performance
- KTBT103 Performing Skills 1: Character and Scene
- KTBT104 Performance Innovation
- KTBT106 Performing Skills 2: Style and Form
- KTBT204 Understanding Performance
- KTBT207 Staging Australia
- KTBT210 Creative Industries Management
- KTBT211 Creative Industries Events and Festivals
- KTBT305 The Entrepreneurial Artist
- KTBT306 Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- AMB230 Digital Promotions
- AMB240 Marketing Planning and Management
- AMB251 Innovation and Brand Management
- BSB115 Management, People and Organisations
- BSB126 Marketing
- EFB210 Finance 1
- IBB213 International Marketing
- MGB207 Human Resource Issues and Strategy
- MGB216 Managing Technology, Innovation and Knowledge
- MGB324 Managing Business Growth
- MGB222 Managing Organisations
- MGB223 Entrepreneurship and Innovation
- MGB335 Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design

INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	News writing
KCB104	Media and Communications Industries

KJB121	Journalistic Inquiry	Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.
KCB103	Strategic Speech Communication	
KJB224	Feature Writing	
KJB239	Journalism Ethics and Issues	
KFB205	Fashion and Style Journalism	
	OR	MAB100 Mathematical Sciences 1A
KJB280	International Journalism	MAB101 Statistical Data Analysis 1
KCB301	Media Audiences	MAB111 Mathematical Sciences 1B
KCB302	Political Communication	MAB112 Mathematical Sciences 1C
KCB304	Managing Communication Resources	MAB210 Statistical Modelling 1
	OR	MAB311 Advanced Calculus
KJB337	Public Affairs Reporting	MAB312 Linear Algebra
		MAB314 Statistical Modelling 2

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design

KVB213 Graphic Investigation
KVB304 Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207 Film and Television Scriptwriting
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB106 Corporate Writing and Editing
KWB108 Introduction To Literary Studies
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB209 Shakespeare, Then and Now
KWB307 Indigenous Writing
KWB309 Popular Fictions, Popular Culture

Dance

KDB106 Dance Analysis
KDB109 Funk, Tap and all that Jazz
KDB204 Australian Dance

Faculty

KKB102 Creative Industries: Making Connections
KKB004 Indigenous Creative Industries

Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB205 Fashion and Style Journalism
KFB207 Contemporary Fashion
KFB208 Fashion Portfolio

Film & Television

KPB103 Film Genres
KPB104 Film and Television Production Resource Management
KPB107 Television's Greatest Hits
KPB205 Documentary Theory and Practice
KPB206 International Cinema
KPB207 Film and Television Scriptwriting

Interactive and Visual Design

KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB104 Digital Media
KIB108 Animation History and Practices
KIB202 Enabling Immersion

Journalism

KJB101 Digital Journalism
KJB120 Newswriting

KJB121 Journalistic Inquiry
KJB224 Feature Writing
KJB280 International Journalism
KJB337 Public Affairs Reporting

Media & Communication

KCB101 Communication in the New Economy
KCB103 Strategic Speech Communication
KCB104 Media and Communications Industries
KCB105 Media and Communication Research Methods
KCB202 New Media 2: Applications and Implications
KCB203 Consumer Cultures

Music & Sound

KMB002 Music and Spirituality
KMB007 Introductory Ensemble
KMB105 Music and Sound Technology
KMB107 Sound, Image, Text
KMB108 Sound Recording and Acoustics

Performance Studies

KTB104 Performance Innovation
KTB106 Performing Skills 2: Style and Form
KTB207 Staging Australia
KTB211 Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341 Workplace Learning 1
KKB342 Workplace Learning 2
KKB343 Service Learning 1
KKB344 Service Learning 2
KKB345 Creative Industries Project 1
KKB346 Creative Industries Project 2
KKB348 Becoming A Researcher: Contexts, Protocols and Impact
KKB350 Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103 Australian Art
KVB104 Photomedia and Artistic Practice
KVB106 Drawing for Animation
KVB108 Contemporary Asian Visual Culture
KVB111 3D Media and Processes
KVB211 Post 1945 Art

KVB306 Video Art and Culture

KVB307 Theories of Spatial Culture

Potential Careers:

Administrator, Arts Administrator, Choreographer, Dance
Teacher, Dancer, Visual Artist.

Bachelor of Creative Industries (Drama) (KK33)

Year offered: 2009

Admissions: No

CRICOS code: 056186M

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,818 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February; July

QTAC code: 421952

Past rank cut-off: 79

Past OP cut-off: 11

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Discipline coordinator: Dr Sandra Gattenhof

Campus: Kelvin Grove

Overview

You will develop skills in the production and analysis of innovative, cross-disciplinary performance and have the opportunity to incorporate a sub-major from a range of interdisciplinary practices and technologies such as film, video, dance, journalism, music, communication design and visual arts. You are encouraged to experiment, explore and take creative risks throughout the course.

The course includes practical project production experience with an emphasis on site-specific installation and festival performances. You will be encouraged to explore new performance forms and use emerging technologies, working with other students from across the creative industries.

Career Outcomes

Graduates work as directors, performers, producers, playwrights, dramaturges, arts administrators, community artists and youth arts workers. This course is a springboard into honours and postgraduate studies in areas such as drama education, applied performance, and performance innovation.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, two Creative Industries Interdisciplinary units, 12 discipline or specified units relating to the major and eight electives.

Why choose this course?

This course incorporates new media and cutting-edge approaches to devising, directing and designing live performance. It involves collaboration with fellow students, staff and community partners.

Other Course Options

The Bachelor of Creative Industries (Drama) is available as part of the following double degrees: IX34 Bachelor of Business/Bachelor of Creative Industries (Drama), and IX43 Bachelor of Creative Industries (Drama)/ Bachelor of Human Services.

This course is also available as a dual degree with Education. Applicants accepted into the dual degree will complete a four year program comprised of the three year Bachelor of Creative Industries (Drama) and the one year Graduate Diploma of Education (Senior Years).

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Semester 1, Year 2

KKB221	Approaching Interdisciplinarity
KTB206	The Creating Body
	Elective
	Elective

Semester 2, Year 2

KKB222	Interdisciplinarity in Practice
KTB207	Staging Australia
	Elective
	Elective

Semester 2, Year 3

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist
	Elective
	Elective

Semester 1, Year 3

KTB204	Understanding Performance
	Elective
	Elective
	Choose between KTB205 or KTB301
KTB205	Production 2: The Collaborative Artist
KTB301	Performing Self

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media

KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education

KDB225	Music Theatre Skills
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Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to

provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development

KIB104	Digital Media				Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
KIB214	Design for Interactive Media				
KIB216	Advanced Web Design		KWB108	Introduction To Literary Studies	
KIB230	Interface and Information Design		KWB109	Writing Australia	
KIB315	Contemporary Issues in Digital Media		KWB206	Youth and Children's Writing	
Journalism, Media and Communication			KWB207	Great Books: Creative Writing Classics	
	Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.		KWB208	Modern Times (Literature and Culture in the 20th Century)	
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.		KWB209	Shakespeare, Then and Now	
			KWB308	Wonderlands: Literature and Culture in the 19th Century	
			KWB309	Popular Fictions, Popular Culture	
			Marketing		
				Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	
			AMB200	Consumer Behaviour	
			AMB201	Marketing and Audience Research	
			AMB202	Integrated Marketing Communication	
KCB102	Media and Society: From Printing Press to Internet		AMB240	Marketing Planning and Management	
	OR		AMB335	E-Marketing Strategies	
KJB101	Digital Journalism		AMB340	Services Marketing	
KJB120	Newsriting		AMB341	Strategic Marketing	
KCB104	Media and Communications Industries		BSB126	Marketing	
KJB121	Journalistic Inquiry		Mathematics		
KCB103	Strategic Speech Communication			Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.	
KJB224	Feature Writing			Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)	
KJB239	Journalism Ethics and Issues		MAB100	Mathematical Sciences 1A	
KFB205	Fashion and Style Journalism		MAB101	Statistical Data Analysis 1	
	OR		MAB111	Mathematical Sciences 1B	
KJB280	International Journalism		MAB112	Mathematical Sciences 1C	
KCB301	Media Audiences		MAB210	Statistical Modelling 1	
KCB302	Political Communication		MAB311	Advanced Calculus	
KCB304	Managing Communication Resources		MAB312	Linear Algebra	
	OR		MAB314	Statistical Modelling 2	
KJB337	Public Affairs Reporting		Online Environments		
Literary Studies			INB104	Building IT Systems	
	Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.			Choose 3 of the following units (INB122 and INB210 cannot both be taken)	
			INB122	Organisational Databases	
			INB210	Databases	
			INB270	Programming	
			INB271	The Web	
			INB272	Interaction Design	

	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics

KWB313	Novel and Memoir	ITB751	Games Production
Dance Studies		KIB201	Concept Development for Game Design and Interactive Media
KDB105	Architecture of the Body	KIB202	Enabling Immersion
KDB106	Dance Analysis	German	
KDB110	Deconstructing Dance in History	HHB091	German 1
KDB204	Australian Dance	HHB092	German 2
KDB225	Music Theatre Skills	HHB093	German 3
Digital Media		HHB094	German 4
KIB101	Visual Communication	HHB095	German 5
KIB103	Introduction to Web Design and Development	HHB096	German 6
KCB201	New Media 1: Information and Knowledge	HHB097	German 7
KCB202	New Media 2: Applications and Implications	HHB098	German 8
KVB306	Video Art and Culture	Graphic Design	
Drama		KIB101	Visual Communication
KDB225	Music Theatre Skills	KIB335	Typography and Illustration
KTB103	Performing Skills 1: Character and Scene	KIB338	Print Media
KTB104	Performance Innovation	KVB204	Graphic Design
KTB106	Performing Skills 2: Style and Form	Indigenous Studies	
KTB204	Understanding Performance	EDB007	Culture Studies: Indigenous Education
KTB305	The Entrepreneurial Artist	HHB123	Indigenous Australian Culture Studies
Entrepreneurship		HHB210	Indigenous Australia: Country, Kin And Culture
AMB251	Innovation and Market Management	HHB255	Indigenous Politics And Political Culture
BSB115	Management People and Organisations	HHB276	Indigenous Knowledge: Research Ethics and Protocols
BSB126	Marketing	KKB004	Indigenous Creative Industries
MGB223	Entrepreneurship and Innovation	KWB307	Indigenous Writing
AMB240	Marketing Planning and Management	Indonesian	
MGB207	HR Issues and Strategy	HHB071	Indonesian 1
Fashion		HHB072	Indonesian 2
KFB103	Introduction to Fashion	HHB073	Indonesian 3
KFB106	Unspeakable Beauty: A History of Fashion and Style	HHB074	Indonesian 4
KFB206	Fashion and Modernity	HHB075	Indonesian 5
KFB207	Contemporary Fashion	HHB076	Indonesian 6
French		HHB077	Indonesian 7
HHB061	French 1	HHB078	Indonesian 8
HHB062	French 2	Information Technology	
HHB063	French 3	Choose 2 of the following units	
HHB064	French 4	INB101	Impact of IT
HHB065	French 5	INB102	Emerging Technologies
HHB066	French 6	INB104	Building IT Systems
HHB067	French 7	Choose 2 of the following units (INB122 or INB210 cannot both be taken)	
HHB068	French 8	INB122	Organisational Databases
Game Design		INB210	Databases
ITB750	Computer Game Studies	INB251	Networks

INB255	Security	KWB208	Modern Times (Literature and Culture in the 20th Century)
INB270	Programming	KWB209	Shakespeare, Then and Now
INB271	The Web	KWB308	Wonderlands: Literature and Culture in the 19th Century
INB272	Interaction Design		
Integrated Marketing Communication		Management	
AMB202	Integrated Marketing Communication	BSB115	Management, People and Organisations
AMB220	Advertising Theory and Practice	MGB210	Production and Service Management
AMB263	Public Relations Theory and Practice	MGB220	Management Research Organisations
BSB126	Marketing	MGB222	Managing Organisations
AMB261	Media Relations and Publicity	MGB309	Strategic Management
AMB208	Events Marketing	MGB334	Managing in a Changing Environment
Interactive and Visual Design		Marketing	
KIB101	Visual Communication	AMB200	Consumer Behaviour
KIB102	Visual Interactions	AMB201	Marketing and Audience Research
KIB103	Introduction to Web Design and Development	AMB240	Marketing Planning and Management
KIB104	Digital Media	BSB126	Marketing
International Business		AMB335	E-Marketing Strategies
BSB119	International and Electronic Business	Mathematics	
IBB205	Cross-Cultural Communication and Negotiation	MAB100	Mathematical Sciences 1A
IBB210	Export Management	MAB111	Mathematical Sciences 1B
IBB303	International Logistics	MAB112	Mathematical Sciences 1C
Japanese		MAB210	Statistical Modelling 1
HHB081	Japanese 1	MAB311	Advanced Calculus
HHB082	Japanese 2	Modern and Popular Literature and Culture	
HHB083	Japanese 3	KWB108	Introduction To Literary Studies
HHB084	Japanese 4	KWB109	Writing Australia
HHB085	Japanese 5	KWB206	Youth and Children's Writing
HHB086	Japanese 6	KWB208	Modern Times (Literature and Culture in the 20th Century)
HHB087	Japanese 7	KWB308	Wonderlands: Literature and Culture in the 19th Century
HHB088	Japanese 8	KWB309	Popular Fictions, Popular Culture
Journalism		Music Studies	
KJB101	Digital Journalism	KDB225	Music Theatre Skills
KJB120	Newswriting	KMB002	Music and Spirituality
KJB121	Journalistic Inquiry	KMB003	Sex Drugs Rock 'n' roll
KJB224	Feature Writing	KMB004	World Music
Lighting Design		KMB107	Sound, Image, Text
PCN121	Vision Colour and Photometry	Performance Events and Festivals	
PCN122	Lighting Design	KTB101	20th Century Performance
PCN123	Sustainability and Human Factors	KTB207	Staging Australia
PCN124	Lamps and Luminaires	KTB210	Creative Industries Management
Literature		KTB211	Creative Industries Events and Festivals
KWB109	Writing Australia	KTB306	Directing for Performance Events and Festivals
KWB206	Youth and Children's Writing		
KWB207	Great Books: Creative Writing Classics		

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the

compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Actor, Drama Teacher, Stage Manager, Theatre Lighting, Theatre Professionals.

Bachelor of Creative Industries (Media & Communication) (KK33)

Year offered: 2009

Admissions: No

CRICOS code: 056186M

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,818 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February; July

QTAC code: 421132

Past rank cut-off: 76

Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Discipline coordinator: Professor Alan Knight

Campus: Kelvin Grove

Career Outcomes

Graduates can work as advertising professionals, communication officers, media and cultural policy developers for government and community organisations, information officers, Internet professionals, media buyers and planners, marketers, teachers and researchers, and print and online publishing professionals.

Overview

This course provides both practical skills and contextual understanding of the rapidly growing media and communication industries. You will be prepared for employment in fields that are being transformed by digital media development, globalisation and convergence. You will gain knowledge in local and international media industries, media audiences, consumer cultures, professional communication, new media technologies and online communications.

You will also acquire media production skills in print and online media formats and you can complement your media and communications studies with a sub-major or minor study sequence from other areas across the Faculty. These include communication design, television or writing for electronic media in various formats, including creative writing or journalism.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, two Creative Industries Interdisciplinary units, 12 discipline or specified units relating to the major, and eight electives.

Why choose this course?

This course covers mass, niche and new media. Authentic learning opportunities such as industry placements and projects complement theoretical course content and give you the opportunity to apply what you learn. Students have completed placements with organisations such as Online Opinion, Starcom Communications, Harper Collins, Hoodlum Entertainment, Australian Communications and Media Authority and The Seven Network.

Other Course Options

The Bachelor of Creative Industries (Media and Communication) is also available as part of double degrees: IX34 Bachelor of Business/Bachelor of Creative Industries (Media and Communication), IF10 Bachelor of Creative Industries (Media and Communication)/Bachelor of Laws, and IX50 Bachelor of Creative Industries (Media and Communication)/Bachelor of Health Science.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Full time course structure

Semester 1, Year 1

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KKB102	Creative Industries: Making Connections
	Elective

Semester 1, Year 2

KCB201	New Media 1: Information and Knowledge
KKB221	Approaching Interdisciplinarity
	Elective
	Elective

Semester 2, Year 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KKB222	Interdisciplinarity in Practice
	Elective

Semester 1, Year 3

KCB301	Media Audiences
KCB302	Political Communication
	Choose one from the following two units:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
	Elective

Semester 2, Year 3

KCB303	Applied Media Communication
	Choose one from the following three units:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
	Elective
	Elective

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio

BSB126 Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
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KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1

KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management

KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newsriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism
	OR
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources
	OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced

skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases

INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
Choose 4 of the following INB 300-level units	
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning

BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier	
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
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KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7

HHB068	French 8
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Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or

	INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia

KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
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KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Academic, Advertising Professional, Educator, Government Officer, Information Officer, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Teacher, Web Designer.

Bachelor of Creative Industries (Television) (KK33)

Year offered: 2009

Admissions: No

CRICOS code: 056186M

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,818 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February; July

QTAC code: 421302

Past rank cut-off: 76

Past OP cut-off: 12

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Discipline coordinator: Jeanette McGown

Campus: Kelvin Grove

Overview

Television is one of the most powerful media the world has known. This unique industry-oriented course will train you for the âidesas jobsâ in televisionâsuch as producing, researching and writing. You will learn how the television industry works, how programs get commissioned, and how they are actually made.

You will study with experienced senior industry professionals as well as internationally respected television scholars. Areas of study include scriptwriting, producing, distribution, television commercials and format, audience research and the social impact of television. You will also have the opportunity to work on production projects.

Career Outcomes

Graduates can work in television as researchers, writers or in production, in a career track that leads to working as producers, script editors, script producers, programmers and schedulers.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, two Creative Industries Interdisciplinary units, 12 discipline or specified units relating to the major and eight electives.

Why choose this course?

This professional course will give you a strong applied-industry focus and offers flexibility, allowing you to find your niche within the television industry.

Other Course Options

The Bachelor of Creative Industries (Television) is also available as part of a double degree with Business - IX34

Bachelor of Business/Bachelor of Creative Industries (Television).

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are available in this course.

Find out more on Dfee.

Additional costs

You may be required to cover the costs of recording materials, video hire, production travel expenses and associated film and video production costs.

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KPB101	Foundations of Film and Television Production
KPB106	Australian Television
KWB102	Media Writing

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
	Elective

Semester 1, Year 2

KCB301	Media Audiences
KKB221	Approaching Interdisciplinarity
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KWB105	Film and Television Scriptwriting

Semester 2, Year 2

KKB175	Creative Industries Legal Issues
KKB222	Interdisciplinarity in Practice
	Elective
	Elective

Semester 1, Year 3

KPB302	Project Development and Script Editing for Television
KPB303	Critical Thinking About Television
	Elective
	Elective

Semester 2, Year 3

KPB304	Television Practice
	Elective
	Elective
	Elective

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design

KVB106 Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative

and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites,

multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills

	particularly in the marketing and management areas.		knowledge required as a prerequisite to undertaking this co-major.
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	KPB101	Foundations of Film and Television Production
		KPB102	Film History
AMB230	Digital Promotions	KPB104	Film and Television Production Resource Management
AMB240	Marketing Planning and Management	KPB105	Narrative Production
AMB251	Innovation and Brand Management	KPB106	Australian Television
BSB115	Management, People and Organisations	KPB107	Television's Greatest Hits
BSB126	Marketing	KPB108	Media Text Analysis
EFB210	Finance 1	KPB202	Film and Television Business Skills: Entrepreneurship and Investment
IBB213	International Marketing	KPB203	Australian Film
MGB207	Human Resource Issues and Strategy	KPB205	Documentary Theory and Practice
MGB216	Managing Technology, Innovation and Knowledge	KPB206	International Cinema
MGB324	Managing Business Growth	KPB303	Critical Thinking About Television
MGB222	Managing Organisations		
MGB223	Entrepreneurship and Innovation		
MGB335	Project Management		
Fashion		Game Design	
	Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.	INB180	Computer Games Studies
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	INB181	Games Production
KCB203	Consumer Cultures	INB280	Games Design
KFB103	Introduction to Fashion	INB272	Interaction Design
KFB106	Unspeakable Beauty: A History of Fashion and Style	INB104	Building IT Systems
KFB107	Drawing For Fashion	INB281	Advanced Games Design
KFB205	Fashion and Style Journalism	KIB101	Visual Communication
KFB206	Fashion and Modernity	KIB102	Visual Interactions
KFB207	Contemporary Fashion		
KFB208	Fashion Portfolio		
KFB209	Ragtrade: Wholesaling Fashion		
KFB304	Fashion, Law and the Real World		
KVB213	Graphic Investigation		
Film, Television and Screen		Integrated Marketing Communication	
	Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.		Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
	Assumed Knowledge: There is no specific prior	AMB202	Integrated Marketing Communication
		AMB208	Events Marketing
		AMB220	Advertising Theory and Practice
		AMB230	Digital Promotions
		AMB240	Marketing Planning and Management
		AMB260	Public Relations Theory and Practice
		AMB261	Media Relations and Publicity
		AMB331	Direct Marketing
		AMB350	Sales and Customer Relationship Management
		BSB126	Marketing
		Interactive and Visual Design	
		KIB101	Visual Communication
		KIB102	Visual Interactions
		KIB103	Introduction to Web Design and Development
		KIB104	Digital Media
		KIB214	Design for Interactive Media
		KIB216	Advanced Web Design
		KIB230	Interface and Information Design
		KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102 Media and Society: From Printing Press to Internet

OR

KJB101 Digital Journalism

KJB120 Newswriting

KCB104 Media and Communications Industries

KJB121 Journalistic Inquiry

KCB103 Strategic Speech Communication

KJB224 Feature Writing

KJB239 Journalism Ethics and Issues

KFB205 Fashion and Style Journalism

OR

KJB280 International Journalism

KCB301 Media Audiences

KCB302 Political Communication

KCB304 Managing Communication Resources

OR

KJB337 Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108 Introduction To Literary Studies

KWB109 Writing Australia

KWB206 Youth and Children's Writing

KWB207 Great Books: Creative Writing Classics

KWB208 Modern Times (Literature and Culture in the 20th Century)

KWB209 Shakespeare, Then and Now

KWB308 Wonderlands: Literature and Culture in the 19th Century

KWB309 Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200 Consumer Behaviour

AMB201 Marketing and Audience Research

AMB202 Integrated Marketing Communication

AMB240 Marketing Planning and Management

AMB335 E-Marketing Strategies

AMB340 Services Marketing

AMB341 Strategic Marketing

BSB126 Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100 Mathematical Sciences 1A

MAB101 Statistical Data Analysis 1

MAB111 Mathematical Sciences 1B

MAB112 Mathematical Sciences 1C

MAB210 Statistical Modelling 1

MAB311 Advanced Calculus

MAB312 Linear Algebra

MAB314 Statistical Modelling 2

Online Environments

INB104 Building IT Systems

Choose 3 of the following units (INB122 and INB210 cannot both be taken)

INB122 Organisational Databases

INB210 Databases

INB270 Programming

INB271 The Web

INB272 Interaction Design

Choose 4 of the following INB 300-level units

INB313 Electronic Commerce Site Development

INB322 Information Systems Consulting

INB340 Database Design

INB345 Devices in the Wild

INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

	*This minor is available to students who commenced 2008 or earlier
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History

KDB204	Australian Dance
KDB225	Music Theatre Skills
Digital Media	
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture
Drama	
KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist
Entrepreneurship	
AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy
Fashion	
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
French	
HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8
Game Design	
ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion
German	

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design	
KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies	
EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian	
HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology	
	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

KWB303 Writing and Publishing Industry

Screen Studies

KPB102 Film History (recommended)
KPB103 Film Genres (recommended)
KPB203 Australian Film
KPB205 Documentary Theory and Practice
KPB206 International Cinema

Public Relations

AMB263 Public Relations Theory and Practice
AMB261 Media Relations and Publicity
AMB262 Public Relations Writing
BSB126 Marketing
AMB360 Corporate Communication Management
AMB370 Public Relations Cases

Sound Studies

KMB104 Music and Sound Skills
KMB105 Music and Sound Technology
KMB106 Music and Sound for Multimedia
KMB108 Sound Recording and Acoustics

Television

KPB104 Film and Television Production Resource Management
KPB106 Australian Television
KPB107 Television's Greatest Hits
KPB202 Film and Television Business Skills: Entrepreneurship and Investment
KPB303 Critical Thinking About Television

Visual Arts Practice

KVB110 2D Media and Processes
KVB111 3D Media and Processes
KVB200 Exhibition and Display in the Visual Arts
KVB213 Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to

sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207 Film and Television Scriptwriting
KWB101 Introduction to Creative Writing
KWB102 Media Writing
KWB103 Persuasive Writing
KWB104 Creative Writing: The Short Story
KWB107 Creative Non-Fiction
KWB207 Great Books: Creative Writing Classics
KWB208 Modern Times (Literature and Culture in the 20th Century)
KWB209 Shakespeare, Then and Now
KWB308 Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105 Architecture of the Body
KDB108 World Dance
KDB110 Deconstructing Dance in History

Fashion

KFB103 Introduction to Fashion
KFB107 Drawing For Fashion
KFB206 Fashion and Modernity
KFB208 Fashion Portfolio
KFB209 Ragtrade: Wholesaling Fashion

Film & Television

KPB102 Film History
KPB106 Australian Television
KPB202 Film and Television Business Skills: Entrepreneurship and Investment
KPB203 Australian Film
KPB303 Critical Thinking About Television

Interactive and Visual Design

KIB101 Visual Communication
KIB105 Animation and Motion Graphics
KIB201 Concept Development for Game Design and Interactive Media

Journalism

KJB101 Digital Journalism
KJB120 Newswriting
KJB121 Journalistic Inquiry

KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries

KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Actor, Advertising Professional, Film Composer, Film/Television Producer, Media Industry Specialist, Multimedia Designer, Post-production specialist, Publishing Professional, Technical Officer.

Bachelor of Creative Industries (Visual Arts) (KK33)

Year offered: 2009

Admissions: No

CRICOS code: 056186M

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,818 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February; July

QTAC code: 421712

Past rank cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Discipline coordinator: Mr Mark Webb

Campus: Kelvin Grove

Additional Entry Requirements

Applicants will be selected on the basis of their portfolio and previous academic achievement. In addition to the **admission application**, applicants must also **apply online** to Creative Industries Faculty, QUT.

The final date to lodge the portfolio and additional materials with QUT is 19 October 2007. A \$33 service fee applies (which can be paid online); applicants applying for more than one Visual Arts course are required to pay only one service fee of \$33.

OP Guarantee

The OP Guarantee does not apply to this course.

Course Structure

In order to complete the course, students must undertake four Creative Industries Core Units, 12 discipline or specified units relating to the chosen major and eight electives.

General

This three-year professional course prepares students to work in Visual Arts in a range of vocational applications. In addition to 12 units of Visual Arts study students may take a further eight units in a complementary creative industries discipline focused on a professional outcome such as creative writing, journalism, arts management, communication design, or studies from other faculties. Subjects covered include creative industries core units, interdisciplinary studio art practice, art theory, visual arts of

Asia, Australian Indigenous Art plus a choice of elective units in Painting, Sculpture, Ceramics, Printmaking, Drawing, Photography and Electronic Media.

Career Opportunities

Graduates work as professional visualisation practitioners in a number of fields including creative directors, visual consultants, photomedia artists in public and community arts, as visual designers, cartoonists, illustrators, curators, gallery and museum assistants and small business providers.

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

International Entry Requirements

Applications and portfolios for international students are accepted throughout the year. Please refer to the Creative Industries international entry requirements for further information <http://www.creativeindustries.qut.edu.au/courses/future-student/international/how-to-apply.jsp>

IMPORTANT NOTICE

The Bachelor of Creative Industries (Visual Arts) single degree will not be having an intake after 2007. The Bachelor of Fine Arts (Visual Arts) is still available. Continuing students should refer to their Course Summary Sheet for enrolment information.

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KVB100	Research and Creativity in the Visual Arts
KVB102	Modernism
KVB110	2D Media and Processes

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KVB104	Photomedia and Artistic Practice
KVB111	3D Media and Processes
	Elective

Semester 1, Year 2

	Creative Industries Core Unit
KVB200	Exhibition and Display in the Visual Arts

KVB202 Visual Imaging - Process and Theory
Elective

Semester 2, Year 2

Creative Industries Core Unit

KVB103 Australian Art

KVB211 Post 1945 Art

Elective

Semester 1, Year 3

KVB304 Contemporary Art Issues

OR null

KVB212 Australian Art, Architecture and Design

Elective

Elective

Elective

Semester 2, Year 3

KVB307 Theories of Spatial Culture

OR null

KVB108 Contemporary Asian Visual Culture

KVB306 Video Art and Culture

Elective

Elective

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200 Consumer Behaviour

AMB220 Advertising Theory and Practice

AMB221 Advertising Copywriting

AMB319 Media Planning

AMB320 Advertising Management

AMB339 Advertising Campaigns

AMB330 Advertising Planning Portfolio

BSB126 Marketing

Animation

KIB105 Animation and Motion Graphics

KIB108 Animation History and Practices

KIB203 Introduction to 3D Computer Graphics

KIB225 Character Development, Conceptual Design and Animation Layout

KIB316 Virtual Environments

KIB325 Real-Time 3D Computer Graphics

KVB105 Drawing for Design

KVB106 Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325 Architecture in the 20th Century

DAB420 Architecture, Culture and Space

DEB102 Introducing Design History

KVB102 Modernism

KVB103 Australian Art

KVB108 Contemporary Asian Visual Culture

KVB211 Post 1945 Art

KVB212 Australian Art, Architecture and Design

KVB304 Contemporary Art Issues

KVB306 Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis

KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia

KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102 Media and Society: From Printing Press to Internet

OR

KJB101 Digital Journalism

KJB120 Newswriting

KCB104 Media and Communications Industries

KJB121 Journalistic Inquiry

KCB103 Strategic Speech Communication

KJB224 Feature Writing

KJB239 Journalism Ethics and Issues

KFB205 Fashion and Style Journalism

OR

KJB280 International Journalism

KCB301 Media Audiences

KCB302 Political Communication

KCB304 Managing Communication Resources

OR

KJB337 Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to

nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
Choose 3 of the following units (INB122 and INB210 cannot both be taken)	

INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
Choose 4 of the following INB 300-level units	
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting

AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier	
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6

HHB067	French 7
HHB068	French 8

Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems

Choose 2 of the following units (INB122 or INB210 cannot both be taken)

INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	News writing
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
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KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

- * you must obey any elective rules as set out in your course requirements
- * you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.
- * you must have successfully completed any pre/co-requisite units applicable
- * the offering of elective units is subject to sufficient student enrolment numbers and staff availability
- * some units are subject to quota restrictions
- * KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation

KVB304	Contemporary Art Issues
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Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry

KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture

KVB307	Theories of Spatial Culture
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Potential Careers:

Art Project Manager, Artist, Arts Administrator, Curator, Media Industry Specialist, Multimedia Designer, Visual Artist, Web Designer.

Bachelor of Creative Industries (Drama)/Graduate Diploma in Education (Senior Years) (KK33/ED38)

Year offered: 2009

Admissions: No

Course duration (full-time): 4 years (3 years BCI + 1 year GDipEd)

Domestic fees (indicative): 2009: CSP \$2,818 (indicative) per semester

Domestic Entry: February

QTAC code: 429172

Past rank cut-off: 80

Past OP cut-off: 11

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288+96

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies ugenq.ci@qut.edu.au (Creative Industries)

Discipline coordinator: Dr Sandra Gattenhof

Campus: Kelvin Grove

Overview

The Creative Industries Faculty has an enviable reputation as a leading provider in Queensland of outstanding teacher practitioners in the visual and performing arts.

In partnership with the Faculty of Education, the Faculty offers four-year degree programs in Dance, Drama, Music or Visual Arts that qualify graduates for registration as teachers and for employment in allied areas.

OP Guarantee

The OP Guarantee does not apply to this course.

Working With Children Check

Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card. to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card. immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at bluecard.qut.com.

Career Opportunities

This four-year dual degree qualifies graduates for registration as secondary teachers in Queensland and for employment in education and related Creative Industries fields.

Course Design

This dual degree is structured to enable you to spend your first three years immersed in Drama and then, once completed, proceed seamlessly into 12 months of specialised teacher training in your fourth year.

You will sample life as an educator prior to commencing the fourth year with foundation units in education studies which will include practical school-based field experience.

You will also have the opportunity to choose minor studies in one other discipline during your first three years which will give you the advantage of being able to undertake study in a second teaching area and increase your teaching options. There are a large number of available second teaching areas which include dance, English, languages, mathematics, music, visual arts, business, social sciences and science education.

Why choose this course?

The Creative Industries Faculty and its partner the Faculty of Education have an enviable reputation, developed over almost 50 years, as the leading provider in Queensland of outstanding teacher practitioners in the visual and performing arts. This course, introduced for the first time in 2008, combines in-depth training in creative industries and education.

Professional Recognition

Graduates are eligible for registration as teachers in Queensland. Graduates looking for teaching employment in other parts of Australia and overseas may be required to meet additional conditions.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, portfolios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (ie failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc) and who have been invited and accepted to continue as a

fee-paying student.

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Semester 1, Year 2

KKB221	Approaching Interdisciplinarity
KTB206	The Creating Body
SELECT:	Second Teaching Area unit OR Elective
SELECT:	Second Teaching Area unit OR Elective

Semester 2, Year 2

EDB036	Introduction to Education
KKB222	Interdisciplinarity in Practice
KTB207	Staging Australia
SELECT:	Second Teaching Area unit OR Elective

Year 2, SUM-2 Semester (Jan - Feb)

EDB037	Introduction to Educational Sites
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Semester 1, Year 3

KTB204	Understanding Performance
	Choose between a Second Teaching Area unit (recommended) or an Elective or a Curriculum Studies unit:
	Second Teaching Area unit
	Elective
	Curriculum Studies unit
	Choose between KTB205 or KTB301:
KTB205	Production 2: The Collaborative Artist
KTB301	Performing Self

Semester 2, Year 3

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist
	Choose SPB012 or an elective:
SPB012	Classroom and Behaviour Management
	Elective
SELECT:	Second Teaching Area unit OR Elective

Year 4, Semester 1 and Semester 2

Students who were accepted into the four year program (QTAC code: 429172) will automatically be transferred to their fourth year of study in ED38 Graduate Diploma of Education (Senior Years) upon successful completion of their first three years of study. Please refer to the ED38 Course Summary Sheet for enrolment information.

Course structure - Senior Years

Year 1, Semester 1

EDP415	Engaging Diverse Learners
EDP441	Senior Years Field Studies 1: Engaging Diverse Learners
	Curriculum Studies 1
	Curriculum Studies Elective
	Designated Unit: EDP441

Year 1, Semester 2

EDP416	The Professional Practice of Educators
EDP442	Senior Years Field Studies 2: The Professional Practice of Educators
	Curriculum Studies 2
	Curriculum Studies 3
	Designated Unit: EDP442

Curriculum Studies 1

CLP402	Business Education Curriculum Studies 1
CLP408	English Education Curriculum Studies 1
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
KDP201	Dance Curriculum Studies 1
KMP201	Music (Secondary) Curriculum Studies 1
KTP201	Drama Curriculum Studies 1
KVP301	Visual Arts Curriculum Studies 1
MDP456	Mathematics Education Curriculum Studies 1
MDP459	Science Education Curriculum Studies 1
CLP422	Film and Media Education Curriculum Studies 1

Curriculum Studies 2

CLP403	Business Education Curriculum Studies 2 (Business Communication and Technology)
CLP404	Business Education Curriculum Studies 2 (Accounting and Business Management)
CLP406	Legal Studies Education Curriculum Studies
CLP409	English Education Curriculum Studies 2
CLP412	Languages Education Curriculum Studies 2
CLP415	Social Education Curriculum Studies 2 (Geography)
CLP416	Social Education Curriculum Studies 2 (History)
CLP417	Social Education Curriculum Studies 2 (Senior Social Science)

MDP455	Business Education Curriculum Studies 2 (ICT)
MDP457	Mathematics Education Curriculum Studies 2
MDP462	Biology Curriculum Studies 2
MDP460	Science Education Curriculum Studies 2
MDP463	Chemistry Curriculum Studies 2
MDP464	Earth Science Curriculum Studies 2
MDP465	Physics Curriculum Studies 2
CLP423	Film and Media Education Curriculum Studies 2
MDP462	Biology Curriculum Studies 2
MDP463	Chemistry Curriculum Studies 2
MDP464	Earth Science Curriculum Studies 2
MDP465	Physics Curriculum Studies 2
KTP202	Drama Curriculum Studies 2
KDP202	Dance Curriculum Studies 2
KMP202	Music (Secondary) Curriculum Studies 2
KVP302	Visual Arts Curriculum Studies 2

Curriculum Studies 3

CLP407	Business Education Curriculum Studies 3
CLP410	English Education Curriculum Studies 3
CLP413	Languages Education Curriculum Studies 3
CLP418	Social Education Curriculum Studies 3
MDP458	Mathematics Education Curriculum Studies 3
CLP424	Film and Media Education Curriculum Studies 3
MDP461	Science Education Curriculum Studies 3
KTP203	Drama Curriculum Studies 3
KDP203	Dance Curriculum Studies 3
KMP203	Music (Secondary) Curriculum Studies 3
KVP303	Visual Arts Curriculum Studies 3

Curriculum Electives

CLP419	Social Education Curriculum - Senior History
CLP400	Middle Years: Multiliteracies
CLP401	Middle Years: Transdisciplinary Arts and SOSE
MDP452	Middle Years: Mathematical Understandings
MDP453	Middle Years: Transdisciplinary Science and Technology
SPP400	Classroom and Behaviour Management
SPP401	Classroom Assessment Practices

Second Teaching Area Units

Dance (48 credit points)

Please note: An audition is required in orientation week. Please contact dance@qut.edu.au for further information.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1

KDB108	World Dance
KDB109	Funk, Tap and all that Jazz

Drama (48 credit points)

KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB209	Applied Performance

English (48 credit points)

	Required Unit
CLB320	Studies In Language
	Up to 12 credit points from Introductory Level Units:
KCB102	Media and Society: From Printing Press to Internet
KWB108	Introduction To Literary Studies
	No less than 24 credit points from Advanced Level Units
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB309	Popular Fictions, Popular Culture
KWB209	Shakespeare, Then and Now

Film and Media (48 credit points)

	Required Units
KPB101	Foundations of Film and Television Production
KPB108	Media Text Analysis
	No less than 24 credit points from:
KPB102	Film History
KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB203	Australian Film
KPB205	Documentary Theory and Practice

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
HHB127	Environment And Society
HHB107	World Regions

HHB251	Australian Resource Management
	No less than 24 credit points from Advanced Units
HHB250	Australian Geographical Studies
HHB228	Environmental Hazards
HHB229	Windows On Japan
HHB269	Ethics, Technology And The Environment
HHB244	Southeast Asia In Focus

History (48 credit points)

	null
	Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World. Students should check with QUT Carseldine Faculty on availability of units.
	Up to 24 credit points from Introductory Units
HHB121	Interpreting The Past
HHB122	Colonialism And Independence In Asia Pacific
	No less than 24 credit points from Advanced Units
HHB238	Asian Cultures And Societies
HHB245	Australia And The South Pacific
HHB315	Sex And Drugs In South-East Asia
HHB248	The USA and The Asia Pacific Region
HHB259	War And Revolution In Europe 1914-1945
HHB246	Modern China
HHB237	Brisbane in the Twentieth Century
HHB253	Conspiracy And Dissent In Australian History
HHB257	The Classical World
HHB258	Foundations of Modern Europe
HHB260	Nations And Nationalism In Modern Europe
HHB261	Medieval Europe
HHB109	Australian Historical Studies
HHB239	Korean Culture And Societies

Languages other than English

	Indonesian
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
	Japanese
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
	French
HHB063	French 3
HHB064	French 4

HHB065	French 5
HHB066	French 6
	German
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6

Music (48 credit points)

	Please note: An audition is required in orientation week. Please contact music@qut.edu.au for further information.
KMB105	Music and Sound Technology
KMB130	Core Musicianship 1
KMB131	Core Musicianship 2
	Select either KMB002 or KMB003
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll

Visual Arts (48 credit points)

	Please note: A folio is required in orientation week. Please contact artdesign@qut.edu.au for further information.
KVB104	Photomedia and Artistic Practice
KVB110	2D Media and Processes
KVB111	3D Media and Processes
	Select either KVB102 or KVB211
KVB102	Modernism
KVB211	Post 1945 Art

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

- * you must obey any elective rules as set out in your course requirements
- * you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.
- * you must have successfully completed any pre/co-requisite units applicable
- * the offering of elective units is subject to sufficient student enrolment numbers and staff availability
- * some units are subject to quota restrictions
- * KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication

KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology

KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Actor, Arts Administrator, Drama Teacher, Educator, Higher Education Worker, Secondary School Teacher, Teacher, Theatre Professionals.

Bachelor of Fine Arts (Animation) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421012

Past rank cut-off: In 2009 this course required additional entry requirements. In 2010 entry to this course will depend solely on OP/Rank

Past OP cut-off: In 2009 this course required additional entry requirements. In 2010 entry to this course will depend solely on OP/Rank

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Gavin Sade

Campus: Kelvin Grove

Additional Entry Requirements

Applicants are selected on the basis of their portfolio and previous academic achievement. The due date to lodge a portfolio and additional materials to QUT was 17 October 2008. Late submissions will not be accepted. In addition to the

admission application, applicants must also **apply online** to Creative Industries Faculty, QUT.

Closing dates for prospective international students are different to those listed above. Please refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

OP Guarantee

The OP Guarantee does not apply to this course.

Overview

This project-based course is designed to meet the technical, creative and conceptual development needs of the animation and 3D computer graphics industry. You will work within a studio environment learning how an animation studio is run, the various roles undertaken in a studio, and the flow of a production from pitch to delivery. Through exercising production roles, you will develop core work and communication skills, demonstrating these through exploration of form and character, design and development, and iteration through critique while following industry standards of presentation of design ideas in pitch, play and preproduction.

You will learn creative and technical skills within a contextual framework, which allows you to build your career in digital product and new media strategy.

Career Outcomes

Graduates can work in visual effects, direction or animation for film, television, advertising, or real-time games; visualisation for architecture, medicine and training simulation.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 18 discipline or specified units relating to the chosen major and a minimum of four electives.

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Full time course structure

Semester 1, Year 1

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KKB101	Creative Industries: People and Practices
KVB105	Drawing for Design

Semester 2, Year 1

KIB102	Visual Interactions
KIB108	Animation History and Practices
KKB102	Creative Industries: Making Connections
KVB106	Drawing for Animation

Semester 1, Year 2

KIB203	Introduction to 3D Computer Graphics
KIB220	Animation Production
SELECT:	Complementary Studies Option
SELECT:	Complementary Studies Option

Semester 2, Year 2

KIB221	Animation: Cg Toolkit
KIB225	Character Development, Conceptual Design and Animation Layout
SELECT:	Complementary Studies Option
SELECT:	Complementary Studies Option

Semester 1, Year 3

KIB320	Advanced Concepts in Computer Animation 1
KIB325	Real-Time 3D Computer Graphics
SELECT:	Complementary Studies Option
SELECT:	Complementary Studies Option

Semester 2, Year 3

KIB316	Virtual Environments
KIB321	Advanced Concepts in Computer Animation 2
SELECT:	Complementary Studies Option
SELECT:	Complementary Studies Option

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough

grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as

allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management

	areas.		undertaking this co-major.
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	KPB101	Foundations of Film and Television Production
AMB230	Digital Promotions	KPB102	Film History
AMB240	Marketing Planning and Management	KPB104	Film and Television Production Resource Management
AMB251	Innovation and Brand Management	KPB105	Narrative Production
BSB115	Management, People and Organisations	KPB106	Australian Television
BSB126	Marketing	KPB107	Television's Greatest Hits
EFB210	Finance 1	KPB108	Media Text Analysis
IBB213	International Marketing	KPB202	Film and Television Business Skills: Entrepreneurship and Investment
MGB207	Human Resource Issues and Strategy	KPB203	Australian Film
MGB216	Managing Technology, Innovation and Knowledge	KPB205	Documentary Theory and Practice
MGB324	Managing Business Growth	KPB206	International Cinema
MGB222	Managing Organisations	KPB303	Critical Thinking About Television
MGB223	Entrepreneurship and Innovation		
MGB335	Project Management		
Fashion		Game Design	
	Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.	INB180	Computer Games Studies
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	INB181	Games Production
KCB203	Consumer Cultures	INB280	Games Design
KFB103	Introduction to Fashion	INB272	Interaction Design
KFB106	Unspeakable Beauty: A History of Fashion and Style	INB104	Building IT Systems
KFB107	Drawing For Fashion	INB281	Advanced Games Design
KFB205	Fashion and Style Journalism	KIB101	Visual Communication
KFB206	Fashion and Modernity	KIB102	Visual Interactions
KFB207	Contemporary Fashion		
KFB208	Fashion Portfolio		
KFB209	Ragtrade: Wholesaling Fashion		
KFB304	Fashion, Law and the Real World		
KVB213	Graphic Investigation		
Film, Television and Screen		Integrated Marketing Communication	
	Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.		Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to	AMB202	Integrated Marketing Communication
		AMB208	Events Marketing
		AMB220	Advertising Theory and Practice
		AMB230	Digital Promotions
		AMB240	Marketing Planning and Management
		AMB260	Public Relations Theory and Practice
		AMB261	Media Relations and Publicity
		AMB331	Direct Marketing
		AMB350	Sales and Customer Relationship Management
		BSB126	Marketing
		Interactive and Visual Design	
		KIB101	Visual Communication
		KIB102	Visual Interactions
		KIB103	Introduction to Web Design and Development
		KIB104	Digital Media
		KIB214	Design for Interactive Media
		KIB216	Advanced Web Design
		KIB230	Interface and Information Design
		KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- KCB102 Media and Society: From Printing Press to Internet
OR
KJB101 Digital Journalism
KJB120 Newswriting
KCB104 Media and Communications Industries
KJB121 Journalistic Inquiry
KCB103 Strategic Speech Communication
KJB224 Feature Writing
KJB239 Journalism Ethics and Issues
KFB205 Fashion and Style Journalism
OR
KJB280 International Journalism
KCB301 Media Audiences
KCB302 Political Communication
KCB304 Managing Communication Resources
OR
KJB337 Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- KWB108 Introduction To Literary Studies
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB207 Great Books: Creative Writing Classics

- KWB208 Modern Times (Literature and Culture in the 20th Century)
KWB209 Shakespeare, Then and Now
KWB308 Wonderlands: Literature and Culture in the 19th Century
KWB309 Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research
AMB202 Integrated Marketing Communication
AMB240 Marketing Planning and Management
AMB335 E-Marketing Strategies
AMB340 Services Marketing
AMB341 Strategic Marketing
BSB126 Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

- MAB100 Mathematical Sciences 1A
MAB101 Statistical Data Analysis 1
MAB111 Mathematical Sciences 1B
MAB112 Mathematical Sciences 1C
MAB210 Statistical Modelling 1
MAB311 Advanced Calculus
MAB312 Linear Algebra
MAB314 Statistical Modelling 2

Online Environments

- INB104 Building IT Systems
Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122 Organisational Databases
INB210 Databases
INB270 Programming
INB271 The Web
INB272 Interaction Design
Choose 4 of the following INB 300-level units
INB313 Electronic Commerce Site Development
INB322 Information Systems Consulting
INB340 Database Design
INB345 Devices in the Wild
INB346 Web 2.0

INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
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KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

	*This minor is available to students who commenced 2008 or earlier
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

KDB225 Music Theatre Skills

Digital Media

KIB101 Visual Communication

KIB103 Introduction to Web Design and Development

KCB201 New Media 1: Information and Knowledge

KCB202 New Media 2: Applications and Implications

KVB306 Video Art and Culture

Drama

KDB225 Music Theatre Skills

KTB103 Performing Skills 1: Character and Scene

KTB104 Performance Innovation

KTB106 Performing Skills 2: Style and Form

KTB204 Understanding Performance

KTB305 The Entrepreneurial Artist

Entrepreneurship

AMB251 Innovation and Market Management

BSB115 Management People and Organisations

BSB126 Marketing

MGB223 Entrepreneurship and Innovation

AMB240 Marketing Planning and Management

MGB207 HR Issues and Strategy

Fashion

KFB103 Introduction to Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB206 Fashion and Modernity

KFB207 Contemporary Fashion

French

HHB061 French 1

HHB062 French 2

HHB063 French 3

HHB064 French 4

HHB065 French 5

HHB066 French 6

HHB067 French 7

HHB068 French 8

Game Design

ITB750 Computer Game Studies

ITB751 Games Production

KIB201 Concept Development for Game Design and Interactive Media

KIB202 Enabling Immersion

German

HHB091 German 1

HHB092 German 2

HHB093 German 3

HHB094 German 4

HHB095 German 5

HHB096 German 6

HHB097 German 7

HHB098 German 8

Graphic Design

KIB101 Visual Communication

KIB335 Typography and Illustration

KIB338 Print Media

KVB204 Graphic Design

Indigenous Studies

EDB007 Culture Studies: Indigenous Education

HHB123 Indigenous Australian Culture Studies

HHB210 Indigenous Australia: Country, Kin And Culture

HHB255 Indigenous Politics And Political Culture

HHB276 Indigenous Knowledge: Research Ethics and Protocols

KKB004 Indigenous Creative Industries

KWB307 Indigenous Writing

Indonesian

HHB071 Indonesian 1

HHB072 Indonesian 2

HHB073 Indonesian 3

HHB074 Indonesian 4

HHB075 Indonesian 5

HHB076 Indonesian 6

HHB077 Indonesian 7

HHB078 Indonesian 8

Information Technology

Choose 2 of the following units

INB101 Impact of IT

INB102 Emerging Technologies

INB104 Building IT Systems

Choose 2 of the following units (INB122 or INB210 cannot both be taken)

INB122 Organisational Databases

INB210 Databases

INB251 Networks

INB255 Security

INB270 Programming

INB271 The Web

INB272 Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

KJB239 Journalism Ethics and Issues

Media & Communication

KCB101 Communication in the New Economy
KCB102 Media and Society: From Printing Press to Internet
KCB103 Strategic Speech Communication
KCB201 New Media 1: Information and Knowledge
KCB302 Political Communication

Music & Sound

KMB003 Sex Drugs Rock 'n' roll
KMB004 World Music
KMB104 Music and Sound Skills
KMB105 Music and Sound Technology
KMB108 Sound Recording and Acoustics

Performance Studies

KSB215 Visual Theatre Design
KTB101 20th Century Performance
KTB103 Performing Skills 1: Character and Scene
KTB204 Understanding Performance
KTB210 Creative Industries Management
KTB211 Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341 Workplace Learning 1
KKB342 Workplace Learning 2
KKB343 Service Learning 1
KKB344 Service Learning 2
KKB345 Creative Industries Project 1
KKB346 Creative Industries Project 2
KKB347 Introductory Research 1

Visual Arts

KVB102 Modernism
KVB104 Photomedia and Artistic Practice
KVB105 Drawing for Design
KVB110 2D Media and Processes
KVB212 Australian Art, Architecture and Design
KVB213 Graphic Investigation
KVB304 Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207 Film and Television Scriptwriting
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB106 Corporate Writing and Editing
KWB108 Introduction To Literary Studies

KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB209 Shakespeare, Then and Now
KWB307 Indigenous Writing
KWB309 Popular Fictions, Popular Culture

Dance

KDB106 Dance Analysis
KDB109 Funk, Tap and all that Jazz
KDB204 Australian Dance

Faculty

KKB102 Creative Industries: Making Connections
KKB004 Indigenous Creative Industries

Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB205 Fashion and Style Journalism
KFB207 Contemporary Fashion
KFB208 Fashion Portfolio

Film & Television

KPB103 Film Genres
KPB104 Film and Television Production Resource Management
KPB107 Television's Greatest Hits
KPB205 Documentary Theory and Practice
KPB206 International Cinema
KPB207 Film and Television Scriptwriting

Interactive and Visual Design

KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB104 Digital Media
KIB108 Animation History and Practices
KIB202 Enabling Immersion

Journalism

KJB101 Digital Journalism
KJB120 Newswriting
KJB121 Journalistic Inquiry
KJB224 Feature Writing
KJB280 International Journalism
KJB337 Public Affairs Reporting

Media & Communication

KCB101 Communication in the New Economy
KCB103 Strategic Speech Communication
KCB104 Media and Communications Industries
KCB105 Media and Communication Research Methods

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Advertising Professional, Animator, Artist, Computer Game Programmer, Computer Games Developer, Film/Television Producer, Internet Professional, Media Industry Specialist, Multimedia Designer, Post-production specialist, Visual Artist, Web Designer.

Bachelor of Fine Arts (Creative and Professional Writing) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421432

Past rank cut-off: 77

Past OP cut-off: 12

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Professor Philip Neilson

Campus: Kelvin Grove

Overview

Over ten thousand new books are published in Australia every year. More local authors than ever are having success with their work. If you can channel your creativity into words, you are in a unique position in today's media-rich world.

Writers are in demand across a number of fields. The publishing industry, the screen industry, advertising agencies, magazines and newspapers, websites, the public service and large corporations all require specialist writers with a flair for language.

This course will provide you with opportunities to work intensively on your writing in a number of forms and genres, including novels and short stories, creative non-fiction, youth writing and poetry. In addition, it will help you build specialist writing skills for professional applications such as corporate writing, persuasive writing, editing and script writing. You can also undertake project work to write a sustained work in a genre of your choice.

Career Outcomes

Graduates can work as creative or professional writers and editors in corporate, community and freelance capacities. Opportunities exist as fiction writers, corporate writers, script writers, reviewers, travel writers, feature writers, editors, journalists and publishers. Pathways exist to prepare you for further study including honours, research, or creative practice and analysis.

Course Design

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 168 credit points of discipline or specified units relating to the chosen major and 96 credit points of Complementary Studies made up of either Advanced Writing Practice,

Creative Writing and Literary Studies Research, a Second Major, Minors or elective units.

Industry Links

Guest lecturers have included Hilary Beaton (Queensland Writers Centre), Michael Wilding (author), Fiona Capp (author), Madonna Duffy (UQ Press), and Frank Moorhouse (2001 Miles Franklin award winner).

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply with regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

OP Guarantee

Yes

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
KWB103	Persuasive Writing
KWB107	Creative Non-Fiction

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
KWB108	Introduction To Literary Studies
KWB206	Youth and Children's Writing

Semester 1, Year 2

KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
SELECT:	Complementary Studies
SELECT:	Complementary Studies

Semester 2, Year 2

KWB102	Media Writing
KWB106	Corporate Writing and Editing

SELECT: Complementary Studies
SELECT: Complementary Studies

Semester 1, Year 3

KWB304 Editing and Developing the Manuscript
KWB313 Novel and Memoir
SELECT: Complementary Studies
SELECT: Complementary Studies

Semester 2, Year 3

KWB205 Creative Writing Project 1
KWB303 Writing and Publishing Industry
SELECT: Complementary Studies
SELECT: Complementary Studies

Complementary Studies Options

You must complete 96 credit points from the Complementary Studies options below:

- * Advanced Writing Practice PLUS a Minor or 48 credit points of Elective units
- * Creative Writing and Literary Studies Research PLUS a Minor (48 credit points) or 48 credit points of Elective units
- * A Minor PLUS 48 credit points of Elective units
- * Two Minors (48 credit points each)
- * A second Major

Advanced Writing Practice Complementary Studies

Year 2, Semester 2

KWB331 Creative Writing Advanced Practice 1

Year 3, Semester 1

KWB332 Creative Writing Advanced Practice 2

Year 3, Semester 2

KWB302 Novel and Genre
KWB333 Creative Writing Advanced Practice 3

Creative Writing and Literary Studies Research Complementary Studies

Year 2, Semester 2

KWB331 Creative Writing Advanced Practice 1

Year 3, Semester 1

KKB345 Creative Industries Project 1

Year 3, Semester 2

KWB302 Novel and Genre
KWB347 Becoming a Researcher: Understandings, Skills and Practices

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200 Consumer Behaviour
AMB220 Advertising Theory and Practice
AMB221 Advertising Copywriting
AMB319 Media Planning
AMB320 Advertising Management
AMB339 Advertising Campaigns
AMB330 Advertising Planning Portfolio
BSB126 Marketing

Animation

KIB105 Animation and Motion Graphics
KIB108 Animation History and Practices
KIB203 Introduction to 3D Computer Graphics
KIB225 Character Development, Conceptual Design and Animation Layout
KIB316 Virtual Environments
KIB325 Real-Time 3D Computer Graphics
KVB105 Drawing for Design
KVB106 Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325 Architecture in the 20th Century
DAB420 Architecture, Culture and Space

DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story

KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television

KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge

MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

KPB303 Critical Thinking About Television

Game Design

INB180 Computer Games Studies
INB181 Games Production
INB280 Games Design
INB272 Interaction Design
INB104 Building IT Systems
INB281 Advanced Games Design
KIB101 Visual Communication
KIB102 Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202 Integrated Marketing Communication
AMB208 Events Marketing
AMB220 Advertising Theory and Practice
AMB230 Digital Promotions
AMB240 Marketing Planning and Management
AMB260 Public Relations Theory and Practice
AMB261 Media Relations and Publicity
AMB331 Direct Marketing
AMB350 Sales and Customer Relationship Management
BSB126 Marketing

Interactive and Visual Design

KIB101 Visual Communication
KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB104 Digital Media
KIB214 Design for Interactive Media
KIB216 Advanced Web Design
KIB230 Interface and Information Design
KIB315 Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102 Media and Society: From Printing Press to Internet

OR

KJB101 Digital Journalism
KJB120 Newswriting
KCB104 Media and Communications Industries
KJB121 Journalistic Inquiry
KCB103 Strategic Speech Communication
KJB224 Feature Writing
KJB239 Journalism Ethics and Issues
KFB205 Fashion and Style Journalism

OR

KJB280 International Journalism
KCB301 Media Audiences
KCB302 Political Communication
KCB304 Managing Communication Resources
OR
KJB337 Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108 Introduction To Literary Studies
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB207 Great Books: Creative Writing Classics
KWB208 Modern Times (Literature and Culture in the 20th Century)
KWB209 Shakespeare, Then and Now
KWB308 Wonderlands: Literature and Culture in the 19th Century
KWB309 Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research
AMB202 Integrated Marketing Communication
AMB240 Marketing Planning and Management

AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns

BSB126	Marketing
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Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions

KIB314 Tangible Media

Audience and User Research

KCB102 Media and Society: From Printing Press to Internet
KCB105 Media and Communication Research Methods
KCB203 Consumer Cultures
KCB301 Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier

KIB101 Visual Communication
KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB104 Digital Media

Communication for the Professions

KCB103 Strategic Speech Communication
KCB302 Political Communication
KCB304 Managing Communication Resources
KWB103 Persuasive Writing
KWB106 Corporate Writing and Editing

Creative Writing

KWB101 Introduction to Creative Writing
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB107 Creative Non-Fiction
KWB207 Great Books: Creative Writing Classics
KWB313 Novel and Memoir

Dance Studies

KDB105 Architecture of the Body
KDB106 Dance Analysis
KDB110 Deconstructing Dance in History
KDB204 Australian Dance
KDB225 Music Theatre Skills

Digital Media

KIB101 Visual Communication
KIB103 Introduction to Web Design and Development
KCB201 New Media 1: Information and Knowledge
KCB202 New Media 2: Applications and Implications
KVB306 Video Art and Culture

Drama

KDB225 Music Theatre Skills
KTB103 Performing Skills 1: Character and Scene
KTB104 Performance Innovation
KTB106 Performing Skills 2: Style and Form

KTB204 Understanding Performance

KTB305 The Entrepreneurial Artist

Entrepreneurship

AMB251 Innovation and Market Management
BSB115 Management People and Organisations
BSB126 Marketing
MGB223 Entrepreneurship and Innovation
AMB240 Marketing Planning and Management
MGB207 HR Issues and Strategy

Fashion

KFB103 Introduction to Fashion
KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB206 Fashion and Modernity
KFB207 Contemporary Fashion

French

HHB061 French 1
HHB062 French 2
HHB063 French 3
HHB064 French 4
HHB065 French 5
HHB066 French 6
HHB067 French 7
HHB068 French 8

Game Design

ITB750 Computer Game Studies
ITB751 Games Production
KIB201 Concept Development for Game Design and Interactive Media
KIB202 Enabling Immersion

German

HHB091 German 1
HHB092 German 2
HHB093 German 3
HHB094 German 4
HHB095 German 5
HHB096 German 6
HHB097 German 7
HHB098 German 8

Graphic Design

KIB101 Visual Communication
KIB335 Typography and Illustration
KIB338 Print Media
KVB204 Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics

KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Academic, Advertising Professional, Art Writer, Creative Writer, English Teacher, Government Officer, Information Officer, Internet Professional, Journalist, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Servant, Publishing Professional, Teacher.

Bachelor of Fine Arts (Dance) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February; July

QTAC code: 421822

Past rank cut-off: Admission to course is based on additional entry requirements. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on additional entry requirements. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Rachel Pedro

Campus: Kelvin Grove

OP Guarantee

The OP Guarantee does not apply to this course.

Auditions

Auditions will be held in Brisbane, Melbourne, Sydney, Canberra, Adelaide and Townsville in late September/early October. Confirmation dates and venues will be posted to registrants after registrations close.

Additional Entry Requirements

For Additional entry requirements please visit Creative Industries website

Overview

The dance program at QUT boasts an enviable reputation and continues to lead in developing the creative passions of Australia's future dance artists and educators.

We provide a nurturing environment in state-of-the-art facilities where you will practice daily to extend your talents in creating and performing. This course offers intensive training in the core techniques of ballet and contemporary dance.

Career Outcomes

QUT performance graduates are highly competitive in the real world and currently practise throughout Australia and internationally in major professional dance companies, education dance companies, musicals and commercial environments, while others work as independent artists. Some follow their passion into the broader dance industry, and work as choreographers, administrators and festival

managers and producers.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 168 credit points of discipline or specified units relating to the chosen major and 96 credit points of Complementary Studies made up of either Advanced Dance Performance, Minor or elective units.

Other Course Options

The Bachelor of Fine Arts (Dance) is also available as a dual degree with Education. Applicants accepted into the dual degree will complete a four year program comprised of the three year Bachelor of Fine Arts (Dance) and the one year Graduate Diploma of Education (Senior Years).

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Additional costs

As a dance student you will be required to provide your own dancewear, dance shoes, stage makeup, knee pads and any other specialist dance needs as required.

Full time course structure

Semester 1, Year 1

KDB101	Performance 1
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KKB102	Creative Industries: Making Connections Complementary Studies

Semester 1, Year 2

KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3
KDB108	World Dance

Semester 2, Year 2

KDB106	Dance Analysis
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KDB207-2 Choreographic Studies 2
 KDB208 Integrated Professional Skills
 KDB214 Dance Technique Studies 4
 Complementary Studies

Semester 1, Year 3

KDB108 World Dance
 KDB301 Dance Project 1A
 Complementary Studies
 Complementary Studies

Semester 2, Year 3

KDB204 Australian Dance
 Complementary Studies
 Complementary Studies
 Complementary Studies

Advanced Dance Performance Practice Complementary Studies

Only available to single degree BFA Dance students (not dual degree students)

Year 1, Semester 2

KDB102 Performance 2

Year 2, Semester 1

KDB211 Performance 3

Year 2, Semester 2

KDB212 Performance 4

Year 3, Semester 2

KDB302 Dance Project 1B

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203 Introduction to 3D Computer Graphics
 KIB225 Character Development, Conceptual Design and Animation Layout
 KIB316 Virtual Environments

KIB325 Real-Time 3D Computer Graphics

Advertising

AMB220 Advertising Theory and Practice
 AMB318 Advertising Copywriting
 AMB319 Media Planning
 BSB126 Marketing
 AMB200 Consumer Behaviour

Animation

KIB105 Animation and Motion Graphics
 KIB108 Animation History and Practices
 KVB105 Drawing for Design
 KVB106 Drawing for Animation

Art History

KVB102 Modernism
 KVB103 Australian Art
 KVB211 Post 1945 Art
 KVB304 Contemporary Art Issues

Art, Design and Architecture

DAB325 Architecture in the 20th Century
 DEB102 Introducing Design History
 KVB212 Australian Art, Architecture and Design
 KVB306 Video Art and Culture

Advanced Interactive Media

KKB216 Graphical Development Environments for Media Interaction
 KIB205 Programming for Visual Designers and Artists
 KIB309 Embodied Interactions
 KIB314 Tangible Media

Audience and User Research

KCB102 Media and Society: From Printing Press to Internet
 KCB105 Media and Communication Research Methods
 KCB203 Consumer Cultures
 KCB301 Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier
 KIB101 Visual Communication
 KIB102 Visual Interactions
 KIB103 Introduction to Web Design and Development
 KIB104 Digital Media

Communication for the Professions

KCB103 Strategic Speech Communication
 KCB302 Political Communication

KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
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HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8

Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

Choose 2 of the following units

INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
Choose 2 of the following units (INB122 or INB210 cannot both be taken)	
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll

KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open

Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills:

	Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice

KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation

KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Choreographer, Dance Teacher, Dancer.

Bachelor of Fine Arts (Drama) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421952

Past rank cut-off: 79

Past OP cut-off: 11

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Dr Sandra Gattenhof

Campus: Kelvin Grove

Overview

As with the creative industries as a whole, contemporary drama and performance are evolving to incorporate technology, cross-disciplinary practice, experimentation and commercialisation. Performance making is not limited to the theatre: performers express their ideas by creating their own works for festivals, site-specific and public events.

In this course you will explore your creativity by developing a broad range of skills, incorporating live and mediated performance, physical theatre, applied performance, and processes which are innovative and experimental. These skills are contextualised by studies in theatre history and theory.

Career Outcomes

Graduates work as directors, performers, producers, playwrights, arts administrators, community artists and youth arts workers. Some use their applied theatre skills in corporate training settings. Many are self-employed and undertake project work in a variety of these areas.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 168 credit points of discipline or specified units relating to the chosen major and 96 credit points of Complementary Studies made up of either Performance Events and Festivals, a Second Major, Minors or elective units.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six

months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Semester 1, Year 2

KTB205	Production 2: The Collaborative Artist Choose between KTB206 or KTB210
KTB206	The Creating Body
KTB210	Creative Industries Management
SELECT:	Complementary Studies
SELECT:	Complementary Studies

Semester 2, Year 2

KTB207	Staging Australia Choose between KTB209 or KTB211
KTB209	Applied Performance
KTB211	Creative Industries Events and Festivals
SELECT:	Complementary Studies
SELECT:	Complementary Studies

Semester 1, Year 3

KTB204	Understanding Performance Choose between KTB301 or KTB306
KTB301	Performing Self
KTB306	Directing for Performance Events and Festivals
SELECT:	Complementary Studies
SELECT:	Complementary Studies

Semester 2, Year 3

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist
SELECT:	Complementary Studies
SELECT:	Complementary Studies

Complementary Studies Options:

You must complete 96 credit points by choosing one of the Complementary Studies options below:

* A Minor (recommended: Performance Events and Festivals) PLUS 48 credit points of Elective units; or

* Two Minors of your choice (recommended: Performance Events and Festivals); or

* A Second Major

Performance Events and Festivals Complementary Studies

Year 2, Semester 1

KTB210 Creative Industries Management

Year 2, Semester 2

KTB211 Creative Industries Events and Festivals

Year 3, Semester 1

KTB306 Directing for Performance Events and Festivals

Year 3, Semester 2

Choose one from the following units:

BSB126 Marketing

KCB103 Strategic Speech Communication

KWB106 Corporate Writing and Editing

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200 Consumer Behaviour

AMB220 Advertising Theory and Practice

AMB221 Advertising Copywriting

AMB319 Media Planning

AMB320 Advertising Management

AMB339 Advertising Campaigns

AMB330 Advertising Planning Portfolio

BSB126 Marketing

Animation

KIB105 Animation and Motion Graphics

KIB108 Animation History and Practices

KIB203 Introduction to 3D Computer Graphics

KIB225 Character Development, Conceptual Design and Animation Layout

KIB316 Virtual Environments

KIB325 Real-Time 3D Computer Graphics

KVB105 Drawing for Design

KVB106 Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325 Architecture in the 20th Century

DAB420 Architecture, Culture and Space

DEB102 Introducing Design History

KVB102 Modernism

KVB103 Australian Art

KVB108 Contemporary Asian Visual Culture

KVB211 Post 1945 Art

KVB212 Australian Art, Architecture and Design

KVB304 Contemporary Art Issues

KVB306 Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to

	undertaking this co-major.
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body

KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance

KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing

AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newsriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism
	OR
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources
	OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and

popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and

	INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
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AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

	*This minor is available to students who commenced 2008 or earlier
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4

HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8

Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

Choose 2 of the following units	
INB101	Impact of IT

INB102	Emerging Technologies
INB104	Building IT Systems
Choose 2 of the following units (INB122 or INB210 cannot both be taken)	
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design

PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Potential Careers:

Actor, Drama Teacher, Stage Manager, Theatre Lighting, Theatre Professionals.

Bachelor of Fine Arts (Fashion) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421672

Past rank cut-off: Admission to course is based on portfolio, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on portfolio, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Mr Dean Brough

Campus: Kelvin Grove

Additional Entry Requirements

Applicants are selected on the basis of their portfolio, interview and previous academic achievement. The due date to lodge a portfolio and additional materials to QUT was 17 October 2008. Late submissions will not be accepted. In addition to the **admission application**, applicants must also **register with** the Creative Industries Faculty, QUT.

Closing dates for prospective international students are different to those listed above. Please refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

OP Guarantee

The OP Guarantee does not apply to this course.

Overview

Fashion is international, irrational and inspirational. It is a global industry that each day affects what we choose to wear. Through fashion we express our individuality and declare our place in the world.

This conceptually driven, designer level course is delivered in studio setting. Your creative practice will be supported by practical business skills along with computer-aided design skills in all years of study.

Your design practice will be contextualised through units in fashion history, fashion theory and textiles, and you can complement your fashion studies with electives in areas such as advertising, journalism, entrepreneurship or a foreign language.

Career Outcomes

Graduates are successful as independent designers and as designers in larger fashion houses. Others work as fashion stylists, international trend forecasters, production managers and product developers. Pathways to further study including Honours and research degrees are available.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, and a maximum of 168 credit points of discipline or specified units relating to the chosen major and 96 credit points of Complementary Studies made up of either Fashion Complementary Studies, a Second Major, Minors or elective units.

Other Course Options

This course is also available as part of a double degree with Business - IX35 Bachelor of Business/Bachelor of Fine Arts (Fashion).

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Additional costs

There is a levy charged for essential items such as calico, pattern equipment and pre-cut exercises. In addition, students are expected to purchase fabrics as required for projects throughout the three years.

Full time course structure

Semester 1, Year 1

KFB101	Design Studio 1
KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KFB102	Design Studio 2
KFB104	Textiles For Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KKB102	Creative Industries: Making Connections

Semester 1, Year 2

KFB200	Design Studio 3
KFB206	Fashion and Modernity

Complementary Studies
Complementary Studies

Semester 2, Year 2

KFB202	Design Studio 4
KFB207	Contemporary Fashion
	Complementary Studies
	Complementary Studies

Semester 1, Year 3

KFB301	Design Studio 5
	Complementary Studies
	Complementary Studies
	Complementary Studies

Semester 2, Year 3

KFB302	Design Studio 6
KFB303	Applied Planning
	Complementary Studies

Fashion Complementary Studies

Creative Industries single degree students only

Year 2, Semester 1

KFB209	Ragtrade: Wholesaling Fashion
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Year 2, Semester 2

Choose one from the following two units:

KCB203	Consumer Cultures
KFB205	Fashion and Style Journalism

Year 3, Semester 1

KFB304	Fashion, Law and the Real World
KKB341	Workplace Learning 1

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles

and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and

popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill is required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing;

	twentieth-century performance theory and practice; and events management. Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

	Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas. Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior

knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

	Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills. Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to

	undertaking this co-major.
AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism
	OR
KJB280	International Journalism
KCB301	Media Audiences

KCB302	Political Communication
KCB304	Managing Communication Resources
	OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B

MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

	*This minor is available to students who commenced 2008 or earlier
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development

KIB104	Digital Media
Communication for the Professions	
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
Creative Writing	
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir
Dance Studies	
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills
Digital Media	
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture
Drama	
KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist
Entrepreneurship	
AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy
Fashion	
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style

KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
French	
HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8
Game Design	
ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion
German	
HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8
Graphic Design	
KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design
Indigenous Studies	
EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing
Indonesian	
HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4

HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio

KFB209 Ragtrade: Wholesaling Fashion

Film & Television

KPB102 Film History

KPB106 Australian Television

KPB202 Film and Television Business Skills:
Entrepreneurship and Investment

KPB203 Australian Film

KPB303 Critical Thinking About Television

Interactive and Visual Design

KIB101 Visual Communication

KIB105 Animation and Motion Graphics

KIB201 Concept Development for Game Design and
Interactive Media

Journalism

KJB101 Digital Journalism

KJB120 Newswriting

KJB121 Journalistic Inquiry

KJB224 Feature Writing

KJB239 Journalism Ethics and Issues

Media & Communication

KCB101 Communication in the New Economy

KCB102 Media and Society: From Printing Press to
Internet

KCB103 Strategic Speech Communication

KCB201 New Media 1: Information and Knowledge

KCB302 Political Communication

Music & Sound

KMB003 Sex Drugs Rock 'n' roll

KMB004 World Music

KMB104 Music and Sound Skills

KMB105 Music and Sound Technology

KMB108 Sound Recording and Acoustics

Performance Studies

KSB215 Visual Theatre Design

KTB101 20th Century Performance

KTB103 Performing Skills 1: Character and Scene

KTB204 Understanding Performance

KTB210 Creative Industries Management

KTB211 Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341 Workplace Learning 1

KKB342 Workplace Learning 2

KKB343 Service Learning 1

KKB344 Service Learning 2

KKB345 Creative Industries Project 1

KKB346 Creative Industries Project 2

KKB347 Introductory Research 1

Visual Arts

KVB102 Modernism

KVB104 Photomedia and Artistic Practice

KVB105 Drawing for Design

KVB110 2D Media and Processes

KVB212 Australian Art, Architecture and Design

KVB213 Graphic Investigation

KVB304 Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207 Film and Television Scriptwriting

KWB102 Media Writing

KWB104 Creative Writing: The Short Story

KWB106 Corporate Writing and Editing

KWB108 Introduction To Literary Studies

KWB109 Writing Australia

KWB206 Youth and Children's Writing

KWB209 Shakespeare, Then and Now

KWB307 Indigenous Writing

KWB309 Popular Fictions, Popular Culture

Dance

KDB106 Dance Analysis

KDB109 Funk, Tap and all that Jazz

KDB204 Australian Dance

Faculty

KKB102 Creative Industries: Making Connections

KKB004 Indigenous Creative Industries

Fashion

KFB106 Unspeakable Beauty: A History of Fashion and
Style

KFB205 Fashion and Style Journalism

KFB207 Contemporary Fashion

KFB208 Fashion Portfolio

Film & Television

KPB103 Film Genres

KPB104 Film and Television Production Resource
Management

KPB107 Television's Greatest Hits

KPB205 Documentary Theory and Practice

KPB206 International Cinema

KPB207 Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries

courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Artist, Fashion Designer, Fashion Professional, Film/Television Producer, Theatre Professionals, Visual Artist.

Bachelor of Fine Arts (Film and Screen Production) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February; July

QTAC code: 421342

Past rank cut-off: In 2009 this course required additional entry requirements. In 2010 entry to this course will depend solely on OP/Rank

Past OP cut-off: In 2009 this course required additional entry requirements. In 2010 entry to this course will depend solely on OP/Rank

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Jeanette McGown

Campus: Kelvin Grove

Additional Entry Requirements

Applicants are selected on the basis of their portfolio, interview and previous academic achievement. The due date to lodge a portfolio and additional materials to QUT was 17 October 2008. Late submissions will not be accepted. In addition to the **admission application**, applicants must also **apply online** to Creative Industries Faculty, QUT.

Closing dates for prospective international students are different to those listed above. Please refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

Overview

We all have a favourite movie or television moment. But what makes this moment so special to us? Our senses are in overload with the combination of the visual, music, sound effects and dialogue. We're along for the ride, wherever the story takes us next.

QUT's film and screen production course is for those who are driven to tell their stories through creative practice in the film, television, or new media industries. Opportunities are available to specialise in producing, directing, scriptwriting, cinematography, editing or sound.

Career Outcomes

Graduates work in film and screen in numerous entry level positions that lead to careers as cinematographers, vision and sound editors, directors, scriptwriters and producers. You may also work in the production of multimedia audio

and video materials for advertising, public relations, marketing, staff training or the Internet.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 168 credit points of discipline or specified units relating to the chosen major and 96 credit points of Complementary Studies made up of either Advanced Screen Production, a Second Major, Minors or elective units.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Additional costs

You may be required to cover the costs of recording materials, video hire, production travel expenses and associated film and video production costs.

Full time course structure

Semester 1, Year 1

KPB101	Foundations of Film and Television Production
KPB102	Film History
KWB102	Media Writing
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KKB102	Creative Industries: Making Connections

Semester 1, Year 2

KPB201	Experimental Production
KPB203	Australian Film
KPB207	Film and Television Scriptwriting Complementary Studies

Semester 2, Year 2

KPB204	Multi-Camera Television Studio Production
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Semester 1, Year 3

KPB308	Film and Television Drama Practice
	Complementary Studies
	Complementary Studies
	Complementary Studies

Semester 2, Year 3

Complementary Studies
Complementary Studies
Complementary Studies
Complementary Studies

Advanced Screen Production Complementary Studies

Year 3, Semester 1

KPB301	Documentary Production
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Year 3, Semester 2

KPB306	Film Drama Production
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Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
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KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists

KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
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KIB102	Visual Interactions		understanding of the major approaches in literary theory.
KIB103	Introduction to Web Design and Development		Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
KIB104	Digital Media		
KIB214	Design for Interactive Media		
KIB216	Advanced Web Design	KWB108	Introduction To Literary Studies
KIB230	Interface and Information Design	KWB109	Writing Australia
KIB315	Contemporary Issues in Digital Media	KWB206	Youth and Children's Writing
Journalism, Media and Communication		KWB207	Great Books: Creative Writing Classics
	Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.	KWB208	Modern Times (Literature and Culture in the 20th Century)
	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.	KWB209	Shakespeare, Then and Now
KCB102	Media and Society: From Printing Press to Internet	KWB308	Wonderlands: Literature and Culture in the 19th Century
	OR	KWB309	Popular Fictions, Popular Culture
KJB101	Digital Journalism	Marketing	
KJB120	Newsriting		Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
KCB104	Media and Communications Industries	AMB200	Consumer Behaviour
KJB121	Journalistic Inquiry	AMB201	Marketing and Audience Research
KCB103	Strategic Speech Communication	AMB202	Integrated Marketing Communication
KJB224	Feature Writing	AMB240	Marketing Planning and Management
KJB239	Journalism Ethics and Issues	AMB335	E-Marketing Strategies
KFB205	Fashion and Style Journalism	AMB340	Services Marketing
	OR	AMB341	Strategic Marketing
KJB280	International Journalism	BSB126	Marketing
KCB301	Media Audiences	Mathematics	
KCB302	Political Communication		Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.
KCB304	Managing Communication Resources		Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)
	OR	MAB100	Mathematical Sciences 1A
KJB337	Public Affairs Reporting	MAB101	Statistical Data Analysis 1
Literary Studies		MAB111	Mathematical Sciences 1B
	Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some	MAB112	Mathematical Sciences 1C
		MAB210	Statistical Modelling 1
		MAB311	Advanced Calculus
		MAB312	Linear Algebra
		MAB314	Statistical Modelling 2
		Online Environments	
		INB104	Building IT Systems
			Choose 3 of the following units (INB122 and INB210 cannot both be taken)
		INB122	Organisational Databases
		INB210	Databases
		INB270	Programming
		INB271	The Web

INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

	*This minor is available to students who commenced 2008 or earlier
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction

KWB207 Great Books: Creative Writing Classics
KWB313 Novel and Memoir

Dance Studies

KDB105 Architecture of the Body
KDB106 Dance Analysis
KDB110 Deconstructing Dance in History
KDB204 Australian Dance
KDB225 Music Theatre Skills

Digital Media

KIB101 Visual Communication
KIB103 Introduction to Web Design and Development
KCB201 New Media 1: Information and Knowledge
KCB202 New Media 2: Applications and Implications
KVB306 Video Art and Culture

Drama

KDB225 Music Theatre Skills
KTB103 Performing Skills 1: Character and Scene
KTB104 Performance Innovation
KTB106 Performing Skills 2: Style and Form
KTB204 Understanding Performance
KTB305 The Entrepreneurial Artist

Entrepreneurship

AMB251 Innovation and Market Management
BSB115 Management People and Organisations
BSB126 Marketing
MGB223 Entrepreneurship and Innovation
AMB240 Marketing Planning and Management
MGB207 HR Issues and Strategy

Fashion

KFB103 Introduction to Fashion
KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB206 Fashion and Modernity
KFB207 Contemporary Fashion

French

HHB061 French 1
HHB062 French 2
HHB063 French 3
HHB064 French 4
HHB065 French 5
HHB066 French 6
HHB067 French 7
HHB068 French 8

Game Design

ITB750 Computer Game Studies
ITB751 Games Production
KIB201 Concept Development for Game Design and Interactive Media
KIB202 Enabling Immersion

German

HHB091 German 1
HHB092 German 2
HHB093 German 3
HHB094 German 4
HHB095 German 5
HHB096 German 6
HHB097 German 7
HHB098 German 8

Graphic Design

KIB101 Visual Communication
KIB335 Typography and Illustration
KIB338 Print Media
KVB204 Graphic Design

Indigenous Studies

EDB007 Culture Studies: Indigenous Education
HHB123 Indigenous Australian Culture Studies
HHB210 Indigenous Australia: Country, Kin And Culture
HHB255 Indigenous Politics And Political Culture
HHB276 Indigenous Knowledge: Research Ethics and Protocols
KKB004 Indigenous Creative Industries
KWB307 Indigenous Writing

Indonesian

HHB071 Indonesian 1
HHB072 Indonesian 2
HHB073 Indonesian 3
HHB074 Indonesian 4
HHB075 Indonesian 5
HHB076 Indonesian 6
HHB077 Indonesian 7
HHB078 Indonesian 8

Information Technology

Choose 2 of the following units
INB101 Impact of IT
INB102 Emerging Technologies
INB104 Building IT Systems
Choose 2 of the following units (INB122 or INB210 cannot both be taken)
INB122 Organisational Databases
INB210 Databases

INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing

KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the

compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Advertising Professional, Artist, Film Composer, Film/Television Producer, Internet Professional, Lighting Designer, Lighting Technician, Media Industry Specialist, Multimedia Designer, Post-production specialist, Technical Officer, Visual Artist.

Bachelor of Fine Arts (Interactive and Visual Design) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421052

Past rank cut-off: 82

Past OP cut-off: 10

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Mr Gavin Sade

Campus: Kelvin Grove

OP Guarantee

Yes

Overview

Interactive and visual design plays a pivotal role in the rapidly expanding fields of contemporary communication and new technologies. Careers in this area provide the opportunity to design for electronic and print media, Web and mobile technologies, games and physical computing, as well as new technologies as they continue to emerge.

This course will provide you with the conceptual understanding, practical skills and working methods you will need to become a creative and innovative designer. As well as developing core understandings in visual design for a range of media including mobile and virtual environment, you will choose study pathways to develop a specialist focus in graphic design, animation or design for tangible and physical computing.

Career Outcomes

This course will prepare you for a range of careers in the creative industries such as advertising and marketing, print design, Web design and electronic publishing, multimedia and interactive entertainment design, games design, and interactive exhibition design.

Graduates from this study area work in traditional design companies in fields such as graphic design, marketing, branding and print and television campaigns, Web Design, interaction design, usability, knowledge management and information architecture. They also gain employment in new, rapidly expanding industries. For example, games companies employ graduates to work on content production, interaction design, visual design and real-time and virtual environments modelling; film and television companies employ graduates in post-production and branding; museums and other cultural institutions employ graduates in multimedia design and interactive installation.

In addition, visualisation companies increasingly provide opportunities for graduates across industries as diverse as mining, architectural and medical visualisation.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 168 credit points of discipline or specified units relating to the chosen major and 96 credit points of Complementary Studies made up of either a Second Major, Minors or elective units.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Course structure

Semester 1, Year 1

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KVB105	Drawing for Design
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KKB102	Creative Industries: Making Connections

Semester 1, Year 2

KIB214	Design for Interactive Media
KIB230	Interface and Information Design
	OR
KKB216	Graphical Development Environments for Media Interaction
	Complementary Studies
	Complementary Studies

Semester 2, Year 2

KIB216	Advanced Web Design
KVB204	Graphic Design
KIB205	Programming for Visual Designers and Artists
	OR
	Complementary Studies
	Complementary Studies

Semester 1, Year 3

KIB315	Contemporary Issues in Digital Media
KIB335	Typography and Illustration OR
KIB309	Embodied Interactions Complementary Studies Complementary Studies

Semester 2, Year 3

KIB322	Design Project
KIB338	Print Media OR
KIB314	Tangible Media Complementary Studies Complementary Studies

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout

KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when

starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and

organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media

KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newsriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism
	OR
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources
	OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development

INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

Advanced Interactive Media

KIB205	Programming for Visual Designers and Artists
KIB314	Tangible Media
KIB309	Embodied Interactions
KMB216	Graphical Development Environments For Media Interaction

Advertising

AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB222	Media Planning
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design

KVB106	Drawing for Animation
KIB107	Introduction to Programming for 3D Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication for the Professions

KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing
KCB302	Political Communication
KCB304	Managing Communication Resources

Computational Arts

ITB001	Problem Solving and Programming
ITB003	Object Oriented Programming OR
KIB105	Animation and Motion Graphics
KKB210	Computational Arts 1
KKB211	Computational Arts 2

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Skills

KDB103	Dance Technique Studies 1
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz

Dance Studies

KDB105	Architecture of the Body
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KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB223	Entrepreneurship and Innovation

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8

Games Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2

HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KVB204	Graphic Design
KIB209	Information Design
KIB206	Typography and Illustration
KIB207	Print Media

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB260	Public Relations Theory and Practice
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	Global Business
IBB205	Intercultural Communication and Negotiation Skills
IBB210	Export Management

IBB303 International Logistics

Japanese

HHB081 Japanese 1
HHB082 Japanese 2
HHB083 Japanese 3
HHB084 Japanese 4
HHB085 Japanese 5
HHB086 Japanese 6
HHB087 Japanese 7
HHB088 Japanese 8

Journalism

KJB101 Digital Journalism
KJB120 Newswriting
KJB121 Journalistic Inquiry
KJB224 Feature Writing

Lighting

PCB121 Vision, Colour and Photometry
PCB122 Lighting Design
PCB123 Sustainability and Human Factors
PCB124 Lamps and Luminaires

Literature

KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB207 Great Books: Creative Writing Classics
KWB208 Modern Times (Literature and Culture in the 20th Century)
KWB209 Shakespeare, Then and Now
KWB308 Wonderlands: Literature and Culture in the 19th Century

Management

BSB115 Management
MGB210 Managing Operations
MGB220 Business Research Methods
MGB222 Managing Organisations
MGB309 Strategic Management
MGB334 Managing in a Changing Environment

Marketing

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research
AMB240 Marketing Planning and Management
BSB126 Marketing

Mathematics

MAB100 Mathematical Sciences 1A
MAB111 Mathematical Sciences 1B

MAB112 Mathematical Sciences 1C

MAB210 Statistical Modelling 1

MAB311 Advanced Calculus

Modern and Popular Literature and Culture

KWB108 Introduction To Literary Studies
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB208 Modern Times (Literature and Culture in the 20th Century)
KWB308 Wonderlands: Literature and Culture in the 19th Century
KWB309 Popular Fictions, Popular Culture

Music Studies

KMB002 Music and Spirituality
KMB003 Sex Drugs Rock 'n' roll
KMB004 World Music
KMB107 Sound, Image, Text

Performance Events and Festivals

KTB207 Staging Australia
KTB210 Creative Industries Management
KTB211 Creative Industries Events and Festivals
KTB306 Directing for Performance Events and Festivals

And choose one from the following units:

BSB126 Marketing
KCB103 Strategic Speech Communication
KWB106 Corporate Writing and Editing

Professional Writing

KWB102 Media Writing
KWB103 Persuasive Writing
KWB106 Corporate Writing and Editing
KWB303 Writing and Publishing Industry

Public Relations

AMB260 Public Relations Theory and Practice
AMB261 Media Relations and Publicity
AMB262 Public Relations Writing
BSB126 Marketing

Screen Studies

KPB102 Film History
KPB103 Film Genres
KPB203 Australian Film
KPB205 Documentary Theory and Practice
KPB206 International Cinema

Sound Studies

KMB104 Music and Sound Skills

KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Potential Careers:

Academic, Advertising Professional, Animator, Computer Games Developer, Digital Composer, Government Officer, Information Officer, Internet Professional, Marketing Officer/Manager, Multimedia Designer, Organisational Communication Specialist, Post-production specialist, Publishing Professional, Web Designer.

Bachelor of Fine Arts (Sound Design) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421532

Past rank cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Mr Brad Millard

Campus: Kelvin Grove

Additional Entry Requirements

Applicants are selected on the basis of their portfolio and previous academic achievement. The due date to lodge a portfolio and additional materials to QUT was 17 October 2008. Late submissions will not be accepted. In addition to the

admission application, applicants must also **apply online** to Creative Industries Faculty, QUT.

Closing dates for prospective international students are different to those listed above. Please refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

Overview

Sound design incorporates working in audio, music, moving images, online and immersive environments. It is applied to recording, sequencing, generative and composition techniques, sound for animation, contemporary digital sound environments and immersive soundscape design. It is much broader than the traditional understanding of sound design (sound to film) to cater for the new creative industries that now exist, and those that will emerge. This course prepares you for practice in the creative industries and includes pathways to honours and postgraduate degrees.

Career Outcomes

Graduates can work in sound design for film and television, Web applications, games and exhibitions or as DJs.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 18 discipline or specified units relating to the chosen major and a minimum of four electives.

Other Course Options

You can also choose from double degree programs including IX34 Bachelor of Business/Bachelor of Creative Industries (Sound Design) and IX27 Bachelor of Creative Industries (Sound Design)/Bachelor of Information Technology.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Full time course structure

Semester 1, Year 1

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB110	Music Production 1
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KMB106	Music and Sound for Multimedia
KMB107	Sound, Image, Text
KMB111	Music Production 2
KKB102	Creative Industries: Making Connections

Semester 1, Year 2

KMB214-1	Music and Sound: Principal Study A
	Complimentary Studies option
	Complimentary Studies option
	Complimentary Studies option

Semester 2, Year 2

KMB205	Sound Media Musicianship
KMB214-2	Music and Sound: Principal Study A
KIB103	Introduction to Web Design and Development
	Complimentary Studies option

Semester 1, Year 3

KMB314-1 Music and Sound: Principal Study B
Complementary Studies
Complementary Studies

Semester 2, Year 3

KMB314-2 Music and Sound: Principal Study B
Complementary Studies
Choose one from the following two units:
KIB105 Animation and Motion Graphics
KPB105 Narrative Production

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203 Introduction to 3D Computer Graphics
KIB225 Character Development, Conceptual Design and Animation Layout
KIB316 Virtual Environments
KIB325 Real-Time 3D Computer Graphics

Advertising

AMB220 Advertising Theory and Practice
AMB318 Advertising Copywriting
AMB319 Media Planning
BSB126 Marketing
AMB200 Consumer Behaviour

Animation

KIB105 Animation and Motion Graphics
KIB108 Animation History and Practices
KVB105 Drawing for Design
KVB106 Drawing for Animation

Art History

KVB102 Modernism
KVB103 Australian Art
KVB211 Post 1945 Art
KVB304 Contemporary Art Issues

Art, Design and Architecture

DAB325 Architecture in the 20th Century
DEB102 Introducing Design History
KVB212 Australian Art, Architecture and Design
KVB306 Video Art and Culture

Advanced Interactive Media

KKB216 Graphical Development Environments for Media Interaction
KIB205 Programming for Visual Designers and Artists
KIB309 Embodied Interactions
KIB314 Tangible Media

Audience and User Research

KCB102 Media and Society: From Printing Press to Internet
KCB105 Media and Communication Research Methods
KCB203 Consumer Cultures
KCB301 Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier
KIB101 Visual Communication
KIB102 Visual Interactions
KIB103 Introduction to Web Design and Development
KIB104 Digital Media

Communication for the Professions

KCB103 Strategic Speech Communication
KCB302 Political Communication
KCB304 Managing Communication Resources
KWB103 Persuasive Writing
KWB106 Corporate Writing and Editing

Creative Writing

KWB101 Introduction to Creative Writing
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB107 Creative Non-Fiction
KWB207 Great Books: Creative Writing Classics
KWB313 Novel and Memoir

Dance Studies

KDB105 Architecture of the Body
KDB106 Dance Analysis
KDB110 Deconstructing Dance in History
KDB204 Australian Dance
KDB225 Music Theatre Skills

Digital Media

KIB101 Visual Communication

KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8

Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5

HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing

AMB261 Media Relations and Publicity

AMB208 Events Marketing

Interactive and Visual Design

KIB101 Visual Communication

KIB102 Visual Interactions

KIB103 Introduction to Web Design and Development

KIB104 Digital Media

International Business

BSB119 International and Electronic Business

IBB205 Cross-Cultural Communication and Negotiation

IBB210 Export Management

IBB303 International Logistics

Japanese

HHB081 Japanese 1

HHB082 Japanese 2

HHB083 Japanese 3

HHB084 Japanese 4

HHB085 Japanese 5

HHB086 Japanese 6

HHB087 Japanese 7

HHB088 Japanese 8

Journalism

KJB101 Digital Journalism

KJB120 Newswriting

KJB121 Journalistic Inquiry

KJB224 Feature Writing

Lighting Design

PCN121 Vision Colour and Photometry

PCN122 Lighting Design

PCN123 Sustainability and Human Factors

PCN124 Lamps and Luminaires

Literature

KWB109 Writing Australia

KWB206 Youth and Children's Writing

KWB207 Great Books: Creative Writing Classics

KWB208 Modern Times (Literature and Culture in the 20th Century)

KWB209 Shakespeare, Then and Now

KWB308 Wonderlands: Literature and Culture in the 19th Century

Management

BSB115 Management, People and Organisations

MGB210 Production and Service Management

MGB220 Management Research Organisations

MGB222 Managing Organisations

MGB309 Strategic Management

MGB334 Managing in a Changing Environment

Marketing

AMB200 Consumer Behaviour

AMB201 Marketing and Audience Research

AMB240 Marketing Planning and Management

BSB126 Marketing

AMB335 E-Marketing Strategies

Mathematics

MAB100 Mathematical Sciences 1A

MAB111 Mathematical Sciences 1B

MAB112 Mathematical Sciences 1C

MAB210 Statistical Modelling 1

MAB311 Advanced Calculus

Modern and Popular Literature and Culture

KWB108 Introduction To Literary Studies

KWB109 Writing Australia

KWB206 Youth and Children's Writing

KWB208 Modern Times (Literature and Culture in the 20th Century)

KWB308 Wonderlands: Literature and Culture in the 19th Century

KWB309 Popular Fictions, Popular Culture

Music Studies

KDB225 Music Theatre Skills

KMB002 Music and Spirituality

KMB003 Sex Drugs Rock 'n' roll

KMB004 World Music

KMB107 Sound, Image, Text

Performance Events and Festivals

KTB101 20th Century Performance

KTB207 Staging Australia

KTB210 Creative Industries Management

KTB211 Creative Industries Events and Festivals

KTB306 Directing for Performance Events and Festivals

Professional Writing

KWB102 Media Writing

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

KWB303 Writing and Publishing Industry

Screen Studies

KPB102 Film History (recommended)

KPB103 Film Genres (recommended)

KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative

Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
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KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing

KWB309	Popular Fictions, Popular Culture
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Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
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KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Advertising Professional, Artist, Composer, Computer Game Programmer, Computer Games Developer, D.J, Digital Composer, Film Composer, Internet Professional, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Post-production specialist, Publishing Professional, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Technical Officer, Web Designer.

Bachelor of Fine Arts (Technical Production) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421932

Past rank cut-off: Admission to course is based on interview and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on interview and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Ms Dianne Eden

Campus: Kelvin Grove

OP Guarantee

The OP Guarantee does not apply to this course.

Additional Entry Requirements

Applicants are selected on the basis of their interview and previous academic achievement. The due date to register for an interview and submit additional materials to QUT was 17 October 2008. Late submissions will not be accepted. In addition to the

admission application, applicants must also **apply online** to Creative Industries Faculty, QUT.

Closing dates for prospective international students are different to those listed above. Please refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

Overview

Your favourite band takes to the stage in darkness. You can just see the guitarist's silhouette against the set as he strums the first few bars. The stage explodes into a synchronised lightshow as the singer breaks into song. There's only a handful of them on stage but up to 20 technical personnel scurry around the rigging, race around behind the set and position themselves at the sound and lighting desks to put on a show that you will take about for the rest of your life.

Expertise in technical production is sought after in a range of industries. This course will provide you with skills in lighting, stage management, festival management, sound and multimedia, as well as the opportunity to specialise in a

particular field of live production.

Career Outcomes

Graduates work as stage managers, production managers, lighting and sound designers, operators and technicians for theatre, ballet, contemporary dance, opera, concerts and film, conferences, international and corporate events and festivals.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 168 credit points of discipline or specified units relating to the chosen major and 96 credit points of Complementary Studies made up of either Advanced Technical Production Practice, a Second Major, Minors or elective units.

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Full time course structure

Semester 1, Year 1

KSB105	Theatre Craft
KSB111	Stage Management 1
KSB113	Technical Production 1
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KSB114	Event Technology Practice
KKB102	Creative Industries: Making Connections
SELECT:	Complementary Studies
SELECT:	Complementary Studies

Semester 1, Year 2

KSB211	Stage Management 2
KSB217	Technical Production 2
SELECT:	Complementary Studies

Semester 2, Year 2

KSB212	Stage Management 3
KSB218	Technical Production 3
SELECT:	Complementary Studies

Semester 1, Year 3

KSB301	Theatre Project 1
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Semester 2, Year 3

SELECT: Complementary Studies
SELECT: Complementary Studies
SELECT: Complementary Studies
SELECT: Complementary Studies

Complementary Studies Options

You must complete 96 credit points from the Complementary Studies options below:

* Two packages (equivalent to 48 credit points each) chosen from Advanced Technical Production Practice PLUS a Minor Or 48 credit points of Elective units

* A Minor PLUS 48 credit points of Elective units

* Two Minors

* A Second Major

Advanced Technical Production Practice Complementary Studies

Year 3, Semester 2

Only available to BFA Acting and Technical Production students

KSB302 Theatre Project 2

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200 Consumer Behaviour
AMB220 Advertising Theory and Practice
AMB221 Advertising Copywriting
AMB319 Media Planning
AMB320 Advertising Management
AMB339 Advertising Campaigns
AMB330 Advertising Planning Portfolio

BSB126 Marketing

Animation

KIB105 Animation and Motion Graphics
KIB108 Animation History and Practices
KIB203 Introduction to 3D Computer Graphics
KIB225 Character Development, Conceptual Design and Animation Layout
KIB316 Virtual Environments
KIB325 Real-Time 3D Computer Graphics
KVB105 Drawing for Design
KVB106 Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325 Architecture in the 20th Century
DAB420 Architecture, Culture and Space
DEB102 Introducing Design History
KVB102 Modernism
KVB103 Australian Art
KVB108 Contemporary Asian Visual Culture
KVB211 Post 1945 Art
KVB212 Australian Art, Architecture and Design
KVB304 Contemporary Art Issues
KVB306 Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101 Visual Communication

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide an understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1

KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management

KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newsriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism
	OR
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources
	OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced

skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases

INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
Choose 4 of the following INB 300-level units	
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning

BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier	
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
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KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7

HHB068	French 8
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Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or

	INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia

KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
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KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Lighting Designer, Lighting Technician, Sound Designer, Stage Manager, Technical Officer, Theatre Lighting, Theatre Professionals.

Bachelor of Fine Arts (Television Producing) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421302

Past rank cut-off: 76

Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4, SA)

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)

Discipline coordinator: Jeanette McGown

Campus: Kelvin Grove

OP Guarantee

The OP Guarantee does not apply to this course.

Overview

Television is one of the most powerful media the world has ever known. Even in our changing media environment, television continues to reach audiences of millions â more than any other medium. While working in television can be demanding and difficult, if youâre passionate and committed, you will enjoy the challenge of building your career in this rewarding and exhilarating industry.

QUT offers Queenslandâs only degree completely focussed on the television industry, preparing graduates for the âideas jobsâ in television, such as producing, researching and writing. You learn how the television industry works, how programs get commissioned and how they are actually made. Areas of study include scriptwriting, script editing, producing, pitching, distribution, understanding the industry and doing television research.

Career Outcomes

Graduates work in television as researchers, writers or in production, on a career track that lead to working as producers, script editors, script producers, programmers and schedulers.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 168 credit points of discipline or specified units relating to the chosen major and 96 credit points of Complementary Studies made up of either a Second Major, Minors or elective units.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six

months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KPB101	Foundations of Film and Television Production
KPB106	Australian Television
KWB102	Media Writing

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB107	Television's Greatest Hits

Semester 1, Year 2

KCB301	Media Audiences
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
	Complementary Studies
	Complementary Studies

Semester 2, Year 2

KKB175	Creative Industries Legal Issues
KPB207	Film and Television Scriptwriting
	Complementary Studies
	Complementary Studies

Semester 1, Year 3

KPB302	Project Development and Script Editing for Television
KPB303	Critical Thinking About Television
	Complementary Studies
	Complementary Studies

Semester 2, Year 3

KPB310	Television Practice
	Complementary Studies
	Complementary Studies

Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History

KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing

KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge

KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth

MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to
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	Internet OR
KJB101	Digital Journalism
KJB120	Newsriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism OR
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management

AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns

Creative Industries Minors**INSTRUCTIONS FOR MINORS**

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

Advanced Interactive Media

KIB205	Programming for Visual Designers and Artists
KIB314	Tangible Media
KIB309	Embodied Interactions
KMB216	Graphical Development Environments For Media Interaction

Advertising

AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB222	Media Planning
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation
KIB107	Introduction to Programming for 3D Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures

Communication for the Professions

KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing
KCB302	Political Communication
KCB304	Managing Communication Resources

Computational Arts

ITB001	Problem Solving and Programming
ITB003	Object Oriented Programming OR
KIB105	Animation and Motion Graphics
KKB210	Computational Arts 1
KKB211	Computational Arts 2

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Skills

KDB103	Dance Technique Studies 1
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB223	Entrepreneurship and Innovation

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8

Games Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KVB204	Graphic Design
KIB209	Information Design
KIB206	Typography and Illustration
KIB207	Print Media

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture

HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB260	Public Relations Theory and Practice
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	Global Business
IBB205	Intercultural Communication and Negotiation Skills
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting

PCB121	Vision, Colour and Photometry
PCB122	Lighting Design
PCB123	Sustainability and Human Factors
PCB124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management
MGB210	Managing Operations
MGB220	Business Research Methods
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
And choose one from the following units:	
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Public Relations

AMB260	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing

Screen Studies

KPB102	Film History
KPB103	Film Genres
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Potential Careers:

Academic, Actor, Advertising Professional, Film Composer,
Film/Television Producer, Media Industry Specialist,
Multimedia Designer, Post-production specialist, Publishing
Professional, Technical Officer.

Bachelor of Fine Arts (Visual Arts) (KK34)

Year offered: 2009

Admissions: Yes

CRICOS code: 060810B

Course duration (full-time): 3 years

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February; July

QTAC code: 421782

Past rank cut-off: Admission to course is based on portfolio, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on portfolio, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288 cp

Standard credit points per full-time semester: 48 cp

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Dr Courtney Pedersen

Campus: Kelvin Grove

Additional Entry Requirements

Applicants are selected on the basis of their portfolio and previous academic achievement. The due date to lodge a portfolio and additional materials to QUT was 17 October 2008. Late submissions will not be accepted. In addition to the **admission application**, applicants must **apply online** to Creative Industries Faculty, QUT.

Closing dates for prospective international students are different to those listed above. Please refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

Overview

This course will allow you to follow pathways into a career as a contemporary artist, art professional or art teacher. You will develop an individual art practice by working on projects in unique, open-media studios while also attending classes in modern and contemporary art history and theory. You will discover how to critically evaluate your work and the work of others through group and individual consultations.

Career Outcomes

This course will allow you to choose your career from a range of visual arts related courses. Many of our graduates become highly successful practising artists, who are represented by commercial galleries and have strong careers in the commissioned and public funding sectors. Five of our graduates have been recipients of the Samstag International Visual Arts Scholarship; a prestigious national award that supports Australian graduates to develop their

studies overseas. With specialist training in a related field, our graduates also take up positions as creative directors, visual designers and a range of other occupations in the creative industries sector. If combined with a Graduate Diploma in Education (Senior Years), this course will enable you to become a qualified teacher.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a maximum of 168 credit points of discipline or specified units relating to the chosen major and 96 credit points of Complementary Studies made up of either Advanced Studio Practice, a Second Major, Minors or elective units.

Other Course Options

The Bachelor of Fine Arts (Visual Arts) is also available as a dual degree with Education. Applicants accepted into the dual degree will complete a four year program comprised of the three year Bachelor of Fine Arts (Visual Arts) and the one year Graduate Diploma of Education (Senior Years).

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KVB102	Modernism
KVB120	Studio Art Practice 1

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KVB103	Australian Art
KVB121	Studio Art Practice 2

Semester 1, Year 2

KIB104	Digital Media
KVB220	Studio Art Practice 3 Complementary Studies

Semester 2, Year 2

KVB221	Studio Art Practice 4 Complementary Studies
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	Choose one from the following two units:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art

Semester 1, Year 3

KVB304	Contemporary Art Issues
	Complementary Studies
	Complementary Studies
	Complementary Studies

Semester 2, Year 3

	Complementary Studies
	Complementary Studies
	Complementary Studies
	Choose one from the following two units:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Advanced Studio Practice Complementary Studies

Only available to BFA Visual Arts (single and dual degree) students

Year 3, Semester 1

KVB320	Studio Project 1
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Year 3, Semester 2

KVB321	Studio Project 2
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Creative Industries Second Majors

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

*From 2009 Co-Majors have been renamed Second Majors

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a second major or co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second major or co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors or co-majors and/or minors. Any unit(s) that appear in multiple second major or co-majors and/or minors can only contribute towards the completion of one of these second major or co-majors or minors.

Advertising

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB319	Media Planning

AMB320	Advertising Management
AMB339	Advertising Campaigns
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art and Design History

Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DEB102	Introducing Design History
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Communication Design

*continuing students only

Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level (100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB303	Writing and Publishing Industry
KWB313	Novel and Memoir

Dance

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103	Dance Technique Studies 1
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KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KDB225	Music Theatre Skills

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KCB104	Media and Communications Industries
	OR
KPB106	Australian Television
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation

KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Performance Events and Festivals

Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB251	Innovation and Brand Management
BSB115	Management, People and Organisations
BSB126	Marketing
EFB210	Finance 1
IBB213	International Marketing
MGB207	Human Resource Issues and Strategy
MGB216	Managing Technology, Innovation and Knowledge
MGB324	Managing Business Growth
MGB222	Managing Organisations
MGB223	Entrepreneurship and Innovation
MGB335	Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB203	Consumer Cultures
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB107	Drawing For Fashion
KFB205	Fashion and Style Journalism

KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion
KFB304	Fashion, Law and the Real World
KVB213	Graphic Investigation

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101	Foundations of Film and Television Production
KPB102	Film History
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB108	Media Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB303	Critical Thinking About Television

Game Design

INB180	Computer Games Studies
INB181	Games Production
INB280	Games Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Games Design
KIB101	Visual Communication
KIB102	Visual Interactions

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202	Integrated Marketing Communication
AMB208	Events Marketing
AMB220	Advertising Theory and Practice
AMB230	Digital Promotions
AMB240	Marketing Planning and Management
AMB260	Public Relations Theory and Practice

AMB261	Media Relations and Publicity
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB216	Advanced Web Design
KIB230	Interface and Information Design
KIB315	Contemporary Issues in Digital Media

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102	Media and Society: From Printing Press to Internet
	OR
KJB101	Digital Journalism
KJB120	Newsriting
KCB104	Media and Communications Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KFB205	Fashion and Style Journalism
	OR
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
KCB304	Managing Communication Resources
	OR
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this co-major are to

prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-Marketing Strategies
AMB340	Services Marketing
AMB341	Strategic Marketing
BSB126	Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today's complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB314	Statistical Modelling 2

Online Environments

INB104	Building IT Systems
	Choose 3 of the following units (INB122 and INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB270	Programming
INB271	The Web
INB272	Interaction Design
	Choose 4 of the following INB 300-level units
INB313	Electronic Commerce Site Development
INB322	Information Systems Consulting
INB340	Database Design
INB345	Devices in the Wild
INB346	Web 2.0
INB370	Software Development
INB373	Web Application Development

Public Relations

	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
AMB263	Public Relations Theory and Practice
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
BSB126	Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB316	Virtual Environments

KIB325	Real-Time 3D Computer Graphics
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Advertising

AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
BSB126	Marketing
AMB200	Consumer Behaviour

Animation

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues

Art, Design and Architecture

DAB325	Architecture in the 20th Century
DEB102	Introducing Design History
KVB212	Australian Art, Architecture and Design
KVB306	Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

	*This minor is available to students who commenced 2008 or earlier
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication

KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
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HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8

Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

Choose 2 of the following units

INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
Choose 2 of the following units (INB122 or INB210 cannot both be taken)	
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll

KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Creative Industries Faculty Undergraduate Open

Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills:

	Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice

KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation

KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Art Project Manager, Artist, Arts Administrator, Curator, Media Industry Specialist, Multimedia Designer, Visual Artist, Visual Arts Teacher.

Bachelor of Fine Arts (Dance)/Graduate Diploma in Education (Senior Years) (KK34/ED38)

Year offered: 2009

Admissions: Yes

Course duration (full-time): 4 years (3 years BFA + 1 year GDipEd)

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

Domestic Entry: February

QTAC code: 429162

Past rank cut-off: Admission to course is based on audition and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on audition and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288+96

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Rachel Pedro

Campus: Kelvin Grove

Overview

QUT offers four-year dual awards that qualify graduates for registration as secondary teachers in Queensland and for employment in education and related creative industries fields.

Each dual award is structured to enable you to spend your first three years immersed in your creative discipline. Once completed, you will proceed seamlessly into 12 months of specialised teacher training.

You will sample life as an educator prior to commencing your graduate diploma with foundation units in education studies which include practical school-based field experience during your creative industries degree. You will also have the opportunity to choose minor studies in one other discipline during your first three years which will give you the advantage of undertaking study in a second teaching area, thereby increasing your teaching options.

OP Guarantee

The OP Guarantee does not apply to this course.

Additional entry requirements

Applicants will be selected on the basis of their audition and previous academic achievement. In addition to the **admission application**, applicants must also **apply online** to Creative Industries Faculty, QUT.

The final date to lodge the portfolio and additional materials with QUT was extended to 29 August 2008. A \$33 service fee applies (which can be paid online); applicants applying for more than one Dance course are required to pay only one service fee of \$33.

Auditions

Auditions will be held in Brisbane, Melbourne, Sydney, Canberra, Adelaide, and Townsville in late September/early October.

Confirmation dates and venues will be posted to registrants after registrations close.

Working With Children Check

Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card. to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card. immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at bluecard.qut.com.

Career Opportunities

This four-year dual degree qualifies graduates for registration as secondary teachers in Queensland and for employment in education and related Creative Industries fields.

Course Design

This dual degree is structured to enable you to spend your first three years immersed in Dance and then, once completed, proceed seamlessly into 12 months of specialised teacher training in your fourth year.

You will sample life as an educator prior to commencing the fourth year with foundation units in education studies which will include practical school-based field experience.

You will also have the opportunity to choose minor studies in one other discipline during your first three years which will give you the advantage of being able to undertake study in a second teaching area and increase your teaching options. There are a large number of available second teaching areas which include drama, English, languages, mathematics, music, visual arts, business, social sciences and science education.

Why choose this course?

The Creative Industries Faculty and the Faculty of Education have an enviable reputation, developed over almost 50 years, as the leading provider in Queensland of outstanding teacher practitioners in the visual and

performing arts.

Professional Recognition

This course meets the requirements for registration as a teacher in Queensland. It is recognised nationally and internationally, however additional requirements may be needed for some locations.

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (ie failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc) and who have been invited and accepted to continue as a fee-paying student.

Course structure - Senior Years

Year 1, Semester 1

EDP415	Engaging Diverse Learners
EDP441	Senior Years Field Studies 1: Engaging Diverse Learners
	Curriculum Studies 1
	Curriculum Studies Elective
	Designated Unit: EDP441

Year 1, Semester 2

EDP416	The Professional Practice of Educators
EDP442	Senior Years Field Studies 2: The Professional Practice of Educators
	Curriculum Studies 2
	Curriculum Studies 3
	Designated Unit: EDP442

Curriculum Studies 1

CLP402	Business Education Curriculum Studies 1
CLP408	English Education Curriculum Studies 1
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
KDP201	Dance Curriculum Studies 1
KMP201	Music (Secondary) Curriculum Studies 1
KTP201	Drama Curriculum Studies 1
KVP301	Visual Arts Curriculum Studies 1
MDP456	Mathematics Education Curriculum Studies 1
MDP459	Science Education Curriculum Studies 1
CLP422	Film and Media Education Curriculum Studies 1

Curriculum Studies 2

CLP403	Business Education Curriculum Studies 2
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	(Business Communication and Technology)
CLP404	Business Education Curriculum Studies 2 (Accounting and Business Management)
CLP406	Legal Studies Education Curriculum Studies
CLP409	English Education Curriculum Studies 2
CLP412	Languages Education Curriculum Studies 2
CLP415	Social Education Curriculum Studies 2 (Geography)
CLP416	Social Education Curriculum Studies 2 (History)
CLP417	Social Education Curriculum Studies 2 (Senior Social Science)
MDP455	Business Education Curriculum Studies 2 (ICT)
MDP457	Mathematics Education Curriculum Studies 2
MDP462	Biology Curriculum Studies 2
MDP460	Science Education Curriculum Studies 2
MDP463	Chemistry Curriculum Studies 2
MDP464	Earth Science Curriculum Studies 2
MDP465	Physics Curriculum Studies 2
CLP423	Film and Media Education Curriculum Studies 2
MDP462	Biology Curriculum Studies 2
MDP463	Chemistry Curriculum Studies 2
MDP464	Earth Science Curriculum Studies 2
MDP465	Physics Curriculum Studies 2
KTP202	Drama Curriculum Studies 2
KDP202	Dance Curriculum Studies 2
KMP202	Music (Secondary) Curriculum Studies 2
KVP302	Visual Arts Curriculum Studies 2

Curriculum Studies 3

CLP407	Business Education Curriculum Studies 3
CLP410	English Education Curriculum Studies 3
CLP413	Languages Education Curriculum Studies 3
CLP418	Social Education Curriculum Studies 3
MDP458	Mathematics Education Curriculum Studies 3
CLP424	Film and Media Education Curriculum Studies 3
MDP461	Science Education Curriculum Studies 3
KTP203	Drama Curriculum Studies 3
KDP203	Dance Curriculum Studies 3
KMP203	Music (Secondary) Curriculum Studies 3
KVP303	Visual Arts Curriculum Studies 3

Curriculum Electives

CLP419	Social Education Curriculum - Senior History
CLP400	Middle Years: Multiliteracies
CLP401	Middle Years: Transdisciplinary Arts and SOSE
MDP452	Middle Years: Mathematical Understandings
MDP453	Middle Years: Transdisciplinary Science and Technology

SPP400	Classroom and Behaviour Management
SPP401	Classroom Assessment Practices

completion of their first three years of study. Please refer to the ED38 Course Summary Sheet for enrolment information.

Full time course structure

Semester 1, Year 1

KDB101	Performance 1
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KKB101	Creative Industries: People and Practices

Semester 2, Year 1

KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KKB102	Creative Industries: Making Connections Complimentary Studies

Semester 1, Year 2

KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3
KDB108	World Dance

Semester 2, Year 2

KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB208	Integrated Professional Skills
KDB214	Dance Technique Studies 4 Complimentary Studies

Semester 1, Year 3

EDB036	Introduction to Education
KDB301	Dance Project 1A Complementary Studies Choose one from the following units
KDB201	Dance Curriculum Studies 1 Complementary Studies

Semester 2, Year 3

KDB204	Australian Dance
EDB037	Introduction to Educational Sites Choose two from the following units
KDB109	Funk, Tap and all that Jazz
KDB215	Performance in Context (recommended)
SPB012	Classroom and Behaviour Management Complimentary Studies

Year 4, Semester 1 and Semester 2

Students who were accepted into the four year program (QTAC code: 429162) will automatically be transferred to their fourth year of study in ED38 Graduate Diploma of Education (Senior Years) upon successful

Year 4, Semester 1 and Semester 2

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media& Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

KKB347	Introductory Research 1
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Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing
KWB309	Popular Fictions, Popular Culture

Dance

KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz
KDB204	Australian Dance

Faculty

KKB102	Creative Industries: Making Connections
KKB004	Indigenous Creative Industries

Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

Film & Television

KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

Interactive and Visual Design

KIB102	Visual Interactions
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KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB108	Animation History and Practices
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB104	Media and Communications Industries
KCB105	Media and Communication Research Methods
KCB202	New Media 2: Applications and Implications
KCB203	Consumer Cultures

Music & Sound

KMB002	Music and Spirituality
KMB007	Introductory Ensemble
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics

Performance Studies

KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB348	Becoming A Researcher: Contexts, Protocols and Impact
KKB350	Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Second Teaching Area Units

Dance (48 credit points)

Please note: An audition is required in orientation week. Please contact dance@qut.edu.au for further information.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz

Drama (48 credit points)

KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB209	Applied Performance

English (48 credit points)

	Required Unit
CLB320	Studies In Language
	Up to 12 credit points from Introductory Level Units:
KCB102	Media and Society: From Printing Press to Internet
KWB108	Introduction To Literary Studies
	No less than 24 credit points from Advanced Level Units
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB309	Popular Fictions, Popular Culture
KWB209	Shakespeare, Then and Now

Film and Media (48 credit points)

Required Units

KPB101	Foundations of Film and Television Production
KPB108	Media Text Analysis
No less than 24 credit points from:	
KPB102	Film History
KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB203	Australian Film
KPB205	Documentary Theory and Practice

Geography (48 credit points)

Up to 24 credit points from Introductory Units

HHB127	Environment And Society
HHB107	World Regions
HHB251	Australian Resource Management
No less than 24 credit points from Advanced Units	
HHB250	Australian Geographical Studies
HHB228	Environmental Hazards
HHB229	Windows On Japan
HHB269	Ethics, Technology And The Environment
HHB244	Southeast Asia In Focus

History (48 credit points)

null

Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World. Students should check with QUT Carseldine Faculty on availability of units.

Up to 24 credit points from Introductory Units

HHB121	Interpreting The Past
HHB122	Colonialism And Independence In Asia Pacific
No less than 24 credit points from Advanced Units	
HHB238	Asian Cultures And Societies
HHB245	Australia And The South Pacific
HHB315	Sex And Drugs In South-East Asia
HHB248	The USA and The Asia Pacific Region
HHB259	War And Revolution In Europe 1914-1945
HHB246	Modern China
HHB237	Brisbane in the Twentieth Century
HHB253	Conspiracy And Dissent In Australian History
HHB257	The Classical World
HHB258	Foundations of Modern Europe
HHB260	Nations And Nationalism In Modern Europe
HHB261	Medieval Europe

HHB109	Australian Historical Studies
HHB239	Korean Culture And Societies

Languages other than English

	Indonesian
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
	Japanese
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
	French
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
	German
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6

Music (48 credit points)

Please note: An audition is required in orientation week. Please contact music@qut.edu.au for further information.

KMB105	Music and Sound Technology
KMB130	Core Musicianship 1
KMB131	Core Musicianship 2
Select either KMB002 or KMB003	
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll

Visual Arts (48 credit points)

Please note: A folio is required in orientation week. Please contact artdesign@qut.edu.au for further information.

KVB104	Photomedia and Artistic Practice
KVB110	2D Media and Processes
KVB111	3D Media and Processes
Select either KVB102 or KVB211	
KVB102	Modernism
KVB211	Post 1945 Art

Potential Careers:

Choreographer, Dance Teacher, Dancer, Educator, Higher Education Worker, Secondary School Teacher, Teacher.

Bachelor of Fine Arts (Drama)/Graduate Diploma in Education (Senior Years) (KK34/ED38)

Year offered: 2009

Admissions: Yes

Course duration (full-time): 4 years (3 years BFA + 1 year GDipEd)

Domestic fees (indicative): 2009 CSP \$2,601 (indicative) per semester

Domestic Entry: February

QTAC code: 429172

Past rank cut-off: 79

Past OP cut-off: 11

Assumed knowledge: English (4, SA)

Total credit points: 288+96

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Dr Sandra Gattenhof

Campus: Kelvin Grove

Overview

QUT offers four-year dual awards that qualify graduates for registration as secondary teachers in Queensland and for employment in education and related creative industries fields.

Each dual award is structured to enable you to spend your first three years immersed in your creative discipline. Once completed, you will proceed seamlessly into 12 months of specialised teacher training.

You will sample life as an educator prior to commencing your graduate diploma with foundation units in education studies which include practical school-based field experience during your creative industries degree. You will also have the opportunity to choose minor studies in one other discipline during your first three years which will give you the advantage of undertaking study in a second teaching area, thereby increasing your teaching options.

Working With Children Check

Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card. to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card. immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at bluecard.qut.com.

Career Opportunities

This four-year dual degree qualifies graduates for registration as secondary teachers in Queensland and for employment in education and related Creative Industries fields.

Course Design

This dual degree is structured to enable you to spend your first three years immersed in Drama and then, once completed, proceed seamlessly into 12 months of specialised teacher training in your fourth year.

You will sample life as an educator prior to commencing the fourth year with foundation units in education studies which will include practical school-based field experience.

You will also have the opportunity to choose minor studies in one other discipline during your first three years which will give you the advantage of being able to undertake study in a second teaching area and increase your teaching options. There are a large number of available second teaching areas which include drama, English, languages, mathematics, music, visual arts, business, social sciences and science education.

Why choose this course?

The Creative Industries Faculty and the Faculty of Education have an enviable reputation, developed over almost 50 years, as the leading provider in Queensland of outstanding teacher practitioners in the visual and performing arts.

Professional Recognition

This course meets the requirements for registration as a teacher in Queensland. It is recognised nationally and internationally, however additional requirements may be needed for some locations.

Deferment

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Full Time Course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB102	Process Drama

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Semester 1, Year 2

KTB205	Production 2: The Collaborative Artist Choose between KTB206 or KTB210:
KTB206	The Creating Body
KTB210	Creative Industries Management Complementary Studies Option Complementary Studies Option

Semester 2, Year 2

KTB207	Staging Australia Choose between KTB209 or KTB211:
KTB209	Applied Performance
KTB211	Creative Industries Events and Festivals Complementary Studies Option Complementary Studies Option

Semester 1, Year 3

KTB204	Understanding Performance Choose between KTB301 or KTB306:
KTB301	Performing Self
KTB306	Directing for Performance Events and Festivals Complementary Studies Option Complementary Studies Option
EDB036	Introduction to Education

Semester 2, Year 3

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist Enrol in SPB012 Classroom and Behaviour Management OR Elective or STA
EDB037	Introduction to Educational Sites

Semester 1 and 2, Year 4

Students who were accepted into the four year program (QTAC code: 429172) will automatically be transferred to their fourth year of study in ED38 Graduate Diploma of Education (Senior Years) upon successful completion of their first three years of study. Please refer to the ED38 Course Summary Sheet for enrolment information.

Second Teaching Area Units**Dance (48 credit points)**

Please note: An audition is required in orientation week. Please contact dance@qut.edu.au for further information.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz

Drama (48 credit points)

KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB209	Applied Performance

English (48 credit points)

	Required Unit
CLB320	Studies In Language Up to 12 credit points from Introductory Level Units:
KCB102	Media and Society: From Printing Press to Internet
KWB108	Introduction To Literary Studies No less than 24 credit points from Advanced Level Units
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB309	Popular Fictions, Popular Culture
KWB209	Shakespeare, Then and Now

Film and Media (48 credit points)

	Required Units
KPB101	Foundations of Film and Television Production
KPB108	Media Text Analysis No less than 24 credit points from:
KPB102	Film History
KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB203	Australian Film
KPB205	Documentary Theory and Practice

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
HHB127	Environment And Society
HHB107	World Regions
HHB251	Australian Resource Management
	No less than 24 credit points from Advanced Units
HHB250	Australian Geographical Studies
HHB228	Environmental Hazards
HHB229	Windows On Japan
HHB269	Ethics, Technology And The Environment
HHB244	Southeast Asia In Focus

History (48 credit points)

	null
	Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World. Students should check with QUT Carseldine Faculty on availability of units.
	Up to 24 credit points from Introductory Units
HHB121	Interpreting The Past
HHB122	Colonialism And Independence In Asia Pacific
	No less than 24 credit points from Advanced Units
HHB238	Asian Cultures And Societies
HHB245	Australia And The South Pacific
HHB315	Sex And Drugs In South-East Asia
HHB248	The USA and The Asia Pacific Region
HHB259	War And Revolution In Europe 1914-1945
HHB246	Modern China
HHB237	Brisbane in the Twentieth Century
HHB253	Conspiracy And Dissent In Australian History
HHB257	The Classical World
HHB258	Foundations of Modern Europe
HHB260	Nations And Nationalism In Modern Europe
HHB261	Medieval Europe
HHB109	Australian Historical Studies
HHB239	Korean Culture And Societies

Languages other than English

	Indonesian
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
	Japanese
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6

	French
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
	German
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6

Music (48 credit points)

	Please note: An audition is required in orientation week. Please contact music@qut.edu.au for further information.
KMB105	Music and Sound Technology
KMB130	Core Musicianship 1
KMB131	Core Musicianship 2
	Select either KMB002 or KMB003
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll

Visual Arts (48 credit points)

	Please note: A folio is required in orientation week. Please contact artdesign@qut.edu.au for further information.
KVB104	Photomedia and Artistic Practice
KVB110	2D Media and Processes
KVB111	3D Media and Processes
	Select either KVB102 or KVB211
KVB102	Modernism
KVB211	Post 1945 Art

Potential Careers:

Actor, Drama Teacher, Higher Education Worker, Secondary School Teacher, Stage Manager, Teacher, Theatre Lighting, Theatre Professionals.

Bachelor of Fine Arts (Visual Arts)/Graduate Diploma in Education (Senior Years) (KK34/ED38)

Year offered: 2009

Admissions: Yes

Course duration (full-time): 4 years (3 years BFA + 1 year GDipEd)

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

Domestic Entry: February

QTAC code: 429152

Past rank cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288+96

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Dr Courtney Pedersen

Campus: Kelvin Grove

Overview

QUT offers four-year dual awards that qualify graduates for registration as secondary teachers in Queensland and for employment in education and related creative industries fields.

Each dual award is structured to enable you to spend your first three years immersed in your creative discipline. Once completed, you will proceed seamlessly into 12 months of specialised teacher training.

You will sample life as an educator prior to commencing your graduate diploma with foundation units in education studies which include practical school-based field experience during your creative industries degree. You will also have the opportunity to choose minor studies in one other discipline during your first three years which will give you the advantage of undertaking study in a second teaching area, thereby increasing your teaching options.

OP Guarantee

The OP Guarantee does not apply to this course.

Additional Entry Requirements

Applicants will be selected on the basis of their portfolio and previous academic achievement. In addition to the **admission application**, applicants must **apply online** to Creative Industries Faculty, QUT.

The final date to lodge the portfolio and other required materials with QUT was 17 October 2008. A \$33 service fee applies (which can be paid online); applicants applying for more than one Visual Arts course are required to pay only one service fee of \$33.

Working With Children Check

Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card. to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card. immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at bluecard.qut.com.

Career Opportunities

This four-year dual degree qualifies graduates for registration as secondary teachers in Queensland and for employment in education and related Creative Industries fields.

Course Design

This dual degree is structured to enable you to spend your first three years immersed in Visual Arts and then, once completed, proceed seamlessly into 12 months of specialised teacher training in your fourth year.

You will sample life as an educator prior to commencing the fourth year with foundation units in education studies which will include practical school-based field experience.

You will also have the opportunity to choose minor studies in one other discipline during your first three years which will give you the advantage of being able to undertake study in a second teaching area and increase your teaching options. There are a large number of available second teaching areas which include dance, drama, English, languages, mathematics, music, business, social sciences and science education.

Why choose this course?

The Creative Industries Faculty and the Faculty of Education have an enviable reputation, developed over almost 50 years, as the leading provider in Queensland of outstanding teacher practitioners in the visual and performing arts.

Professional Recognition

This course meets the requirements for registration as a teacher in Queensland. It is recognised nationally and internationally, however additional requirements may be needed for some locations.

Deferment

New QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (ie failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc) and who have been invited and accepted to continue as a fee-paying student

Full time course structure

Semester 1, Year 1

KKB101	Creative Industries: People and Practices
KVB102	Modernism
KVB120	Studio Art Practice 1

Semester 2, Year 1

KKB102	Creative Industries: Making Connections
KVB103	Australian Art
KVB121	Studio Art Practice 2

Semester 1, Year 2

KVB220	Studio Art Practice 3
	Complementary Studies
	Complementary Studies

Semester 2, Year 2

KVB221	Studio Art Practice 4
KIB104	Digital Media
	Choose one from the following two units:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art

Semester 1, Year 3

KVB304	Contemporary Art Issues
EDB036	Introduction to Education
	Complementary Studies
	Choose one from the following two units:
KVB301	Visual Arts Curriculum Studies 1
	Complementary Studies

Semester 2, Year 3

EDB037	Introduction to Educational Sites
	Complementary Studies
	Choose one from the following two units:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture
	Choose one from the following two units:

SPB012 Classroom and Behaviour Management
Complementary Studies

Year 4, Semester 1 and Semester 2

Students who were accepted into the four year program (QTAC code: 429152) will automatically be transferred to their fourth year of study in ED38 Graduate Diploma of Education (Senior Years) upon successful completion of their first three years of study. Please refer to the ED38 Course Summary Sheet for enrolment information.

Course structure - Senior Years

Year 1, Semester 1

EDP415	Engaging Diverse Learners
EDP441	Senior Years Field Studies 1: Engaging Diverse Learners
	Curriculum Studies 1
	Curriculum Studies Elective
	Designated Unit: EDP441

Year 1, Semester 2

EDP416	The Professional Practice of Educators
EDP442	Senior Years Field Studies 2: The Professional Practice of Educators
	Curriculum Studies 2
	Curriculum Studies 3
	Designated Unit: EDP442

Curriculum Studies 1

CLP402	Business Education Curriculum Studies 1
CLP408	English Education Curriculum Studies 1
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
KDP201	Dance Curriculum Studies 1
KMP201	Music (Secondary) Curriculum Studies 1
KTP201	Drama Curriculum Studies 1
KVP301	Visual Arts Curriculum Studies 1
MDP456	Mathematics Education Curriculum Studies 1
MDP459	Science Education Curriculum Studies 1
CLP422	Film and Media Education Curriculum Studies 1

Curriculum Studies 2

CLP403	Business Education Curriculum Studies 2 (Business Communication and Technology)
CLP404	Business Education Curriculum Studies 2 (Accounting and Business Management)
CLP406	Legal Studies Education Curriculum Studies
CLP409	English Education Curriculum Studies 2
CLP412	Languages Education Curriculum Studies 2
CLP415	Social Education Curriculum Studies 2 (Geography)

CLP416	Social Education Curriculum Studies 2 (History)
CLP417	Social Education Curriculum Studies 2 (Senior Social Science)
MDP455	Business Education Curriculum Studies 2 (ICT)
MDP457	Mathematics Education Curriculum Studies 2
MDP462	Biology Curriculum Studies 2
MDP460	Science Education Curriculum Studies 2
MDP463	Chemistry Curriculum Studies 2
MDP464	Earth Science Curriculum Studies 2
MDP465	Physics Curriculum Studies 2
CLP423	Film and Media Education Curriculum Studies 2
MDP462	Biology Curriculum Studies 2
MDP463	Chemistry Curriculum Studies 2
MDP464	Earth Science Curriculum Studies 2
MDP465	Physics Curriculum Studies 2
KTP202	Drama Curriculum Studies 2
KDP202	Dance Curriculum Studies 2
KMP202	Music (Secondary) Curriculum Studies 2
KVP302	Visual Arts Curriculum Studies 2

Curriculum Studies 3

CLP407	Business Education Curriculum Studies 3
CLP410	English Education Curriculum Studies 3
CLP413	Languages Education Curriculum Studies 3
CLP418	Social Education Curriculum Studies 3
MDP458	Mathematics Education Curriculum Studies 3
CLP424	Film and Media Education Curriculum Studies 3
MDP461	Science Education Curriculum Studies 3
KTP203	Drama Curriculum Studies 3
KDP203	Dance Curriculum Studies 3
KMP203	Music (Secondary) Curriculum Studies 3
KVP303	Visual Arts Curriculum Studies 3

Curriculum Electives

CLP419	Social Education Curriculum - Senior History
CLP400	Middle Years: Multiliteracies
CLP401	Middle Years: Transdisciplinary Arts and SOSE
MDP452	Middle Years: Mathematical Understandings
MDP453	Middle Years: Transdisciplinary Science and Technology
SPP400	Classroom and Behaviour Management
SPP401	Classroom Assessment Practices

Second Teaching Area Units

Dance (48 credit points)

Please note: An audition is required in orientation week. Please contact dance@qut.edu.au for further information.

KDB103	Dance Technique Studies 1
KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz

Drama (48 credit points)

KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KTB106	Performing Skills 2: Style and Form
KTB207	Staging Australia
KTB209	Applied Performance

English (48 credit points)

	Required Unit
CLB320	Studies In Language
	Up to 12 credit points from Introductory Level Units:
KCB102	Media and Society: From Printing Press to Internet
KWB108	Introduction To Literary Studies
	No less than 24 credit points from Advanced Level Units
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB309	Popular Fictions, Popular Culture
KWB209	Shakespeare, Then and Now

Film and Media (48 credit points)

	Required Units
KPB101	Foundations of Film and Television Production
KPB108	Media Text Analysis
	No less than 24 credit points from:
KPB102	Film History
KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB106	Australian Television
KPB203	Australian Film
KPB205	Documentary Theory and Practice

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
HHB127	Environment And Society
HHB107	World Regions
HHB251	Australian Resource Management
	No less than 24 credit points from Advanced Units
HHB250	Australian Geographical Studies
HHB228	Environmental Hazards
HHB229	Windows On Japan
HHB269	Ethics, Technology And The Environment
HHB244	Southeast Asia In Focus

History (48 credit points)

	null
	Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World. Students should check with QUT Carseldine Faculty on availability of units.
	Up to 24 credit points from Introductory Units
HHB121	Interpreting The Past
HHB122	Colonialism And Independence In Asia Pacific
	No less than 24 credit points from Advanced Units
HHB238	Asian Cultures And Societies
HHB245	Australia And The South Pacific
HHB315	Sex And Drugs In South-East Asia
HHB248	The USA and The Asia Pacific Region
HHB259	War And Revolution In Europe 1914-1945
HHB246	Modern China
HHB237	Brisbane in the Twentieth Century
HHB253	Conspiracy And Dissent In Australian History
HHB257	The Classical World
HHB258	Foundations of Modern Europe
HHB260	Nations And Nationalism In Modern Europe
HHB261	Medieval Europe
HHB109	Australian Historical Studies
HHB239	Korean Culture And Societies

Languages other than English

	Indonesian
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
	Japanese
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6

	French
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
	German
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6

Music (48 credit points)

	Please note: An audition is required in orientation week. Please contact music@qut.edu.au for further information.
KMB105	Music and Sound Technology
KMB130	Core Musicianship 1
KMB131	Core Musicianship 2
	Select either KMB002 or KMB003
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll

Visual Arts (48 credit points)

	Please note: A folio is required in orientation week. Please contact artdesign@qut.edu.au for further information.
KVB104	Photomedia and Artistic Practice
KVB110	2D Media and Processes
KVB111	3D Media and Processes
	Select either KVB102 or KVB211
KVB102	Modernism
KVB211	Post 1945 Art

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative

Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
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KCB102	Media and Society: From Printing Press to Internet
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KCB103	Strategic Speech Communication
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KCB201	New Media 1: Information and Knowledge
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KCB302	Political Communication
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Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2
KKB347	Introductory Research 1

Visual Arts

KVB102	Modernism
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB110	2D Media and Processes
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB209	Shakespeare, Then and Now
KWB307	Indigenous Writing

KWB309 Popular Fictions, Popular Culture

Dance

KDB106 Dance Analysis

KDB109 Funk, Tap and all that Jazz

KDB204 Australian Dance

Faculty

KKB102 Creative Industries: Making Connections

KKB004 Indigenous Creative Industries

Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB205 Fashion and Style Journalism

KFB207 Contemporary Fashion

KFB208 Fashion Portfolio

Film & Television

KPB103 Film Genres

KPB104 Film and Television Production Resource Management

KPB107 Television's Greatest Hits

KPB205 Documentary Theory and Practice

KPB206 International Cinema

KPB207 Film and Television Scriptwriting

Interactive and Visual Design

KIB102 Visual Interactions

KIB103 Introduction to Web Design and Development

KIB104 Digital Media

KIB108 Animation History and Practices

KIB202 Enabling Immersion

Journalism

KJB101 Digital Journalism

KJB120 Newswriting

KJB121 Journalistic Inquiry

KJB224 Feature Writing

KJB280 International Journalism

KJB337 Public Affairs Reporting

Media & Communication

KCB101 Communication in the New Economy

KCB103 Strategic Speech Communication

KCB104 Media and Communications Industries

KCB105 Media and Communication Research Methods

KCB202 New Media 2: Applications and Implications

KCB203 Consumer Cultures

Music & Sound

KMB002 Music and Spirituality

KMB007 Introductory Ensemble

KMB105 Music and Sound Technology

KMB107 Sound, Image, Text

KMB108 Sound Recording and Acoustics

Performance Studies

KTB104 Performance Innovation

KTB106 Performing Skills 2: Style and Form

KTB207 Staging Australia

KTB211 Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341 Workplace Learning 1

KKB342 Workplace Learning 2

KKB343 Service Learning 1

KKB344 Service Learning 2

KKB345 Creative Industries Project 1

KKB346 Creative Industries Project 2

KKB348 Becoming A Researcher: Contexts, Protocols and Impact

KKB350 Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103 Australian Art

KVB104 Photomedia and Artistic Practice

KVB106 Drawing for Animation

KVB108 Contemporary Asian Visual Culture

KVB111 3D Media and Processes

KVB211 Post 1945 Art

KVB306 Video Art and Culture

KVB307 Theories of Spatial Culture

Potential Careers:

Art Project Manager, Artist, Arts Administrator, Curator, Educator, Higher Education Worker, Secondary School Teacher, Teacher, Visual Artist, Visual Arts Teacher.

Master of Fine Arts (KK42)

Year offered: 2009

Admissions: Yes

CRICOS code: 016349F

Course duration (full-time): 1.5 years full-time

Course duration (part-time): 3 years part-time

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February and July

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Ms Shaaron Boughen

Discipline coordinator: Ms Shaaron Boughen

Campus: Kelvin Grove

KKP613-2 MFA Project

KKP613-3 MFA Project

KKP613-4 MFA Project

* It is advised that Dance students choose KKP601 Approaches to Enquiry in the Creative Industries as one of their elective units within their first semester of study. MFA in Dance is available in creative practice and/or performance. Dance applicants are required to submit a one-page proposal outlining the focus of their study together with a video or DVD of their work to the Dance Coordinator.

Part-time students should contact the Dance Coordinator to discuss their enrolment program.

Potential Careers:

Choreographer, Dancer.

Overview

As an established dance professional, you will gain advanced understanding and skills to contribute significantly to dance development and practice through a project-based program supported by coursework. This program will extend, diversify and intensify your practice in a professional context. The Master of Fine Arts in Dance is available in creative practice and/or performance. You are able to negotiate individual, flexible study modes, which include a summer semester program, allowing you to complete in one year. Interdisciplinary projects and those involving the use of technology are encouraged.

Entry Requirements

A bachelor degree in dance and/or relevant professional dance experience.

Applicants are required to submit a video/DVD of their choreography/performance work and a one-page proposal outlining the focus of their study. If requested, supply documentation of professional work experience as detailed in Completing the PG Form.

International Student Entry

International students may enrol only in full-time programs.

Suggested Full Time Course Structure - Dance

Semester 1

KKP607 Advanced Professional Practice 1
 Elective*
 Elective

Semester 2

KKP608 Advanced Professional Practice 2
 Elective
 Elective

Semester 3

KKP613-1 MFA Project

Graduate Certificate in Arts and Creative Industries Management (KK44)

Year offered: 2009

Admissions: No

CRICOS code: 056187K

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Campus: Kelvin Grove

Course Description

This innovative postgraduate course enables you to fuse creative talents with business and entrepreneurial skills. Your role as a manager in the creative industries is to bring together the artist and the consumer through cultural leadership. With the shift to micro-business development, there is a need for your business acumen and entrepreneurial skills to turn your good ideas into successful enterprises.

Entry Requirements

A bachelor degree with an overall grade point average (GPA) or 4.5 or above (on a 7-point scale).

Course Structure

This course is comprised of four subjects covering Arts and Creative Industries Management.

Articulation

You have the opportunity to transfer into the KK46 Master of Arts and Creative Industries Management degree with advanced standing if your GPA in KK44 is 4.5 or above.

Full-time Course structure

Semester 1

KKP402	Business and Corporate Development in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KTP406	Creative Industries: Events and Festivals
KKP408	Marketing Arts and Culture OR
KTP409	Arts and Cultural Management

Part-time Course structure

Semester 1

KKP402	Business and Corporate Development in the Creative Industries
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KKP404	Policy Development in Creative and Cultural Industries
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Semester 2

KTP406	Creative Industries: Events and Festivals
KKP408	Marketing Arts and Culture OR
KTP409	Arts and Cultural Management

Potential Careers:

Administrator, Advertising Professional, Art Project Manager, Artist, Arts Administrator, Business Analyst, Business Development Officer, Commercialisation Officer, Government Officer, Information Officer, International Business Specialist, Manager, Market Research Manager, Marketing Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Public Relations Officer/Consultant, Publishing Professional, Visual Artist.

Master of Arts and Creative Industries Management (KK46)

Year offered: 2009

Admissions: No

CRICOS code: 056188J

Course duration (full-time): 3 semesters

Course duration (part-time): 6 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February and July

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Campus: Kelvin Grove

Course Description

This innovative postgraduate course enables you to fuse creative talents with business and entrepreneurial skills. Your role as a manager in the creative industries is to bring together the artist and the consumer through cultural leadership. With the shift to micro-business development, there is a need for your business acumen and entrepreneurial skills to turn your good ideas into successful enterprises.

Entry Requirements

Applicants will be given automatic entry into this degree if they have:

1. A Grade Point Average of 4.5 or above from a bachelor's degree in any field at any recognised tertiary institution;
2. At least two years paid work or professional experience;
3. English language proficiency as demonstrated by an IELTS band score of 6.5 with no sub-band score below 6.0; a TOEFL score of 575 (paper-based) or 230 (computerised); or written documentary evidence that tertiary studies were conducted entirely in English.

Applicants with less than two years paid work experience, or with more part-time or contract-based work experience, may be admitted into KK46 on the basis of an interview with the course coordinator. Such applicants may also be required to enrol in the Graduate Certificate in Arts and Creative Industries Management, with the opportunity to transfer into the Masters degree with advanced standing if their GPA in this course is 4.5 or above.

Course Structure

This course is comprised of ten subjects covering Arts and Creative Industries Management plus two electives.

Full-Time Course Structure - February Entry

Year 1, Semester 1

KKP402	Business and Corporate Development in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries

KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Year 1, Semester 2

KCP402	New Media Studies
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
SELECT:	Elective

Year 2, Semester 1

KKP405	Co-Creative Media: Digital Storytelling
KKP411	Major Project in Arts and Creative Industries Management
SELECT:	Elective

Part-time Course Structure - February Entry

Year 1, Semester 1

KKP402	Business and Corporate Development in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries

Year 1, Semester 2

KKP408	Marketing Arts and Culture
KCP402	New Media Studies

Year 2, Semester 1

KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Year 2, Semester 2

KKP407	Creative Industries in Asia
SELECT:	Elective

Year 3, Semester 1

KKP405	Co-Creative Media: Digital Storytelling
SELECT:	Elective

Year 3, Semester 2

KKP411	Major Project in Arts and Creative Industries Management
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Full-Time Course Structure - July Entry

Year 1, Semester 1

KKP402	Business and Corporate Development in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KTB211	Creative Industries Events and Festivals
KKP408	Marketing Arts and Culture

Year 1, Semester 2

SELECT:	Elective
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SELECT: Elective
KKP405 Co-Creative Media: Digital Storytelling
KTB210 Creative Industries Management

Year 2, Semester 1

KCP402 New Media Studies
KKP407 Creative Industries in Asia
KKP411 Major Project in Arts and Creative Industries Management

Part-Time Course Structure - July Entry

Year 1, Semester 1

KKP402 Business and Corporate Development in the Creative Industries
KKP404 Policy Development in Creative and Cultural Industries

Year 1, Semester 2

KTB210 Creative Industries Management
KTB211 Creative Industries Events and Festivals

Year 2, Semester 1

KCP402 New Media Studies
KKP408 Marketing Arts and Culture

Year 2, Semester 2

KKP405 Co-Creative Media: Digital Storytelling
SELECT: Elective

Year 3, Semester 1

KKP407 Creative Industries in Asia
SELECT: Elective

Year 3, Semester 2

KKP411 Major Project in Arts and Creative Industries Management

Potential Careers:

Administrator, Advertising Professional, Art Project Manager, Artist, Arts Administrator, Business Analyst, Business Development Officer, Commercialisation Officer, Government Officer, Information Officer, International Business Specialist, Manager, Marketing Officer/Manager, Media Industry Specialist, Organisational Communication Specialist, Public Relations Officer/Consultant, Publishing Professional, Visual Artist.

Doctor of Creative Industries (KK49)

Year offered: 2009

Admissions: Yes

CRICOS code: 046050K

Course duration (full-time): Normal enrolment is 6 semesters - this can vary depending on entry requirements.

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February

Total credit points: 288

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Professor Brad Haseman

Campus: Kelvin Grove

Overview

The Doctor of Creative Industries (DCI) is designed to engender advanced, critical and systematic reflection on professional and creative practice in any of the Creative Industries disciplines.

A pioneering doctoral program for leading artists and professionals, the DCI is suitable for those who seek to explore opportunities presented by the creative industries in the following practice:

• artistic practice

• professional practice

• creative enterprise practice

• teaching practice.

The DCI offers a professional doctoral qualification, and will suit candidates who are seeking to locate their research in and around the workplace, have a focus on improving their practice and who wish to ground their investigations around professional projects.

Entry Requirements

Doctoral applicants should possess either a four-year degree or its equivalent with first-class honours or second-class honours division A; or a masters degree in a relevant field. Applicants must also have two years of practice at an advanced level in a position of responsibility in the creative industries.

Applications from outstanding leaders in the creative industries who have not had the opportunity to pursue postgraduate study may seek entry to the DCI. This alternative entry requires a minimum of five years of relevant professional or creative practice and an accompanying portfolio of achievement that demonstrates the applicant's capacity to work at a doctoral level.

Depending on academic qualifications and experience, and with Faculty approval, applicants may receive advanced standing into the course.

Course Structure

The course comprises two components—coursework and professional practice projects. Coursework is undertaken at the beginning of candidature and provides the essential conceptual tools required for doctoral-level analysis and

reflection on your professional practice.

You will learn about project management and design, reflective practice and research techniques in preparation for developing your project work. You will complete elective units to extend your existing knowledge and skills.

In consultation with Faculty academics and mentors from industry, you will design, implement and evaluate three professional practice projects. The projects can be creative practice, professional practice or be based in creative enterprise or teaching practice.

The normal enrolment for the Doctor of Creative Industries is six semesters of full-time study. However, the period of candidature can vary depending on entry requirements.

Project Track

Year 1 - Semester 1

KKP601	Approaches to Enquiry in the Creative Industries
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action
	Elective 1

6TP4

GSN442	Project Management 1
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6TP5

GSN443	Project Management 2
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Year 1 - Semester 2

KKP603	Project Development in the Creative Industries
KKP604	Creative Industries Conference 1
	Elective 2

Year 2 - Semester 1

KKP610-1	DCI Professional Project 1 (1/4)
KKP610-2	DCI Professional Project 1 (2/4)
KKP610-3	DCI Professional Project 1 (3/4)
KKP610-4	DCI Professional Project 1 (4/4)

Year 2 - Semester 2

KKP611-1	DCI Professional Project 2 (1/4)
KKP622	Advanced Reflective Practice
	Elective 3
	Elective 4

Year 3 - Semester 1

KKP611-2	DCI Professional Project 2 (2/4)
KKP611-3	DCI Professional Project 2 (3/4)
KKP611-4	DCI Professional Project 2 (4/4)
KKP612-1	DCI Professional Project 3 (1/4)

Year 3 - Semester 2

KKP606	Creative Industries Conference 2
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KKP612-2 DCI Professional Project 3 (2/4)

KKP612-3 DCI Professional Project 3 (3/4)

KKP612-4 DCI Professional Project 3 (4/4)

Potential Careers:

Administrator, Advertising Professional, Animator, Art Project Manager, Art Writer, Artist, Arts Administrator, Band Leader, Choreographer, Composer, Computer Game Programmer, Computer Games Developer, Conductor, Creative Writer, Curator, D.J, Dance Teacher, Dancer, Digital Composer, Drama Teacher, Educator, English Teacher, Fashion Designer, Fashion Professional, Film Composer, Film/Television Producer, Government Officer, Higher Education Worker, Information Officer, Internet Professional, Journalist, Lighting Designer, Lighting Technician, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Policy Officer, Post-production specialist, Programmer, Project Developer, Project Manager, Public Servant, Publishing Professional, Recording Engineer, Secondary School Teacher, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Stage Manager, Teacher, Theatre Lighting, Theatre Professionals, Visual Artist, Visual Arts Teacher, Web Designer.

Master of Arts (Research) (KK51)

Year offered: 2009

Admissions: Yes

CRICOS code: 046055E

Course duration (full-time): Entry with 3 year qualification 1.5 years full-time; Entry with 4 year qualification (Honours) 1 year full-time

Course duration (part-time): Entry with 3 year qualification 3 years part-time; Entry with 4 year qualification (Honours) 2 years part-time

Domestic fees (indicative): Aust citizens or PRs will be awarded an RTS/RTA place or a QUT sponsorship for tuition fees. If you exceed the max time, you will be charged - 2009: \$6,720 per semester (indicative)

International Fees (per semester): 2009: \$11,250 (indicative) per semester (*subject to annual review*)

International Entry: February and July

Total credit points: 3-year qualified entry: 144; 4 year qualified entry: 96

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Susan Carson

Campus: Kelvin Grove

Overview

The Master of Arts (Research) provides an opportunity to conduct research in relation to creative and professional practice. The program is an important building block in the higher degree research domain.

Some recent Master of Arts (Research) degrees have been undertaken through cohort-based supervision under the leadership of prominent industry professionals. The Faculty can advise on the availability of cohort-based entry and areas of current supervision.

Master of Arts (Research) candidates have completed projects drawn from commissioned research, industry placements and workplace-related research projects. The program is also suited to practice-led research initiatives.

Entry Requirements

Masters applicants seeking entry into the coursework plus research program should possess a three-year bachelor degree or equivalent. For entry into the research-only program, applicants should possess a three-year bachelor degree plus honours, or a three-year bachelor degree plus a recent graduate diploma or equivalent.

Course Structure

* ENTRY WITH 3 YEAR QUALIFICATION: (Bachelors degree or equivalent)

Students normally will undertake 48 credit points of coursework and a 96 credit point research project.

* ENTRY WITH APPROVED 4 YEAR QUALIFICATION: (Bachelors degree plus Honours/Graduate Diploma or equivalent)

Students will not normally undertake coursework units, unless otherwise recommended by the Discipline Coordinator. They will be required to undertake a 96 credit point research project or thesis.

With approval from the relevant Discipline Coordinator,

instead of undertaking 96 credit points of research, students may enrol in 12 or 24 credit points of course work, and reduce the weighting of their research project to 84 or 72 credit points.

Research Component

Depending on the discipline, the research component may be undertaken either as a research thesis of 30,000 words, or as a creative practice-based project with an exegesis or written component (7000 - 10 000 words).

Students can undertake:

- * a significant creative work such as a live performance or musical composition
- * a work of fiction or non-fiction
- * a script or production for film, television or live performance
- * a multimedia script or production
- * projects commissioned by industry, government and community organisations
- * workplace-related projects.

Any project likely to involve University resources must be approved by the Creative Industries Faculty Research Office. Details of how to apply are available on request on acceptance of offer of a place in the course.

All Disciplines - full-time with 4-year qualified entry

Semester 1

- KKP614-1 Research Project
- KKP614-2 Research Project
- KKP614-3 Research Project
- KKP614-4 Research Project

Semester 2

- KKP614-5 Research Project
- KKP614-6 Research Project
- KKP614-7 Research Project
- KKP614-8 Research Project

All Disciplines - part-time with 4-year qualified entry

Semester 1

- KKP614-1 Research Project
- KKP614-2 Research Project

Semester 2

- KKP614-3 Research Project
- KKP614-4 Research Project

Semester 3

- KKP614-5 Research Project
- KKP614-6 Research Project

Semester 4

- KKP614-7 Research Project

KKP614-8 Research Project

Full-time with 3-year qualified entry

Semester 1

KKP601 Approaches to Enquiry in the Creative Industries

KKP614-1 Research Project

KKP614-2 Research Project

Choose one from the following list of units:

KJP400 Theories of Journalism

KKP406 Global Media and Communication

KKP620 Introduction To Reflective Practice

KTP401 Contemporary Performance

KVP400 Contemporary Aesthetic Debates

KWB302 Novel and Genre

Semester 2

KKP614-3 Research Project

KKP614-4 Research Project

KKP614-5 Research Project

Elective

Note: An elective of 12 credit points is chosen by students, in consultation with their Principal Supervisor from university wide offerings.

Semester 3

KKP614-6 Research Project

KKP614-7 Research Project

KKP614-8 Research Project

KKP615 Graduate Seminar

Full-time with 3-year qualified entry

Semester 1

KKP601 Approaches to Enquiry in the Creative Industries

Choose one from the following list of units:

KJP400 Theories of Journalism

KKP406 Global Media and Communication

KKP620 Introduction To Reflective Practice

KTP401 Contemporary Performance

KVP400 Contemporary Aesthetic Debates

KWB302 Novel and Genre

Semester 2

KKP614-1 Research Project

Elective

Note: that an elective of 12 credit points is chosen by students, in consultation with their Principal Supervisor from university wide offerings.

Semester 3

KKP614-2 Research Project

KKP614-3 Research Project

Semester 4

KKP614-4 Research Project

KKP614-5 Research Project

Semester 5

KKP614-6 Research Project

KKP614-7 Research Project

Semester 6

KKP614-8 Research Project

KKP615 Graduate Seminar

Potential Careers:

Actor, Animator, Art Project Manager, Art Writer, Artist, Arts Administrator, Band Leader, Choreographer, Composer, Computer Game Programmer, Computer Games Developer, Conductor, Creative Writer, Curator, D.J, Dance Teacher, Dancer, Digital Composer, Fashion Designer, Fashion Professional, Film Composer, Film/Television Producer, Internet Professional, Journalist, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Technologist, Musical Director, Musician, Publishing Professional, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Stage Manager, Theatre Professionals, Visual Artist, Web Designer.

Bachelor of Creative Industries (Honours) (Interactive and Visual Design, Creative Writing, Dance, Drama, Interdisciplinary, Media and Communication, Visual Arts) (KK52)

Year offered: 2009

Admissions: Yes

CRICOS code: 051401E

Course duration (full-time): 2 Semesters

Domestic fees (indicative): 2009: CSP \$2,595 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February and July

Total credit points: 96

Standard credit points per full-time semester: 48

Course coordinator: Dr Lee Duffield

Campus: Kelvin Grove

Overview

Honours programs are an extension of undergraduate studies allowing students to specialise in their chosen field of study and explore a more focused program of activity. In many cases honours leads to research higher degree studies; however you will develop advanced competencies, skills and analytical abilities which are applicable to many types of employment in the creative industries.

Entry Requirements

Normally students will apply within the final year of their pass degree. Applicants will have completed a bachelor degree in a relevant field of study from QUT, or a comparable degree from another institution. Normally a minimum grade point average of 5.5 or higher (on a 7-point scale) is required for entry into the Honours program.

All applicants for Honours must provide the Faculty with a proposed project topic and short summary of the project and have identified a prospective supervisor from within their field of study. These applications are then subject to approval by the relevant Portfolio Director or other senior Faculty staff member.

Graduates of the Bachelor of Mass Communication may apply for the Bachelor of Creative Industries (Honours) (Media and Communication) or the Bachelor of Journalism (Honours), subject to Creative Industries Faculty approval.

Course Structure

You will undertake a unit in research design and an approved elective related to your research. Your research project will culminate in a written thesis, creative work, or combination of these.

Course structure

Year 1, Semester 1

KKP400-1 Honours Project

KKP400-2 Honours Project

KKP601 Approaches to Enquiry in the Creative Industries

Choose one unit from the Creative Industries Honours Elective List*

Year 1, Semester 2

KKP400-3 Honours Project

KKP400-4 Honours Project

KKP400-5 Honours Project

KKP401 Honours Graduate Seminar

* Creative Writing students should study KKP400-3 in their first semester instead of an elective and KWP400 Creative Writing: Novel and Genre in their second semester.

List A - Creative Industries Honours Electives

KJP400 Theories of Journalism

KKP406 Global Media and Communication

KKP620 Introduction To Reflective Practice

KVP400 Contemporary Aesthetic Debates

KWB302 Novel and Genre

*Students may choose from units offered elsewhere in the University, which are deemed by the Coordinator to be relevant to the research project.

Potential Careers:

Academic, Administrator, Advertising Professional, Animator, Art Project Manager, Art Writer, Artist, Arts Administrator, Choreographer, Computer Game Programmer, Computer Games Developer, Creative Writer, Curator, Dance Teacher, Dancer, Internet Professional, Media Industry Specialist, Multimedia Designer, Programmer, Publishing Professional, Theatre Professionals, Visual Artist, Visual Arts Teacher, Web Designer.

Bachelor of Fine Arts (Honours) (Interactive and Visual Design, Creative Writing, Dance, Fashion, Film and Television, Visual Arts) (KK53)

Year offered: 2009

Admissions: Yes

CRICOS code: 040320G

Course duration (full-time): 2 Semesters

Domestic fees (indicative): 2009: CSP \$2,594 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (subject to annual review)

Domestic Entry: February

International Entry: February

Total credit points: 96

Standard credit points per full-time semester: 48

Course coordinator: Dr Lee Duffield

Campus: Kelvin Grove

Overview

Honours programs are an extension of undergraduate studies allowing students to specialise in their chosen field of study and explore a more focused program of activity. In many cases honours leads to research higher degree studies; however you will develop advanced competencies, skills and analytical abilities which are applicable to many types of employment in the creative industries.

Entry Requirements

Normally students will apply within the final year of their pass degree. Applicants will have completed a bachelor degree in a relevant field of study from QUT, or a comparable degree from another institution. Normally a minimum grade point average of 5.5 or higher (on a 7-point scale) is required for entry into the Honours program.

All applicants for Honours must provide the Faculty with a proposed project topic and short summary of the project and have identified a prospective supervisor from within their field of study. These applications are then subject to approval by the relevant Portfolio Director or other senior Faculty staff member.

Graduates of the Bachelor of Mass Communication may apply for the Bachelor of Creative Industries (Honours) (Media and Communication) or the Bachelor of Journalism (Honours), subject to Creative Industries Faculty approval.

Course Structure

You will undertake a unit in research design and an approved elective related to your research. Your research project will culminate in a written thesis, creative work, or combination of these.

Course structure

Year 1, Semester 1

KKP400-1 Honours Project

KKP400-2 Honours Project

KKP601 Approaches to Enquiry in the Creative Industries

Choose one unit from the Creative Industries Honours Elective List*

Year 1, Semester 2

KKP400-3 Honours Project

KKP400-4 Honours Project

KKP400-5 Honours Project

KKP401 Honours Graduate Seminar

* Creative Writing students should study KKP400-3 in their first semester instead of an elective and KWP400 Creative Writing: Novel and Genre in their second semester.

List A - Creative Industries Honours Electives

KJP400 Theories of Journalism

KKP406 Global Media and Communication

KKP620 Introduction To Reflective Practice

KVP400 Contemporary Aesthetic Debates

KWB302 Novel and Genre

*Students may choose from units offered elsewhere in the University, which are deemed by the Coordinator to be relevant to the research project.

Potential Careers:

Actor, Animator, Art Project Manager, Art Writer, Artist, Arts Administrator, Choreographer, Computer Game Programmer, Computer Games Developer, Creative Writer, Curator, Dance Teacher, Dancer, Fashion Designer, Fashion Professional, Film Composer, Film/Television Producer, Internet Professional, Lighting Designer, Lighting Technician, Multimedia Designer, Post-production specialist, Programmer, Publishing Professional, Visual Artist, Visual Arts Teacher, Web Designer.

Bachelor of Journalism (Honours) (KK54)

Year offered: 2009

Admissions: Yes

CRICOS code: 040326B

Course duration (full-time): 2 semesters

Domestic fees (indicative): 2009: CSP \$2,601 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

Total credit points: 96

Standard credit points per full-time semester: 48

Course coordinator: Dr Lee Duffield

Campus: Kelvin Grove

Overview

Honours programs are an extension of undergraduate studies allowing students to specialise in their chosen field of study and explore a more focused program of activity. In many cases honours leads to research higher degree studies; however you will develop advanced competencies, skills and analytical abilities which are applicable to many types of employment in the creative industries.

Entry Requirements

Normally students will apply within the final year of their pass degree. Applicants will have completed a bachelor degree in a relevant field of study from QUT, or a comparable degree from another institution. Normally a minimum grade point average of 5.5 or higher (on a 7-point scale) is required for entry into the Honours program.

All applicants for Honours must provide the Faculty with a proposed project topic and short summary of the project and have identified a prospective supervisor from within their field of study. These applications are then subject to approval by the relevant Portfolio Director or other senior Faculty staff member.

Graduates of the Bachelor of Mass Communication may apply for the Bachelor of Creative Industries (Honours) (Media and Communication) or the Bachelor of Journalism (Honours), subject to Creative Industries Faculty approval.

Course Structure

You will undertake a unit in research design and an approved elective related to your research. Your research project will culminate in a written thesis, creative work, or combination of these.

Course structure

Year 1, Semester 1

KJP400 Theories of Journalism

KKP400-1 Honours Project

KKP400-2 Honours Project

KKP601 Approaches to Enquiry in the Creative Industries

Year 1, Semester 2

KKP400-3 Honours Project

KKP400-4 Honours Project

KKP400-5 Honours Project

KKP401 Honours Graduate Seminar

Potential Careers:

Art Writer, Journalist, Media Industry Specialist, Public Relations Officer/Consultant.

Bachelor of Music (Honours) (KK55)

Year offered: 2009

Admissions: Yes

CRICOS code: 031574E

Course duration (full-time): 1 Year Full-time

Domestic fees (indicative): 2009: CSP \$2,733 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

International Entry: February and July

Total credit points: 96

Standard credit points per full-time semester: 48

Course coordinator: Dr Lee Duffield

Campus: Kelvin Grove

Overview

Honours programs are an extension of undergraduate studies allowing students to specialise in their chosen field of study and explore a more focused program of activity. In many cases honours leads to research higher degree studies; however you will develop advanced competencies, skills and analytical abilities which are applicable to many types of employment in the creative industries.

Entry Requirements

Normally students will apply within the final year of their pass degree. Applicants will have completed a bachelor degree in a relevant field of study from QUT, or a comparable degree from another institution. Normally a minimum grade point average of 5.5 or higher (on a 7-point scale) is required for entry into the Honours program.

All applicants for Honours must provide the Faculty with a proposed project topic and short summary of the project and have identified a prospective supervisor from within their field of study. These applications are then subject to approval by the relevant Portfolio Director or other senior Faculty staff member.

Graduates of the Bachelor of Mass Communication may apply for the Bachelor of Creative Industries (Honours) (Media and Communication) or the Bachelor of Journalism (Honours), subject to Creative Industries Faculty approval.

Course Structure

You will undertake a unit in research design and an approved elective related to your research. Your research project will culminate in a written thesis, creative work, or combination of these.

Course structure

Year 1, Semester 1

KKP400-1 Honours Project

KKP400-2 Honours Project

KKP601 Approaches to Enquiry in the Creative Industries

Choose one unit from the Creative Industries Honours Elective List

Year 1, Semester 2

KKP400-3 Honours Project

KKP400-4 Honours Project

KKP400-5 Honours Project

KKP401 Honours Graduate Seminar

List A - Creative Industries Honours Electives

KJP400 Theories of Journalism

KKP406 Global Media and Communication

KKP620 Introduction To Reflective Practice

KVP400 Contemporary Aesthetic Debates

KWB302 Novel and Genre

*Students may choose from units offered elsewhere in the University, which are deemed by the Coordinator to be relevant to the research project.

Potential Careers:

Composer, Conductor, D.J, Digital Composer, Film Composer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer.

Graduate Certificate In Professional Communication (KK64)

Year offered: 2009

Admissions: No

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Glen Thomas

Campus: Kelvin Grove

Entry Requirements

A bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale). Applicants without the requisite entry requirements may be considered for special entry. Please contact the Creative Industries Faculty for information.

If requested, supply documentation of professional work experience as detailed in Completing the PG Form.

Overview

Professional communication is an integral aspect of all work environments, and highly developed skills in this area are much sought after by employers. This course will hone your workplace communication skills, giving you the professional edge needed to communicate successfully at all levels of an organisation.

You will gain full advantage of QUT's expertise in communication, writing and journalism as you will combine study in professional and persuasive writing, speaking and presentation skills, and leadership and team skills. The course will be of most benefit to those whose undergraduate degree is in an area other than communication.

You will develop your skills in professional writing and speaking, leadership and teamwork, and work communication practices, and apply these skills to teamwork environments and work-based projects.

This course will be of interest if you seek communication skills to further your existing career—whether you work in management, policy, research and analysis, administration, customer service, sales, or consulting. Alternatively, you may use this course to begin a career in professional communication—including as a professional writer, organisational trainer, or communication officer.

Course Structure

Students will complete four of five available units in Professional Communication.

Professional Membership

Graduates may be eligible for membership of the Society of Business Communicators (Qld).

Full-time course structure

Year 1, Semester 1

KCB103	Strategic Speech Communication
KCP407	Applied Professional Communication
	Plus choose TWO of the following:
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Part-time course structure

Year 1, Semester 1

KCB103	Strategic Speech Communication
	Plus choose ONE of the following:
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Year 1, Semester 2

KCP407	Applied Professional Communication
	Plus choose ONE of the following:
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Potential Careers:

Administrator, Advertising Professional, Arts Administrator, Government Officer, Information Officer, Marketing Officer/Manager, Media Industry Specialist, Public Relations Officer/Consultant, Public Servant, Publishing Professional.

Graduate Certificate in Creative Industries (Animation) (KK86)

Year offered: 2009

Admissions: Yes

CRICOS code: 064899M

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Ji Yong Park

Campus: Kelvin Grove

Overview

The Graduate Certificate in Creative Industries is an innovative postgraduate course that enables students to fuse creative talents with business and entrepreneurial skills, and unites artistic practitioners, managers and the consumer through cultural leadership. With the shift to micro-business development, it provides the business acumen and entrepreneurial skills to turn ideas into successful enterprises.

Animation

This program is offered to students from both cognate and non-cognate fields of study and targets mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices in the creative industries. In this Study Area specialist academics deliver a rich suite of animation units. These foundational units will introduce students to the technical attributes required to become an animator.

Animation Study Area

This Study Area explores the creative potential involved in the study of animation, as an artistic practitioner of Creative Industries. Students will be introduced to practical content that will assist continuing personal practice.

This Graduate Certificate aims to provide an understanding of the fundamental principles of the Creative Industries. Skills-based units will give the practical expertise required through a combination of Animation Study Area units. This course aims to provide an understanding of the fundamental principles of animation and its application. Such a framework will provide some of the technical tools required to animate

Course Structure

To graduate with a Graduate Certificate in Creative Industries (Animation), students are required to successfully complete 48 credit points, as specified in the course structure.

Entry requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time Course structure

Semester 1

Choose three from the List A Options

List A - Animation Unit

List A - Animation Unit

List A - Animation Unit

Choose one from the List B Options

List B - Creative Industries Unit

Part time course structure

Semester 1

Choose two from the List A Options

List A - Animation Unit

List A - Animation Unit

Semester 2

Choose one from the List A and one from the List B Options

List A - Animation Unit

List B - Creative Industries Unit

List A - Animation Unit Options

Animation

KIB203 Introduction to 3D Computer Graphics

KIB225 Character Development, Conceptual Design and Animation Layout

KIB325 Real-Time 3D Computer Graphics

KIP405 Animation and Motion Graphics

KIP408 Animation Practices

KVB105 Drawing for Design

KVB106 Drawing for Animation

List B - Creative Industries Unit Options

Animation

KIB225 Character Development, Conceptual Design and Animation Layout

KIP405 Animation and Motion Graphics

KIP408 Animation Practices

KVB105 Drawing for Design

KVB106 Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing

KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newsriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Animator, Computer Games Developer, Internet Professional, Multimedia Designer, Web Designer.

Graduate Certificate in Creative Industries (Creative Production and Arts Management) (KK86)

Year offered: 2009

Admissions: Yes

CRICOS code: 064899M

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Bree Hadley

Campus: Kelvin Grove

Overview

The Graduate Certificate in Creative Industries is an innovative postgraduate course that enables students to fuse creative talents with business and entrepreneurial skills, and unites artistic practitioners, managers and the consumer through cultural leadership. With the shift to micro-business development, it provides the business acumen and entrepreneurial skills to turn ideas into successful enterprises.

Creative Production and Arts Management

This program is offered to students from both cognate and non-cognate fields of study and targets mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices in the creative industries. In this Study Area specialist academics deliver a rich suite of Creative Production and Arts Management units. These foundational units will introduce students to the attributes required to work in Arts Management, or in organising Creative Industries Events and Festivals.

Creative Production and Arts Management Study Area

This knowledge will situate the graduate within the creative industries by providing opportunities to explore Arts Management practice through theory, practice and production. This Study Area develops creative potential in Arts Management or as an artistic practitioner in creative production and events settings. Students will engage with and respond to festival organisation structures and theories of creative production, and will be introduced to practical content that will assist in vocational pathways.

This Graduate Certificate aims to provide you an understanding of the fundamental principles of the Creative Industries. Skills-based units will give the practical expertise required through a combination of Creative Production & Arts Management Study Area units. This Study Area aims to provide an understanding of the fundamental principals of Creative Production & Arts Management and its application in festival contexts.

Course Structure

To graduate with a Graduate Certificate in Creative Industries (Creative Production & Arts Management), students are required to successfully complete 48 credit points, as specified in the Study Area structure.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time course structure

Choose three from the List A Options

List A - Creative Production and Arts Management Unit

List A - Creative Production and Arts Management Unit

List A - Creative Production and Arts Management Unit

Choose one from the List B Options

List B - Creative Industries Unit

Part time course structure

Semester 1

Choose two from the List A Options

List A - Creative Production and Arts Management Unit

List A - Creative Production and Arts Management Unit

Semester 2

Choose one from the List A and one from the List B Options

List A - Creative Production and Arts Management Unit

List B - Creative Industries Unit

List A - Creative Production and Arts Management Unit Options

Creative Production and Arts Management

KCP402	New Media Studies
KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management

KTB211 Creative Industries Events and Festivals

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media

KVB204 Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newsriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Administrator, Art Project Manager, Arts Administrator, Government Officer, Information Officer, Manager, Marketing Officer/Manager, Project Manager, Public Servant, Theatre Professionals.

Graduate Certificate in Creative Industries (Creative Writing) (KK86)

Year offered: 2009

Admissions: Yes

CRICOS code: 064899M

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klæbe

Discipline coordinator: Mr Craig Bolland

Campus: Kelvin Grove

Overview

The Graduate Certificate in Creative Industries is an innovative postgraduate course that enables students to fuse creative talents with business and entrepreneurial skills, and unites artistic practitioners, managers and the consumer through cultural leadership. With the shift to micro-business development, it provides the business acumen and entrepreneurial skills to turn ideas into successful enterprises.

Creative Writing

This course is offered to students from both cognate and non-cognate fields of study. The course is targeted at mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices in the creative industries. The Creative Writing course provides skills and knowledge in freelance writing and vocational areas including publishing, professional writing and editing. Units deliver students a range of skills in major writing forms and genres, with a variety of genres covered, including fiction, creative non-fiction and newswriting

Creative Writing Study Area

This Study Area explores the creative potential involved in the study of creative writing, as an artistic practitioner working within the creative industries. Viable and practical content will assist continuing personal practice.

This Graduate Certificate aims to provide you an understanding of the fundamental principles of creative writing. Skills-based units will provide the practical expertise required through a combination of Creative Writing Study Area units.

This Study Area aims to provide an understanding of the fundamental principles of creative writing and its application, as well as a theoretical backdrop to creative practice within the context of the Creative Industries. Such a framework will aid in orientating a student's future as a creative writer or in associated practice.

Course Structure

To graduate with a Graduate Certificate in Creative Industries (Creative Writing), students are required to successfully complete 48 credit points, as specified in the Study Area structure.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time Course structure

Choose three from the List A Options
List A - Creative Writing Unit
List A - Creative Writing Unit
List A - Creative Writing Unit
Choose one from the List B Options
List B - Creative Industries Unit

Part time course structure

Semester 1

Choose two from the List A Options
List A - Creative Writing Unit
List A - Creative Writing Unit

Semester 2

Choose one from the List A and one from the List B Options
List A - Creative Writing Unit
List B - Creative Industries Unit

List A - Creative Writing Unit Options

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design

KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	News Writing
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Art Writer, Creative Writer, Government Officer, Publishing Professional.

Graduate Certificate in Creative Industries (Interactive and Visual Design) (KK86)

Year offered: 2009

Admissions: Yes

CRICOS code: 064899M

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Ji Yong Park

Campus: Kelvin Grove

Overview

The Graduate Certificate in Creative Industries is an innovative postgraduate course that enables students to fuse creative talents with business and entrepreneurial skills, and unites artistic practitioners, managers and the consumer through cultural leadership. With the shift to micro-business development, it provides the business acumen and entrepreneurial skills to turn ideas into successful enterprises.

Interactive and Visual Design

This Study Area is offered to students who have either previously studied or are new to this field of study. The Interactive and Visual Design Study Area targets mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices in this field.

Interactive and Visual Design Study Area

This Study Area explores the creative potential involved in the study of Interactive & Visual Design, as an artistic practitioner working within the creative Industries. Students will be introduced to practical content that will assist continuing personal practice.

This course aims to provide an understanding of the fundamental principles of the Creative Industries. Skills-based units will give the practical expertise required through a combination of Interactive & Visual Design Study Area units. This Graduate Certificate aims to provide an understanding of the fundamental principles of Interactive & Visual Design and its application, or extend the expertise of Interactive & Visual Design professionals practising within the context of the Creative Industries. Such a framework will aid in orientating a student's future as an Interactive & Visual Design artistic practitioner or as an associated practitioner.

Course Structure

To graduate with a Graduate Certificate in Creative Industries (Interactive & Visual Design), students are required to successfully complete 48 credit points, as specified in the Study Area structure.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time course structure

Choose three from the List A Options

List A - Interactive and Visual Design Unit

List A - Interactive and Visual Design Unit

List A - Interactive and Visual Design Unit

Choose one from the List B Options

List B - Creative Industries Unit

Part time course structure

Semester 1

Choose two from the List A Options

List A - Interactive and Visual Design Unit

List A - Interactive and Visual Design Unit

Semester 2

Choose one from the List A and one from the List B Options

List A - Interactive and Visual Design Unit

List B - Creative Industries Unit

List A - Interactive and Visual Design Unit Options

Interactive and Visual Design

KIB205 Programming for Visual Designers and Artists

KIB214 Design for Interactive Media

KIP401 Visual Communication

KIP402 Visual Interactions

KIP403 Introduction to Web Design and Development

KIP404 Digital Media

KIP405 Animation and Motion Graphics

KVB204 Graphic Design

List B - Creative Industries Unit Options

Animation

KIB225 Character Development, Conceptual Design and Animation Layout

KIP405 Animation and Motion Graphics

KIP408 Animation Practices

KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism

KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newsriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Animator, Internet Professional, Multimedia Designer, Web Designer.

Graduate Certificate in Creative Industries (Interdisciplinary) (KK86)

Year offered: 2009

Admissions: Yes

CRICOS code: 064899M

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klæbe

Campus: Kelvin Grove

Overview

The Graduate Certificate in Creative Industries is an innovative postgraduate course that enables students to fuse creative talents with business and entrepreneurial skills, and unites artistic practitioners, managers and the consumer through cultural leadership. With the shift to micro-business development, it provides the business acumen and entrepreneurial skills to turn ideas into successful enterprises.

Interdisciplinary

This program is offered to students from both cognate and non-cognate background. The courses are targeted at mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices in the creative industries. An Interdisciplinary Study Area will introduce the creative industries, and the roles of professionals and practitioners who explore and exploit the expression of creativity for commercial and artistic gain.

Interdisciplinary Study Area

An Interdisciplinary Graduate Certificate will broaden knowledge of the creative industries, provide an understanding and appreciation of how different creative disciplines relate to one another, and build the ability to work in collaborate teams. The course aims to provide an understanding of the fundamental principles of the Creative Industries. Skills-based units will give the practical expertise required through a combination of Interdisciplinary and provide an understanding of the fundamental principles of the Creative Industries.

Course Structure

To graduate with a Graduate Certificate in Creative Industries (Interdisciplinary), students are required to successfully complete 48 credit points, as specified in the Study Area structure.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students

whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time Course structure

Choose four from the List B Options

List B - Creative Industries Unit

List B - Creative Industries Unit

List B - Creative Industries Unit

List B - Creative Industries Unit

Part time Course structure

Semester 1

Choose two from the List B Options

List B - Creative Industries Unit

List B - Creative Industries Unit

Semester 2

Choose two from the List B Options

List B - Creative Industries Unit

List B - Creative Industries Unit

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture

KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newsriting
KWP402	Persuasive Writing

KWP405	Corporate Writing and Editing
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Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Administrator, Art Project Manager, Art Writer, Government Officer, Information Officer, Public Servant, Visual Artist.

Graduate Certificate in Creative Industries (Music and Sound) (KK86)

Year offered: 2009

Admissions: Yes

CRICOS code: 064899M

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Mr Greg Jenkins

Campus: Kelvin Grove

Overview

The Graduate Certificate in Creative Industries is an innovative postgraduate course that enables students to fuse creative talents with business and entrepreneurial skills, and unites artistic practitioners, managers and the consumer through cultural leadership. With the shift to micro-business development, it provides the business acumen and entrepreneurial skills to turn ideas into successful enterprises.

Music and Sound

The courses are targeted at mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices in the creative industries. This Study Area is aimed at professional performers and composers, music producers, music studio personnel and music educators. It is also valuable for people from other backgrounds wishing to broaden their existing knowledge and skills in music. Coursework will update musical skills and knowledge as well as creative, critical and reflective capabilities, which impact upon making/presenting/understanding music. Independent projects will extend professional and commercial practice.

Music and Sound Study Area

This Study Area explores the creative potential involved in the study of Music & Sound, as an artistic practitioner working within the creative industries. Students will be introduced to practical content that will assist with continuing personal practice.

This Graduate Certificate provides an understanding of the fundamental principles of the Creative Industries. Skills-based units will give the practical expertise required through a combination of Music & Sound Study Area units.

This Study Area aims to provide an understanding of the fundamental principles of Music & Sound and its application, or extend the expertise of current Music & Sound professionals practising within the context of the Creative Industries. Such a framework will aid in orientating futures as Music & Sound artistic practitioners or in associated practice, and will provide the critical tools for embarking on

an informed vocational path.

Course Structure

To graduate with a Graduate Certificate in Creative Industries (Music & Sound), students are required to successfully complete 48 credit points, as specified in the Study Area structure.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time course structure

Choose three from the List A Options

List A - Music and Sound Unit

List A - Music and Sound Unit

List A - Music and Sound Unit

Choose one from the List B Unit Options

List B - Creative Industries Unit

Part time course structure

Semester 1

Choose two from the List A Options

List A - Music and Sound Unit

List A - Music and Sound Unit

Semester 2

Choose one from the List A and one from the List B Options

List A - Music and Sound Unit

List B - Creative Industries Unit

List A - Music and Sound Unit Options

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics

KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues

KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newsriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Band Leader, Composer, Conductor, D.J, Digital Composer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Song Writer, Sound Designer.

Graduate Certificate in Creative Industries (Professional Communication) (KK86)

Year offered: 2009

Admissions: Yes

CRICOS code: 064899M

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Glen Thomas

Campus: Kelvin Grove

Overview

The Graduate Certificate in Creative Industries is an innovative postgraduate course that enables students to fuse creative talents with business and entrepreneurial skills, and unites artistic practitioners, managers and the consumer through cultural leadership. With the shift to micro-business development, it provides the business acumen and entrepreneurial skills to turn ideas into successful enterprises.

Professional Communication

The courses are targeted at mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and practices in the creative industries. Professional communication is an integral aspect of all work environments, and highly developed skills in this area are much sought after by employers. This Study Area will hone workplace communication skills, giving the professional edge needed to communicate successfully at all levels of an organisation. Students will gain access to expertise in communication, writing, speaking, presentation skills, and leadership.

Professional Communication Study Area

This knowledge will situate the graduate within the creative industries by providing opportunities to explore interdisciplinary practice through theory, practice and production. This Study Area explores the creative potential involved in the study of professional communication as a practitioner working within the creative Industries. Students will be introduced to practical content that will assist continuing personal practice. This Graduate Certificate aims to provide an understanding of the fundamental principles of the Creative Industries. Skills-based units will give the practical expertise required through a combination of Professional Communication Study Area units to provide an understanding of the fundamental principles of professional communication and its application within the context of the Creative Industries.

Course Structure

To graduate with a Graduate Certificate in Creative Industries (Professional Communication), students are required to successfully complete 48 credit points, as specified in the Study Area structure.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Course structure for students commencing in semester 1, 2010

Semester 1

Choose three from the List A Options

List A - Professional Communication Unit

List A - Professional Communication Unit

List A - Professional Communication Unit

Choose one from the List B Options

List B - Creative Industries Unit

Part time course structure

Semester 1

Choose two from the List A Options

List A - Professional Communication Unit

List A - Professional Communication Unit

Semester 2

Choose one from the List A and one from the List B Options

List A - Professional Communication Unit

List B - Creative Industries Unit

List A - Professional Communication Unit Options

Professional Communication

KCB103 Strategic Speech Communication

KCP402 New Media Studies

KCP407 Applied Professional Communication

KJB120 Newswriting

KWP402 Persuasive Writing

KWP405 Corporate Writing and Editing

List B - Creative Industries Unit Options

Animation

KIB225 Character Development, Conceptual Design and Animation Layout

KIP405 Animation and Motion Graphics

KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues

KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newsriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Administrator, Advertising Professional, Arts Administrator, Government Officer, Information Officer, Marketing Officer/Manager, Public Relations Officer/Consultant, Publishing Professional.

Master of Creative Industries (Animation) (KK88)

Year offered: 2009

Admissions: Yes

CRICOS code: 064900A

Course duration (full-time): 3 Semesters

Course duration (part-time): 6 Semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July intakes

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Ji Yong Park

Campus: Kelvin Grove

Course Overview

The Master of Creative Industries caters for the professional development of Creative Industries practitioners and related professionals. The course develops fundamental and advanced skills, knowledge and practice in the Creative Industries, while at the same time advancing abilities in communication, project management, leadership and project application. Thus, this innovative postgraduate course enables students to fuse creative talents with business and entrepreneurial skills, as the role of manager in the creative industries is to bring together the artist and the consumer through cultural leadership.

Animation

The Master of Creative Industries provides an opportunity for postgraduate students to engage in future visionary entrepreneurship and project design, and the Animation Study Area Option give students the opportunity to intensely engage in real projects with practitioners from industry and research centres as supervisors.

The Animation Study Area has been designed in collaboration with industry specialists and offers a studio-based learning environment where professionals and specialist academics in the field deliver a substantial suite of animation units. Connections with the Australian Research Council (ARC) Centre of Excellence for Creative Industries and Innovation (CCI), Institute for Creative Industries and Innovation (iCi) and the Australasian CRC for Interaction Design (ACID), ensure that students will benefit from research and real-world project opportunities.

Animation Study Area

This course brings together management and production skills with technical skills in Animation. This course explores the creative and research potential involved in the study of animation, as an artistic practitioner and professional. Students will engage with, and respond to, works, cultures and theories of past animation pioneers, and will be introduced to viable and practical content that will assist their continuing personal practice.

This course aims to provide students with an understanding of the fundamental principles of animation and its application in design contexts, as well as a theoretical framework for studio practice (including an understanding of the historical and contemporary context of their work). Such a framework will position students for a future within the animation industry or associated practices, and will provide the critical tools necessary for navigating a career within a volatile industry characterised by change.

Course Structure

To graduate with a Master of Creative Industries (Animation) students are required to successfully complete 144 credit points, as specified in the Study Area structure. Advanced standing of up to 48 credit points towards this Study Area may be available to students who have completed an undergraduate degree in Animation and meet the GPA requirements.

Career Outcomes

A management (development or production) career in the creative industries; a career in visual effects, direction or animation for film, television, advertising, or real-time games; a career in visualisation for architecture, medicine and learning design.

Previously Studied Pathway

If your undergraduate degree is in a related study area, you can apply for the Previously Studied Pathway. This option allows you to apply for advanced standing for the study area units, so it is possible to complete your Masters of Creative Industries in just one year full-time. You will develop skills in entrepreneurship and management, and half of your study will be dedicated to the major project of your choice.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time and Part time course structure

Semester 1 - February and July entry

For students who have advanced standing of 48 credit points, full time entry is only available in February. Part time students will enrol in two units per semester over six semesters.

*Please refer to the KK88 Master of Creative Industries Course Summary Sheet for semester enrolment information.

SELECT: 3 List A Units (please refer to List A for unit semesters of offer).

SELECT: 1 List B Unit from any Study Area (please refer to List B for unit semesters of offer).

Semester 2

KKP001 Entrepreneurship in the Creative Economy

KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
KIP412	Advanced Practice in Animation, Interactive and Visual Design
	*Students commencing in February must study KIP412 in first semester.

Semester 3

KKP004-1	Innovation in the Creative Industries: Major Project
KKP004-2	Innovation in the Creative Industries: Major Project
KKP004-3	Innovation in the Creative Industries: Major Project
KKP004-4	Innovation in the Creative Industries: Major Project

List A - Animation Unit Options

Animation

KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KIB325	Real-Time 3D Computer Graphics
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries

KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies

KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Animator, Computer Games Developer, Internet Professional, Multimedia Designer, Web Designer.

Master of Creative Industries (Creative Production and Arts Management) (KK88)

Year offered: 2009

Admissions: Yes

CRICOS code: 064900A

Course duration (full-time): 3 Semesters

Course duration (part-time): 6 Semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July intakes

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Bree Hadley

Campus: Kelvin Grove

Course Overview

The Master of Creative Industries caters for the professional development of Creative Industries practitioners and related professionals. The course develops fundamental and advanced skills, knowledge and practice in the Creative Industries, while at the same time advancing abilities in communication, project management, leadership and project application. Thus, this innovative postgraduate course enables students to fuse creative talents with business and entrepreneurial skills, as the role of manager in the creative industries is to bring together the artist and the consumer through cultural leadership.

Creative Production and Arts Management

The Master of Creative Industries provide an opportunity for postgraduate students to engage in future visionary entrepreneurship and project design, and the specified Study Area Options give students the opportunity to intensely engage in real projects with practitioners from industry and research centres as supervisors.

The Creative Production & Arts Management Study Area has been designed in collaboration with industry specialists and offers an industry based learning environment where professionals and specialist academics in the field deliver an informed, yet practical suite of units. Connections with Brisbane Festivals and Australian industry leaders in festival and event production and Arts management will ensure students benefit from research and real-world project opportunities to learn.

Creative Production and Arts Management Study Area

This course brings together management and technical skills in each Creative Production and Arts Management. It develops students's creative potential as artistic practitioners and professionals in Creative Production & Arts Management settings. Students engage with and respond to festival organisational structures and theories of creative production, and are introduced to viable and practical content that will assist their continuing personal practice. This course aims to provide an understanding of the

fundamental principles of Creative Production & Arts Management and its application in festival contexts, as well as a theoretical framework for studio practice, including the historical and contemporary marketplace for professional work. Such a framework will position students for a future within the Creative Production & Arts Management industry or associated practices, and will provide the critical tools necessary for navigating a career within a volatile industry characterised by change.

Course Structure

To graduate with a Master of Creative Industries (Creative Production & Arts Management) students are required to successfully complete 144 credit points, as specified in the Study Area structure.

Creative Production & Arts Management is a specific field of study that requires strong practical capabilities, and students need to gain technical skills in this field. To achieve this, students who do not hold a bachelor degree will be offered a choice of undergraduate and postgraduate options that are specifically designed to build the technical skills required in Creative Production & Arts Management.

Advanced standing of up to 48 credit points may be available to students who have completed an undergraduate degree in arts or creative industries management and meet the GPA requirements.

Previously Studied Pathway

If your undergraduate degree is in a related study area, you can apply for the Previously Studied Pathway. This option allows you to apply for advanced standing for the study area units, so it is possible to complete your Masters of Creative Industries in just one year full-time. You will develop skills in entrepreneurship and management, and half of your study will be dedicated to the major project of your choice.

Career Outcomes

A career in Arts Management, or in creative production for events and festivals.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time and Part time course structure

Semester 1 - February and July entry

For students who have advanced standing of 48 credit points, full time entry is only available in February. Part time students will enrol in two units per semester over six semesters.

*Please refer to the KK88 Master of Creative Industries Course Summary Sheet for semester enrolment information.

SELECT: 3 List A Units (please refer to List A for unit semesters of offer).

SELECT: 1 List B Unit from any Study Area (please refer to List B for unit semesters of offer).

Semester 2

KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
KTP411	Advanced Practice in Creative Production and Arts Management
	*Students commencing in February must study KTP411 in first semester.

Semester 3

KKP004-1	Innovation in the Creative Industries: Major Project
KKP004-2	Innovation in the Creative Industries: Major Project
KKP004-3	Innovation in the Creative Industries: Major Project
KKP004-4	Innovation in the Creative Industries: Major Project

List A - Creative Production and Arts Management Unit Options

Creative Production and Arts Management

KCP402	New Media Studies
KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art

	Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology

KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Administrator, Art Project Manager, Arts Administrator, Government Officer, Information Officer, Manager, Marketing Officer/Manager, Project Manager, Public Servant, Theatre Professionals.

Master of Creative Industries (Creative Writing) (KK88)

Year offered: 2009

Admissions: Yes

CRICOS code: 064900A

Course duration (full-time): 3 Semesters

Course duration (part-time): 6 Semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July intakes

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Mr Craig Bolland

Campus: Kelvin Grove

Course Overview

The Master of Creative Industries caters for the professional development of Creative Industries practitioners and related professionals. The course develops fundamental and advanced skills, knowledge and practice in the Creative Industries, while at the same time advancing abilities in communication, project management, leadership and project application. Thus, this innovative postgraduate course enables students to fuse creative talents with business and entrepreneurial skills, as the role of manager in the creative industries is to bring together the artist and the consumer through cultural leadership.

Creative Writing

The Master of Creative Industries provide an opportunity for postgraduate students to engage in future visionary entrepreneurship and project design, and the specified Study Area Options give students the opportunity to intensely engage in real projects with practitioners from industry and research centres as supervisors.

The Creative Writing Study Area provides students with the expertise and knowledge to develop skills as either freelance or vocational writers. The Study Area delivers a range of skills in major writing forms and genres, including fiction and non-fiction writing so that students can develop a major creative writing project. This project will generally comprise an extended form of prose narrative (i.e. a novella, novel or work of creative non-fiction) and will run for the full period of enrolment. In essence, the MCI is an opportunity to work in a closely mentored way on a long project, as well as to pick up relevant and specific skills in the Study Area of Creative Writing.

Creative Writing Study Area

This course brings together management skills with technical skills in Creative Writing and explores the creative potential involved in the study of creative writing, as an artistic practitioner working within the Creative Industries. Students will be encouraged to engage with and respond to works as well as cultural and literary theories of creative writing, and will be introduced to practical content to assist

continuing personal practice.

This course aims to provide an understanding of the fundamental principles of creative writing and its application, as well as a theoretical backdrop to creative practice within the context of the Creative Industries. Such a framework will assist in orientating a career in creative writing or associated practice, and will provide the critical tools for negotiating an informed vocational path.

Course Structure

To graduate with a Master of Creative Industries (Creative Writing) students are required to successfully complete 144 credit points, as specified in the Study Area structure.

Advanced standing of up to 48 credit points however may be available to students who have completed an undergraduate degree in Creative Writing and meet the GPA requirements.

Previously Studied Pathway

If your undergraduate degree is in a related study area, you can apply for the Previously Studied Pathway. This option allows you to apply for advanced standing for the study area units, so it is possible to complete your Masters of Creative Industries in just one year full-time. You will develop skills in entrepreneurship and management, and half of your study will be dedicated to the major project of your choice.

Career Outcomes

A management career in the creative industries; art writer, creative writer, government officer or publishing professional.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time and Part time course structure

Semester 1 - February and July entry

For students who have advanced standing of 48 credit points, full time entry is only available in February. Part time students will enrol in two units per semester over six semesters.

*Please refer to the KK88 Master of Creative Industries Course Summary Sheet for semester enrolment information.

SELECT: 3 List A Units (please refer to List A for unit semesters of offer).

SELECT: 1 List B Unit from any Study Area (please refer to List B for unit semesters of offer).

Semester 2

KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries

KWP410 Narrative: Advanced Practice
 *Students commencing in February must study KWP410 in first semester.

Semester 3

KKP004-1 Innovation in the Creative Industries: Major Project
 KKP004-2 Innovation in the Creative Industries: Major Project
 KKP004-3 Innovation in the Creative Industries: Major Project
 KKP004-4 Innovation in the Creative Industries: Major Project

List A - Creative Writing Unit Options

Creative Writing

KPB207 Film and Television Scriptwriting
 KWB101 Introduction to Creative Writing
 KWB102 Media Writing
 KWB104 Creative Writing: The Short Story
 KWB107 Creative Non-Fiction
 KWB206 Youth and Children's Writing
 KWB207 Great Books: Creative Writing Classics
 KWB211 Stylistics and Poetics
 KWB302 Novel and Genre
 KWB304 Editing and Developing the Manuscript
 KWB313 Novel and Memoir

List B - Creative Industries Unit Options

Animation

KIB225 Character Development, Conceptual Design and Animation Layout
 KIP405 Animation and Motion Graphics
 KIP408 Animation Practices
 KVB105 Drawing for Design
 KVB106 Drawing for Animation

Creative Advertising

AMN400 Consumer Behaviour
 AMN420 Advertising Management
 AMN421 Contemporary Issues in Advertising
 KIP401 Visual Communication
 KIP424 Advertising Creative: Introduction
 KIP426 Advertising Creative: Copywriting and Art Direction
 KWP401 Media Writing
 KVP402 Photomedia and Creative Practice

Creative Production and Arts Management

KCP407 Applied Professional Communication
 KKP402 Business and Corporate Development in the Creative Industries

KKP407 Creative Industries in Asia
 KKP408 Marketing Arts and Culture
 KTB210 Creative Industries Management
 KTB211 Creative Industries Events and Festivals

Creative Writing

KPB207 Film and Television Scriptwriting
 KWB101 Introduction to Creative Writing
 KWB104 Creative Writing: The Short Story
 KWB107 Creative Non-Fiction
 KWB206 Youth and Children's Writing
 KWB207 Great Books: Creative Writing Classics
 KWB211 Stylistics and Poetics
 KWB302 Novel and Genre
 KWB304 Editing and Developing the Manuscript
 KWB313 Novel and Memoir

Interactive and Visual Design

KIB205 Programming for Visual Designers and Artists
 KIB214 Design for Interactive Media
 KIP401 Visual Communication
 KIP402 Visual Interactions
 KIP403 Introduction to Web Design and Development
 KIP404 Digital Media
 KVB204 Graphic Design

Journalism

KFB205 Fashion and Style Journalism
 KJB211 Layout and Design
 KJB222 Online Journalism 1
 KJB239 Journalism Ethics and Issues
 KJB280 International Journalism
 KJB304 Sub-Editing
 KKB175 Creative Industries Legal Issues
 KJP402 Journalistic Inquiry
 KJP403 Feature Writing
 KJP404 Radio and Television Journalism 1
 KKB345 Creative Industries Project 1

Music and Sound

KMB003 Sex Drugs Rock 'n' roll
 KMB105 Music and Sound Technology
 KMB107 Sound, Image, Text
 KMB108 Sound Recording and Acoustics
 KMB205 Sound Media Musicianship
 KMB301 The Music Industry

Professional Communication

KCB103 Strategic Speech Communication
 KCP402 New Media Studies

KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Art Writer, Creative Writer, Government Officer, Publishing Professional.

Master of Creative Industries (Interactive and Visual Design) (KK88)

Year offered: 2009

Admissions: Yes

CRICOS code: 064900A

Course duration (full-time): 3 Semesters

Course duration (part-time): 6 Semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July intakes

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Ji Yong Park

Campus: Kelvin Grove

Course Overview

The Master of Creative Industries caters for the professional development of Creative Industries practitioners and related professionals. The course develops fundamental and advanced skills, knowledge and practice in the Creative Industries, while at the same time advancing abilities in communication, project management, leadership and project application. Thus, this innovative postgraduate course enables students to fuse creative talents with business and entrepreneurial skills, as the role of manager in the creative industries is to bring together the artist and the consumer through cultural leadership.

Interactive and Visual Design

The Master of Creative Industries provides an opportunity for postgraduate students to engage in future visionary entrepreneurship and project design, and the Interactive and Visual Design Study Area Options give students the opportunity to intensely engage in real projects with practitioners from industry and research centres as supervisors.

This Interactive & Visual Design Study Area is offered to students who have previously studied or are new to this field of study. The Study Areas are targeted at mid-career professionals and those wishing to convert existing knowledge through engagement with new media theories and design practices. The program has been developed to integrate knowledge in visual design and interactive media, through an integrated studio-based teaching model. A studio-based approach to teaching and learning encourages a community of learners to interact cooperatively to solve problems. It is an immersive approach to learning where open problems are visited frequently. The studio units in this degree are designed to provide opportunities for the practical application of the knowledge and skills derived from the other core and option units.

Interactive and Visual Design Study Area

This course brings together management skills with practice, design, research and technical skills in Interactive

and Visual Design. This Study Area acknowledges the specialist skills in design strategy and design project development, and explores the creative potential of a visual design and interactive media production practitioner working within the creative Industries. Students will be encouraged to engage with and respond to works, and theories of Interactive & Visual Design, and will be introduced to viable and practical content that will assist continuing personal practice.

This course aims to provide an understanding of the fundamental principles of Interactive & Visual Design and its application, or extend the expertise of Interactive & Visual Design professionals practising within the context of the Creative Industries. It will assist in orientating students's futures as Interactive & Visual Design (or associated practice) practitioners, and will provide the critical tools for embarking on an informed vocational path.

Course Structure

To graduate with a Master of Creative Industries (Interactive & Visual Design) students are required to successfully complete 144 credit points, as specified in the Study Area structure.

Advanced standing of up to 48 credit points however may be available to students who have completed an undergraduate degree in Interactive & Visual Design and meet the GPA requirements.

Interactive & Visual Design is a specific field of study that requires strong practical capabilities, and as such, students need to gain technical skills in this field. To achieve this effectively, students will be offered a choice of undergraduate and postgraduate options that are specifically designed to build the technical skills required in Interactive & Visual Design.

Career Outcomes

A management role in the creative industries; or specific career pathways may include: Graphic and Web Designer, Multimedia Designer, Art Director, Game Concept Designer, Interface & Interaction Designer, Media Producer or Design Manager.

This course can offer valuable skills and foundations to students contemplating a doctorate degree such as Doctor of Creative Industries (Interactive & Visual Design).

Previously Studied Pathway

If your undergraduate degree is in a related study area, you can apply for the Previously Studied Pathway. This option allows you to apply for advanced standing for the study area units, so it is possible to complete your Masters of Creative Industries in just one year full-time. You will develop skills in entrepreneurship and management, and half of your study will be dedicated to the major project of your choice.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time and Part time course structure

Semester 1 - February and July entry

For students who have advanced standing of 48 credit points, full time entry is only available in February. Part time students will enrol in two units per semester over six semesters.

*Please refer to the KK88 Master of Creative Industries Course Summary Sheet for semester enrolment information.

SELECT: 3 List A Units (please refer to List A for unit semesters of offer).

SELECT: 1 List B Unit from any Study Area (please refer to List B for unit semesters of offer).

Semester 2

KKP001 Entrepreneurship in the Creative Economy

KKP003 Project Design in the Creative Industries

KKP002 20:20 Vision: Imagining the Creative Future

KIP412 Advanced Practice in Animation, Interactive and Visual Design

*Students commencing in February must study KIP412 in first semester.

Semester 3

KKP004-1 Innovation in the Creative Industries: Major Project

KKP004-2 Innovation in the Creative Industries: Major Project

KKP004-3 Innovation in the Creative Industries: Major Project

KKP004-4 Innovation in the Creative Industries: Major Project

List A - Interactive and Visual Design Unit Options

Interactive and Visual Design

KIB205 Programming for Visual Designers and Artists

KIB214 Design for Interactive Media

KIP401 Visual Communication

KIP402 Visual Interactions

KIP403 Introduction to Web Design and Development

KIP404 Digital Media

KIP405 Animation and Motion Graphics

KVB204 Graphic Design

List B - Creative Industries Unit Options

Animation

KIB225 Character Development, Conceptual Design and Animation Layout

KIP405 Animation and Motion Graphics

KIP408 Animation Practices

KVB105 Drawing for Design

KVB106 Drawing for Animation

Creative Advertising

AMN400 Consumer Behaviour

AMN420 Advertising Management

AMN421 Contemporary Issues in Advertising

KIP401 Visual Communication

KIP424 Advertising Creative: Introduction

KIP426 Advertising Creative: Copywriting and Art Direction

KWP401 Media Writing

KVP402 Photomedia and Creative Practice

Creative Production and Arts Management

KCP407 Applied Professional Communication

KKP402 Business and Corporate Development in the Creative Industries

KKP407 Creative Industries in Asia

KKP408 Marketing Arts and Culture

KTB210 Creative Industries Management

KTB211 Creative Industries Events and Festivals

Creative Writing

KPB207 Film and Television Scriptwriting

KWB101 Introduction to Creative Writing

KWB104 Creative Writing: The Short Story

KWB107 Creative Non-Fiction

KWB206 Youth and Children's Writing

KWB207 Great Books: Creative Writing Classics

KWB211 Stylistics and Poetics

KWB302 Novel and Genre

KWB304 Editing and Developing the Manuscript

KWB313 Novel and Memoir

Interactive and Visual Design

KIB205 Programming for Visual Designers and Artists

KIB214 Design for Interactive Media

KIP401 Visual Communication

KIP402 Visual Interactions

KIP403 Introduction to Web Design and Development

KIP404 Digital Media

KVB204 Graphic Design

Journalism

KFB205 Fashion and Style Journalism

KJB211 Layout and Design

KJB222 Online Journalism 1

KJB239 Journalism Ethics and Issues

KJB280 International Journalism

KJB304 Sub-Editing

KKB175 Creative Industries Legal Issues

KJP402 Journalistic Inquiry

KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Animator, Computer Games Developer, Digital Composer, Internet Professional, Multimedia Designer, Web Designer.

Master of Creative Industries (Interdisciplinary) (KK88)

Year offered: 2009

Admissions: Yes

CRICOS code: 064900A

Course duration (full-time): 3 Semesters

Course duration (part-time): 6 Semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July intakes

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klæbe

Campus: Kelvin Grove

Course Overview

The Master of Creative Industries caters for the professional development of Creative Industries practitioners and related professionals. The course develops fundamental and advanced skills, knowledge and practice in the Creative Industries, while at the same time advancing abilities in communication, project management, leadership and project application. Thus, this innovative postgraduate course enables students to fuse creative talents with business and entrepreneurial skills, as the role of manager in the creative industries is to bring together the artist and the consumer through cultural leadership.

Interdisciplinary

This innovative postgraduate course enables you to fuse creative talents with business and entrepreneurial skills. Your role as a manager in the creative industries is to bring together the artist and the consumer through cultural leadership. The Interdisciplinary Study Area Options give students the opportunity to intensely engage in real projects with practitioners from industry and research centres as supervisors. The Interdisciplinary Study Area Option give students the opportunity to intensely engage in real projects with practitioners from industry and research centres as supervisors.

Interdisciplinary Study Area

The Core units introduce the creative industries, and the roles of professionals and practitioners who explore and exploit the expression of creativity for commercial and artistic gain. Interdisciplinary study explores wide-ranging communication skills, including digital, collaborative and written.

This course aims to provide an understanding of the fundamental and advanced principles of the creative industries. Skills-based units will provide practical skills through a combination of Creative Industries units.

Course Structure

To graduate with a Master of Creative Industries (Interdisciplinary) students are required to successfully complete 144 credit points, as specified in the Study Area

structure.

Advanced standing of up to 48 credit points however may be available to students who have completed an undergraduate degree in Interdisciplinary studies in the Creative Industries and meet the GPA requirements.

Career Outcomes

The Interdisciplinary Study Area will be of interest to those who seek a creative career as an employee, consultant or in creative industries management.

Previously Studied Pathway

If your undergraduate degree is in a related study area, you can apply for the Previously Studied Pathway. This option allows you to apply for advanced standing for the study area units, so it is possible to complete your Masters of Creative Industries in just one year full-time. You will develop skills in entrepreneurship and management, and half of your study will be dedicated to the major project of your choice.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time

Semester 1 - February and July entry

For students who have advanced standing of 48 credit points, full time entry is only available in February. Part time students will enrol in two units per semester over six semesters.

*Please refer to the KK88 Master of Creative Industries Course Summary Sheet for semester enrolment information.

SELECT: 4 List B Units from any Study Area (please refer to List B for unit semesters of offer).

Semester 2

- | | |
|--------|---|
| KKP001 | Entrepreneurship in the Creative Economy |
| KKP002 | 20:20 Vision: Imagining the Creative Future |
| KKP003 | Project Design in the Creative Industries |
| KKP403 | Special Topic in the Creative Industries |

*Students commencing in July must study KKP403 in second semester.

Semester 3

- | | |
|----------|--|
| KKP004-1 | Innovation in the Creative Industries: Major Project |
| KKP004-2 | Innovation in the Creative Industries: Major Project |
| KKP004-3 | Innovation in the Creative Industries: Major Project |
| KKP004-4 | Innovation in the Creative Industries: Major Project |

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newsriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Administrator, Art Project Manager, Art Writer, Government Officer, Information Officer, Public Servant, Visual Artist.

Master of Creative Industries (Music and Sound) (KK88)

Year offered: 2009

Admissions: Yes

CRICOS code: 064900A

Course duration (full-time): 3 Semesters

Course duration (part-time): 6 Semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July intakes

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Mr Greg Jenkins

Campus: Kelvin Grove

Course Overview

The Master of Creative Industries caters for the professional development of Creative Industries practitioners and related professionals. The course develops fundamental and advanced skills, knowledge and practice in the Creative Industries, while at the same time advancing abilities in communication, project management, leadership and project application. Thus, this innovative postgraduate course enables students to fuse creative talents with business and entrepreneurial skills, as the role of manager in the creative industries is to bring together the artist and the consumer through cultural leadership

Music and Sound

The Master of Creative Industries provides an opportunity for postgraduate students to engage in future visionary entrepreneurship and project design, and the Music and Sound Study Area Options give students the opportunity to intensely engage in real projects with practitioners from industry and research centres as supervisors.

The Music & Sound Study Area is aimed at professional performers and composers, music producers, music studio personnel and music educators. It is also valuable for people from other backgrounds wishing to broaden their existing knowledge and skills in music. Coursework will update musical skills and knowledge as well as foster creative, critical and reflective capabilities that impact upon making/presenting/understanding music. Independent projects will extend professional and commercial practice.

Music and Sound Study Area

This study area brings together management skills with technical skills and explores the creative potential of a Music & Sound practitioner working within the Creative Industries. Students will be encouraged to engage with and respond to works, and theories of Music & Sound, and will be introduced to relevant and practical content that will assist continuing personal practice.

This Course aims to provide an understanding of the fundamental principles of Music & Sound, and to extend the expertise of current Music & Sound professionals practising

within the context of the Creative Industries. Such a framework will orient students' future careers as Music & Sound (or associated) practitioners, and will provide the critical tools for embarking on an informed vocational path.

Course Structure

To graduate with a Master of Creative Industries (Music & Sound) students are required to successfully complete 144 credit points, as specified in the Study Area structure.

Advanced standing of up to 48 credit points however may be available to students who have completed an undergraduate degree in Music & Sound and meet the GPA requirements.

Previously Studied Pathway

If your undergraduate degree is in a related study area, you can apply for the Previously Studied Pathway. This option allows you to apply for advanced standing for the study area units, so it is possible to complete your Masters of Creative Industries in just one year full-time. You will develop skills in entrepreneurship and management, and half of your study will be dedicated to the major project of your choice.

Career Outcomes

A management role in the creative industries. Possible specialised pathways include: Band Leader, Composer, Conductor, D.J, Digital Composer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer and Sound/Audio Engineer.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

To graduate with a Master of Creative Industries (Music & Sound) students are required to successfully complete 144 credit points, as specified in the Study Area structure. Advanced standing of up to 48 credit points however may be available to students who have completed an undergraduate degree in Music & Sound and meet the GPA requirements.

Full time and Part time course structure

Semester 1 - February and July entry

For students who have advanced standing of 48 credit points, full time entry is only available in February. Part time students will enrol in two units per semester over six semesters.

*Please refer to the KK88 Master of Creative Industries Course Summary Sheet for semester enrolment information.

SELECT: 3 List A Units (please refer to List A for unit semesters of offer).

SELECT: 1 List B Unit from any Study Area (please refer to List B for unit semesters of offer).

Semester 2

KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
KMP405	Materials of Music
*Students commencing in February must study KMP405 in first semester.	

Semester 3

KKP004-1	Innovation in the Creative Industries: Major Project
KKP004-2	Innovation in the Creative Industries: Major Project
KKP004-3	Innovation in the Creative Industries: Major Project
KKP004-4	Innovation in the Creative Industries: Major Project

List A - Music and Sound Unit Options

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
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KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Band Leader, Composer, Conductor, D.J, Digital Composer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer.

Master of Creative Industries (Professional Communication) (KK88)

Year offered: 2009

Admissions: Yes

CRICOS code: 064900A

Course duration (full-time): 3 Semesters

Course duration (part-time): 6 Semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February, July

International Entry: February and July intakes

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Dr Glen Thomas

Campus: Kelvin Grove

Course Overview

The Master of Creative Industries caters for the professional development of Creative Industries practitioners and related professionals. The course develops fundamental and advanced skills, knowledge and practice in the Creative Industries, while at the same time advancing abilities in communication, project management, leadership and project application. Thus, this innovative postgraduate course enables students to fuse creative talents with business and entrepreneurial skills, as the role of manager in the creative industries is to bring together the artist and the consumer through cultural leadership.

Professional Communication

This innovative postgraduate course enables you to fuse creative talents with business and entrepreneurial skills. Your role as a manager in the creative industries is to bring together the artist and the consumer through cultural leadership.

The Master of Creative Industries provides an opportunity for postgraduate students to engage in future visionary entrepreneurship and project design. The specified Professional Communication Study Area Options give students the opportunity to intensely engage in real projects with practitioners from industry and research centres as supervisors.

Professional communication is an integral aspect of all work environments, and highly developed skills in this area are much sought after by employers. The Professional Communication Study Area will hone workplace communication skills, giving the professional edge needed to communicate successfully at all levels of an organisation. Students will gain access to expertise in communication, writing and journalism as they combine study in professional and persuasive writing, speaking and presentation skills, and leadership and team skills. They will develop skills in professional writing and speaking, leadership and teamwork, and work communication practices, and apply these skills to teamwork environments and work-based projects.

Professional Communication Study Area

To graduate with a Master of Creative Industries (Professional Communication) students are required to successfully complete 144 credit points, as specified in the Study Area structure.

Advanced standing of up to 48 credit points may be available to students who have completed an undergraduate degree in Professional Communication and meet the GPA requirements.

Course Structure

To graduate with a Master of Creative Industries (Professional Communication) students are required to successfully complete 144 credit points, as specified in the Study Area structure.

Advanced standing of up to 48 credit points may be available to students who have completed an undergraduate degree in Professional Communication and meet the GPA requirements.

Previously Studied Pathway

If your undergraduate degree is in a related study area, you can apply for the Previously Studied Pathway. This option allows you to apply for advanced standing for the study area units, so it is possible to complete your Masters of Creative Industries in just one year full-time. You will develop skills in entrepreneurship and management, and half of your study will be dedicated to the major project of your choice.

Career Outcomes

The Professional Communication Study Area will be of interest to those who seek communication skills to further existing careers â whether in management, policy, research and analysis, administration, customer service, sales, or consulting. Alternatively, this Study Area may begin a career in professional communication â (including) as a professional writer, organisational trainer, or communication officer.

Entry Requirements

An undergraduate degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale). Students whose undergraduate degree is in a related creative industries discipline may apply for the Previously Studied Pathway. Applications without the requisite entry requirements will be considered for special entry. Please contact the Creative Industries Faculty for more information.

Full time and Part time course structure

Semester 1 - February and July entry

For students who have advanced standing of 48 credit points, full time entry is only available in February. Part time students will enrol in two units per semester over six semesters.

*Please refer to the KK88 Master of Creative Industries Course Summary Sheet for semester enrolment information.

SELECT: 3 List A Units (please refer to List A for unit semesters of offer).

SELECT: 1 List B Unit from any Study Area (please refer to List B for unit semesters of offer).

Semester 2

KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
KWP412	Contemporary Practice in Professional Communication
	*Students commencing in February must study KWP412 in first semester.

Semester 3

KKP004-1	Innovation in the Creative Industries: Major Project
KKP004-2	Innovation in the Creative Industries: Major Project
KKP004-3	Innovation in the Creative Industries: Major Project
KKP004-4	Innovation in the Creative Industries: Major Project

List A - Professional Communication Unit Options

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KCP407	Applied Professional Communication
KJB120	Newsriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

List B - Creative Industries Unit Options

Animation

KIB225	Character Development, Conceptual Design and Animation Layout
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KVB105	Drawing for Design
KVB106	Drawing for Animation

Creative Advertising

AMN400	Consumer Behaviour
AMN420	Advertising Management
AMN421	Contemporary Issues in Advertising
KIP401	Visual Communication
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KWP401	Media Writing
KVP402	Photomedia and Creative Practice

Creative Production and Arts Management

KCP407	Applied Professional Communication
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KKP402	Business and Corporate Development in the Creative Industries
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Creative Writing

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
KWB302	Novel and Genre
KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir

Interactive and Visual Design

KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KVB204	Graphic Design

Journalism

KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KKB175	Creative Industries Legal Issues
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1
KKB345	Creative Industries Project 1

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing

Faculty Units

KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action

Potential Careers:

Administrator, Advertising Professional, Arts Administrator, Government Officer, Information Officer, Marketing Officer/Manager, Media Industry Specialist, Public Relations Officer/Consultant, Public Servant, Publishing Professional.

Bachelor of Music (KM32)

Year offered: 2009

Admissions: Yes

CRICOS code: 022140F

Course duration (full-time): 3 Years

Domestic fees (indicative): 2009: CSP \$2,593 (indicative) per semester

International Fees (per semester): 2009: \$9,750 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

QTAC code: 421512

Past rank cut-off: Admission to course is based on audition, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on audition, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Mr Brad Millard

Campus: Kelvin Grove

Overview

This creative and practical course is designed for those seeking to become leaders in the music industry. There will be many types of musicians in the future, and QUT's Bachelor of Music responds to this need for future focussed graduates. You will study a common core of music and sound subjects plus some intensive practice-based and work experience units.

You will navigate your own pathway, having the choice of a performance or production strand, and the flexibility to choose electives in other creative areas.

You will be expected to present your work in a number of ways, based on your particular aims and passions. There is an emphasis on real-world experiences during the course, including public performances and showcases, internships, media opportunities and collaborative productions with other students.

Additional Entry Requirements

Applicants are selected on the basis of their audition and previous academic achievement. The due date to register for an audition and lodge additional materials to QUT is the 29th August 2009. Late registrations and submissions will not be accepted. In addition to the **admission application**, applicants must also **apply online** to Creative Industries Faculty, QUT.

Closing dates for prospective international students are different to those listed above. Please refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

Career Outcomes

Graduates work in the live, recording and multimedia industries, as performers, composers, creative music producers, developers of music software and games, DJs, mixers or studio teachers. This degree is also a pathway to honours and professional or research postgraduate studies.

Why choose this course?

The creative and modern emphasis of this degree sets it apart from other music courses on offer in Australia. There is a focus on generic music skills relevant to the twenty-first century, reflecting the demands required of a musician of the future. You may study a variety of styles and genres, indeed a 'crossover music' approach is encouraged.

The emphasis on repertoire creation over reproduction means it is ideally suited to those who are keen to innovate and make their mark in the changing sector of creative industries. You'll be equipped to sustain your career over the long term.

Other Course Options

The Bachelor of Music is available as a dual degree with Education. Applicants accepted into the dual degree will complete a four year program comprising the three year Bachelor of Music and the one year Graduate Diploma of Education (Senior Years).

You can also choose from double degree programs including IX34 Bachelor of Business/Bachelor of Creative Industries (Music) and IX27 Bachelor of Creative Industries (Music)/ Bachelor of Information Technology.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

Additional costs

While extensive computing technology is available, additional digital storage will be required (CDs, DVDs, and often hard drives) at your own cost. Headphones, ear plugs, batteries and appropriate leads must be provided.

New heading

New text

Performance Course Structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KMB105	Music and Sound Technology
KMB120	Music Performance 1
KMB130	Core Musicianship 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB108	Sound Recording and Acoustics
KMB121	Music Performance 2
KMB131	Core Musicianship 2

Year 2, Semester 1

KMB206	Jazz and Popular Musicianship
	OR
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
SELECT:	Elective *
SELECT:	Elective *

Year 2, Semester 2

KMB205	Sound Media Musicianship
	OR
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
SELECT:	Elective*
SELECT:	Elective*

IMPORTANT NOTICE:

You have two pathways to choose from in Year 3 of your program: the Performance Pathway or the Creative Industries Minor pathway.

Performance Pathway:

Year 3, Semester 1

KMB314-1	Music and Sound: Principal Study B
SELECT:	Elective*
SELECT:	Elective*

Year 3, Semester 2

KMB301	The Music Industry
KMB314-2	Music and Sound: Principal Study B
SELECT:	Elective*

Creative Industries Minor Pathway:

Year 3, Semester 1

SELECT:	Creative Industries Minor First Unit (a K-coded minor)
SELECT:	Creative Industries Minor Second Unit (a K-coded minor)
SELECT:	Elective*

SELECT: Elective*

Year 3, Semester 2

KMB301	The Music Industry
SELECT:	Creative Industries Minor Third Unit (a K-coded minor)
SELECT:	Creative Industries Minor Fourth Unit (a K-coded minor)
SELECT:	Elective*

NOTES

* The seven electives must comprise at least three music electives.

Performance Elective List

Semester 1

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB005-1	Group Music
KMB209	Conducting

Semester 2

KMB002	Music and Spirituality
KMB005-2	Group Music
KMB106	Music and Sound for Multimedia
KMB107	Sound, Image, Text
KMB113	Multi-Instrumental Music A
KMB212	Arranging
KMB213	Multi-Instrumental Music B

Production Course Structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KMB105	Music and Sound Technology
KMB110	Music Production 1
KMB130	Core Musicianship 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB106	Music and Sound for Multimedia
KMB111	Music Production 2
KMB131	Core Musicianship 2

Year 2, Semester 1

KMB206	Jazz and Popular Musicianship
	OR
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
SELECT:	Elective*
SELECT:	Elective*

Year 2, Semester 2

KMB205 Sound Media Musicianship
OR
KMB208 Contemporary Art Music Musicianship
KMB214-2 Music and Sound: Principal Study A
SELECT: Elective*
SELECT: Elective*

IMPORTANT NOTICE:

You have two pathways to choose from in Year 3 of your program: the Production Pathway or the Creative Industries Minor pathway.

Production Pathway:

Year 3, Semester 1

KMB314-1 Music and Sound: Principal Study B
SELECT: Elective*
SELECT: Elective*

Year 3, Semester 2

KMB301 The Music Industry
KMB314-2 Music and Sound: Principal Study B
SELECT: Elective*

Creative Industries Minor Pathway:

Year 3, Semester 1

SELECT: Creative Industries Minor First Unit (a K-coded minor)
SELECT: Creative Industries Minor Second Unit (a K-coded minor)
SELECT: Elective*
SELECT: Elective*

Year 3, Semester 2

KMB301 The Music Industry
SELECT: Creative Industries Minor Third Unit (a K-coded minor)
SELECT: Creative Industries Minor Fourth Unit (a K-coded minor)
SELECT: Elective*

NOTES:

* The seven electives must comprise at least three music electives.

Production Elective List

Semester 1

KMB003 Sex Drugs Rock 'n' roll
KMB004 World Music
KMB005-1 Group Music
KMB209 Conducting

Semester 2

KMB002 Music and Spirituality
KMB005-2 Group Music
KMB107 Sound, Image, Text
KMB212 Arranging

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

3D Visualisation

KIB203 Introduction to 3D Computer Graphics
KIB225 Character Development, Conceptual Design and Animation Layout
KIB316 Virtual Environments
KIB325 Real-Time 3D Computer Graphics

Advertising

AMB220 Advertising Theory and Practice
AMB318 Advertising Copywriting
AMB319 Media Planning
BSB126 Marketing
AMB200 Consumer Behaviour

Animation

KIB105 Animation and Motion Graphics
KIB108 Animation History and Practices
KVB105 Drawing for Design
KVB106 Drawing for Animation

Art History

KVB102 Modernism
KVB103 Australian Art
KVB211 Post 1945 Art
KVB304 Contemporary Art Issues

Art, Design and Architecture

DAB325 Architecture in the 20th Century
DEB102 Introducing Design History
KVB212 Australian Art, Architecture and Design
KVB306 Video Art and Culture

Advanced Interactive Media

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media

Audience and User Research

KCB102	Media and Society: From Printing Press to Internet
KCB105	Media and Communication Research Methods
KCB203	Consumer Cultures
KCB301	Media Audiences

Communication Design

*This minor is available to students who commenced 2008 or earlier

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media

Communication for the Professions

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB313	Novel and Memoir

Dance Studies

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Digital Media

KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KVB306	Video Art and Culture

Drama

KDB225	Music Theatre Skills
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB305	The Entrepreneurial Artist

Entrepreneurship

AMB251	Innovation and Market Management
BSB115	Management People and Organisations
BSB126	Marketing
MGB223	Entrepreneurship and Innovation
AMB240	Marketing Planning and Management
MGB207	HR Issues and Strategy

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion

French

HHB061	French 1
HHB062	French 2
HHB063	French 3
HHB064	French 4
HHB065	French 5
HHB066	French 6
HHB067	French 7
HHB068	French 8

Game Design

ITB750	Computer Game Studies
ITB751	Games Production
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

German

HHB091	German 1
HHB092	German 2
HHB093	German 3
HHB094	German 4
HHB095	German 5
HHB096	German 6
HHB097	German 7
HHB098	German 8

Graphic Design

KIB101	Visual Communication
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KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Indigenous Studies

EDB007	Culture Studies: Indigenous Education
HHB123	Indigenous Australian Culture Studies
HHB210	Indigenous Australia: Country, Kin And Culture
HHB255	Indigenous Politics And Political Culture
HHB276	Indigenous Knowledge: Research Ethics and Protocols
KKB004	Indigenous Creative Industries
KWB307	Indigenous Writing

Indonesian

HHB071	Indonesian 1
HHB072	Indonesian 2
HHB073	Indonesian 3
HHB074	Indonesian 4
HHB075	Indonesian 5
HHB076	Indonesian 6
HHB077	Indonesian 7
HHB078	Indonesian 8

Information Technology

	Choose 2 of the following units
INB101	Impact of IT
INB102	Emerging Technologies
INB104	Building IT Systems
	Choose 2 of the following units (INB122 or INB210 cannot both be taken)
INB122	Organisational Databases
INB210	Databases
INB251	Networks
INB255	Security
INB270	Programming
INB271	The Web
INB272	Interaction Design

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Public Relations Theory and Practice
BSB126	Marketing
AMB261	Media Relations and Publicity
AMB208	Events Marketing

Interactive and Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions

KIB103	Introduction to Web Design and Development
KIB104	Digital Media

International Business

BSB119	International and Electronic Business
IBB205	Cross-Cultural Communication and Negotiation
IBB210	Export Management
IBB303	International Logistics

Japanese

HHB081	Japanese 1
HHB082	Japanese 2
HHB083	Japanese 3
HHB084	Japanese 4
HHB085	Japanese 5
HHB086	Japanese 6
HHB087	Japanese 7
HHB088	Japanese 8

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Lighting Design

PCN121	Vision Colour and Photometry
PCN122	Lighting Design
PCN123	Sustainability and Human Factors
PCN124	Lamps and Luminaires

Literature

KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Management

BSB115	Management, People and Organisations
MGB210	Production and Service Management
MGB220	Management Research Organisations
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

Marketing

AMB200	Consumer Behaviour
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AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
BSB126	Marketing
AMB335	E-Marketing Strategies

Mathematics

MAB100	Mathematical Sciences 1A
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C
MAB210	Statistical Modelling 1
MAB311	Advanced Calculus

Modern and Popular Literature and Culture

KWB108	Introduction To Literary Studies
KWB109	Writing Australia
KWB206	Youth and Children's Writing
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB308	Wonderlands: Literature and Culture in the 19th Century
KWB309	Popular Fictions, Popular Culture

Music Studies

KDB225	Music Theatre Skills
KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

Performance Events and Festivals

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals

Professional Writing

KWB102	Media Writing
KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing
KWB303	Writing and Publishing Industry

Screen Studies

KPB102	Film History (recommended)
KPB103	Film Genres (recommended)
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Public Relations

AMB263	Public Relations Theory and Practice
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AMB261	Media Relations and Publicity
AMB262	Public Relations Writing
BSB126	Marketing
AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Sound Studies

KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB106	Music and Sound for Multimedia
KMB108	Sound Recording and Acoustics

Television

KPB104	Film and Television Production Resource Management
KPB106	Australian Television
KPB107	Television's Greatest Hits
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television

Visual Arts Practice

KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Potential Careers:

Band Leader, Composer, Conductor, D.J, Digital Composer, Educator, Film Composer, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Post-production specialist, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer.

Bachelor of Music/Graduate Diploma in Education (Senior Years) (KM32/ED38)

Year offered: 2009

Admissions: Yes

Course duration (full-time): 4 years (3 years B Music + 1 year GDipEd)

Domestic fees (indicative): 2009: CSP \$2,593 (indicative) per semester

Domestic Entry: February

QTAC code: 429182

Past rank cut-off: Admission to course is based on audition, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Past OP cut-off: Admission to course is based on audition, interview and previous academic achievement. Please refer to Additional Entry Requirements.

Assumed knowledge: English (4, SA)

Preparatory studies: ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288+96

Standard credit points per full-time semester: 48

Course coordinator: Head, Undergraduate Studies (cifug@qut.edu.au)

Discipline coordinator: Mr Brad Millard

Campus: Kelvin Grove

Overview

The Creative Industries Faculty has an enviable reputation as a leading provider in Queensland of outstanding teacher practitioners in the visual and performing arts.

In partnership with the Faculty of Education, the Faculty offers four-year degree programs in Dance, Drama, Music or Visual Arts that qualify graduates for registration as teachers and for employment in allied areas.

OP Guarantee

The OP Guarantee does not apply to this course.

Additional Entry Requirements

Applicants are selected on the basis of their audition and previous academic achievement. The due date to register for an audition and lodge additional materials to QUT is the 28th August 2009. Late registrations and submissions will not be accepted.

Working With Children Check

Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at bluecard.qut.com.

Career Opportunities

This four-year dual degree qualifies graduates for registration as secondary teachers in Queensland and for employment in education and related Creative Industries fields.

Course Design

This dual degree is structured to enable you to spend your first three years immersed in Music and then, once completed, proceed seamlessly into 12 months of specialised teacher training in your fourth year.

You will sample life as an educator prior to commencing the fourth year with foundation units in education studies which will include practical school-based field experience.

You will also have the opportunity to choose minor studies in one other discipline during your first three years which will give you the advantage of being able to undertake study in a second teaching area and increase your teaching options. There are a large number of available second teaching areas which include dance, drama, English, languages, mathematics, visual arts, business, social sciences and science education.

Why choose this course?

The Creative Industries Faculty and its partner the Faculty of Education have an enviable reputation, developed over almost 50 years, as the leading provider in Queensland of outstanding teacher practitioners in the visual and performing arts. This course, introduced for the first time in 2008, combines in-depth training in creative industries and education.

Professional Recognition

Graduates are eligible for registration as teachers in Queensland. Graduates looking for teaching employment in other parts of Australia and overseas may be required to meet additional conditions.

Deferment

QUT's deferment policy does not apply to this course.

Domestic student tuition fee (Dfee) places

Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply with regulations regarding their original Commonwealth Supported place (ie failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc) and who have been invited and accepted to continue as a fee-paying student.

Performance Course Structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KMB105	Music and Sound Technology
KMB120	Music Performance 1
KMB130	Core Musicianship 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB108	Sound Recording and Acoustics
KMB121	Music Performance 2
KMB131	Core Musicianship 2

Year 2, Semester 1

KMB206	Jazz and Popular Musicianship
	OR
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
	Elective
	Elective

Year 2, Semester 2

EDB036	Introduction to Education
KMB205	Sound Media Musicianship
	OR
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
	Elective

Year 2, SUM-2 Semester (Jan - Feb)

EDB037	Introduction to Educational Sites
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IMPORTANT NOTICE:

You have two pathways to choose from in Year 3 of your program: the Second Teaching Area pathway or the Performance Pathway.

Second Teaching Area Pathway

Year 3, Semester 1

	Choose KMB201 (recommended) or an elective:
KMB201	Music (Secondary) Curriculum Studies 1
	Elective
SELECT:	Second Teaching Area unit OR Elective
SELECT:	Second Teaching Area unit OR Elective

Year 3, Semester 2

KMB301	null
	Choose either SPB012 or an elective:
SPB012	Classroom and Behaviour Management

Elective

SELECT: Second Teaching Area unit OR Elective

SELECT: Second Teaching Area unit OR Elective

Year 4, Semester 1 and Semester 2

Students who were accepted into the four year program (QTAC code: 429182) will automatically be transferred to their fourth year of study in ED38 Graduate Diploma of Education (Senior Years) upon successful completion of their first three years of study. Please refer to the ED38 Course Summary Sheet for enrolment information.

Performance Pathway

Year 3, Semester 1

KMB314-1	Music and Sound: Principal Study B
	Choose KMB201 (recommended) or an elective:
KMB201	Music (Secondary) Curriculum Studies 1
	Elective

Year 3, Semester 2

KMB301	The Music Industry
KMB314-2	Music and Sound: Principal Study B
	Choose either SPB012 or an elective:
SPB012	Classroom and Behaviour Management
	Elective

Year 4, Semester 1 and Semester 2

Students who were accepted into the four year program (QTAC code: 429182) will automatically be transferred to their fourth year of study in ED38 Graduate Diploma of Education (Senior Years) upon successful completion of their first three years of study. Please refer to the ED38 Course Summary Sheet for enrolment information.

Production Course Structure

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KMB105	Music and Sound Technology
KMB110	Music Production 1
KMB130	Core Musicianship 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB106	Music and Sound for Multimedia
KMB111	Music Production 2
KMB131	Core Musicianship 2

Year 2, Semester 1

KMB206	Jazz and Popular Musicianship
	OR

KMB207 Cross Cultural Musicianship
 KMB214-1 Music and Sound: Principal Study A
 Elective
 Elective

Year 2, Semester 2

EDB036 Introduction to Education
 KMB205 Sound Media Musicianship
 OR
 KMB208 Contemporary Art Music Musicianship
 KMB214-2 Music and Sound: Principal Study A
 Elective

Year 2, SUM-2 Semester (Jan - Feb)

EDB037 Introduction to Educational Sites

IMPORTANT NOTICE:

You have two pathways to choose from in Year 3 of your program: the Second Teaching Area pathway or the Production Pathway.

Second Teaching Area Pathway

Year 3, Semester 1

Choose KMB201 (recommended) or an elective:
 KMB201 Music (Secondary) Curriculum Studies 1
 Elective
 SELECT: Second Teaching Area unit OR Elective
 SELECT: Second Teaching Area unit OR Elective

Year 3, Semester 2

KMB301 null
 Choose either SPB012 or an elective:
 SPB012 Classroom and Behaviour Management
 Elective
 SELECT: Second Teaching Area unit OR Elective
 SELECT: Second Teaching Area unit OR Elective

Year 4, Semester 1 and Semester 2

Students who were accepted into the four year program (QTAC code: 429182) will automatically be transferred to their fourth year of study in ED38 Graduate Diploma of Education (Senior Years) upon successful completion of their first three years of study. Please refer to the ED38 Course Summary Sheet for enrolment information.

Production Pathway

Year 3, Semester 1

KMB314-1 Music and Sound: Principal Study B
 Choose KMB201 (recommended) or an elective:
 KMB201 Music (Secondary) Curriculum Studies 1

Elective

Year 3, Semester 2

KMB301 The Music Industry
 KMB314-2 Music and Sound: Principal Study B
 Choose either SPB012 or an elective:
 SPB012 Classroom and Behaviour Management
 Elective

Year 4, Semester 1 and Semester 2

Students who were accepted into the four year program (QTAC code: 429182) will automatically be transferred to their fourth year of study in ED38 Graduate Diploma of Education (Senior Years) upon successful completion of their first three years of study. Please refer to the ED38 Course Summary Sheet for enrolment information.

Second Teaching Area Units

Dance (48 credit points)

Please note: An audition is required in orientation week. Please contact dance@qut.edu.au for further information.

KDB103 Dance Technique Studies 1
 KDB104 Dance Technique Studies 2
 KDB107 Choreographic Studies 1
 KDB108 World Dance
 KDB109 Funk, Tap and all that Jazz

Drama (48 credit points)

KTB101 20th Century Performance
 KTB102 Process Drama
 KTB103 Performing Skills 1: Character and Scene
 KTB106 Performing Skills 2: Style and Form
 KTB207 Staging Australia
 KTB209 Applied Performance

English (48 credit points)

Required Unit

CLB320 Studies In Language
 Up to 12 credit points from Introductory Level Units:
 KCB102 Media and Society: From Printing Press to Internet
 KWB108 Introduction To Literary Studies
 No less than 24 credit points from Advanced Level Units
 CLB321 Writing Workshop
 CLB322 Literature In Secondary Teaching
 CLB323 Teaching Adolescent Literature
 KWB109 Writing Australia
 KWB206 Youth and Children's Writing
 KWB308 Wonderlands: Literature and Culture in the

KWB208	19th Century Modern Times (Literature and Culture in the 20th Century)	HHB253	Conspiracy And Dissent In Australian History
KWB309	Popular Fictions, Popular Culture	HHB257	The Classical World
KWB209	Shakespeare, Then and Now	HHB258	Foundations of Modern Europe
Film and Media (48 credit points)		HHB260	Nations And Nationalism In Modern Europe
	Required Units	HHB261	Medieval Europe
KPB101	Foundations of Film and Television Production	HHB109	Australian Historical Studies
KPB108	Media Text Analysis	HHB239	Korean Culture And Societies
	No less than 24 credit points from:	Languages other than English	
KPB102	Film History		Indonesian
KPB103	Film Genres	HHB073	Indonesian 3
KPB104	Film and Television Production Resource Management	HHB074	Indonesian 4
KPB105	Narrative Production	HHB075	Indonesian 5
KPB106	Australian Television	HHB076	Indonesian 6
KPB203	Australian Film		Japanese
KPB205	Documentary Theory and Practice	HHB083	Japanese 3
Geography (48 credit points)		HHB084	Japanese 4
	Up to 24 credit points from Introductory Units	HHB085	Japanese 5
HHB127	Environment And Society	HHB086	Japanese 6
HHB107	World Regions		French
HHB251	Australian Resource Management	HHB063	French 3
	No less than 24 credit points from Advanced Units	HHB064	French 4
HHB250	Australian Geographical Studies	HHB065	French 5
HHB228	Environmental Hazards	HHB066	French 6
HHB229	Windows On Japan		German
HHB269	Ethics, Technology And The Environment	HHB093	German 3
HHB244	Southeast Asia In Focus	HHB094	German 4
History (48 credit points)		HHB095	German 5
	null	HHB096	German 6
	Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World. Students should check with QUT Carseldine Faculty on availability of units.	Music (48 credit points)	
	Up to 24 credit points from Introductory Units		Please note: An audition is required in orientation week. Please contact music@qut.edu.au for further information.
HHB121	Interpreting The Past	KMB105	Music and Sound Technology
HHB122	Colonialism And Independence In Asia Pacific	KMB130	Core Musicianship 1
	No less than 24 credit points from Advanced Units	KMB131	Core Musicianship 2
HHB238	Asian Cultures And Societies		Select either KMB002 or KMB003
HHB245	Australia And The South Pacific	KMB002	Music and Spirituality
HHB315	Sex And Drugs In South-East Asia	KMB003	Sex Drugs Rock 'n' roll
HHB248	The USA and The Asia Pacific Region	Visual Arts (48 credit points)	
HHB259	War And Revolution In Europe 1914-1945		Please note: A folio is required in orientation week. Please contact artdesign@qut.edu.au for further information.
HHB246	Modern China	KVB104	Photomedia and Artistic Practice
HHB237	Brisbane in the Twentieth Century	KVB110	2D Media and Processes
		KVB111	3D Media and Processes
			Select either KVB102 or KVB211
		KVB102	Modernism

KVB211 Post 1945 Art

Performance Elective List

Semester 1

KMB003 Sex Drugs Rock 'n' roll

KMB004 World Music

KMB005-1 Group Music

KMB209 Conducting

Semester 2

KMB002 Music and Spirituality

KMB005-2 Group Music

KMB106 Music and Sound for Multimedia

KMB107 Sound, Image, Text

KMB113 Multi-Instrumental Music A

KMB212 Arranging

KMB213 Multi-Instrumental Music B

Course structure - Senior Years

Year 1, Semester 1

EDP415 Engaging Diverse Learners

EDP441 Senior Years Field Studies 1: Engaging Diverse Learners
Curriculum Studies 1
Curriculum Studies Elective
Designated Unit: EDP441

Year 1, Semester 2

EDP416 The Professional Practice of Educators

EDP442 Senior Years Field Studies 2: The Professional Practice of Educators
Curriculum Studies 2
Curriculum Studies 3
Designated Unit: EDP442

Curriculum Studies 1

CLP402 Business Education Curriculum Studies 1

CLP408 English Education Curriculum Studies 1

CLP411 Languages Education Curriculum Studies 1

CLP414 Social Education Curriculum Studies 1

KDP201 Dance Curriculum Studies 1

KMP201 Music (Secondary) Curriculum Studies 1

KTP201 Drama Curriculum Studies 1

KVP301 Visual Arts Curriculum Studies 1

MDP456 Mathematics Education Curriculum Studies 1

MDP459 Science Education Curriculum Studies 1

CLP422 Film and Media Education Curriculum Studies 1

Curriculum Studies 2

CLP403 Business Education Curriculum Studies 2 (Business Communication and Technology)

CLP404 Business Education Curriculum Studies 2 (Accounting and Business Management)

CLP406 Legal Studies Education Curriculum Studies

CLP409 English Education Curriculum Studies 2

CLP412 Languages Education Curriculum Studies 2

CLP415 Social Education Curriculum Studies 2 (Geography)

CLP416 Social Education Curriculum Studies 2 (History)

CLP417 Social Education Curriculum Studies 2 (Senior Social Science)

MDP455 Business Education Curriculum Studies 2 (ICT)

MDP457 Mathematics Education Curriculum Studies 2

MDP462 Biology Curriculum Studies 2

MDP460 Science Education Curriculum Studies 2

MDP463 Chemistry Curriculum Studies 2

MDP464 Earth Science Curriculum Studies 2

MDP465 Physics Curriculum Studies 2

CLP423 Film and Media Education Curriculum Studies 2

MDP462 Biology Curriculum Studies 2

MDP463 Chemistry Curriculum Studies 2

MDP464 Earth Science Curriculum Studies 2

MDP465 Physics Curriculum Studies 2

KTP202 Drama Curriculum Studies 2

KDP202 Dance Curriculum Studies 2

KMP202 Music (Secondary) Curriculum Studies 2

KVP302 Visual Arts Curriculum Studies 2

Curriculum Studies 3

CLP407 Business Education Curriculum Studies 3

CLP410 English Education Curriculum Studies 3

CLP413 Languages Education Curriculum Studies 3

CLP418 Social Education Curriculum Studies 3

MDP458 Mathematics Education Curriculum Studies 3

CLP424 Film and Media Education Curriculum Studies 3

MDP461 Science Education Curriculum Studies 3

KTP203 Drama Curriculum Studies 3

KDP203 Dance Curriculum Studies 3

KMP203 Music (Secondary) Curriculum Studies 3

KVP303 Visual Arts Curriculum Studies 3

Curriculum Electives

CLP419 Social Education Curriculum - Senior History

CLP400 Middle Years: Multiliteracies

CLP401 Middle Years: Transdisciplinary Arts and SOSE

MDP452 Middle Years: Mathematical Understandings

MDP453 Middle Years: Transdisciplinary Science and

	Technology
SPP400	Classroom and Behaviour Management
SPP401	Classroom Assessment Practices

Creative Industries Faculty Undergraduate Open Electives

Creative Industries Faculty Undergraduate Open Electives

These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:

* you must obey any elective rules as set out in your course requirements

* you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.

* you must have successfully completed any pre/co-requisite units applicable

* the offering of elective units is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries

Semester 1 Units

Creative Writing & Cultural Studies

KPB207	Film and Television Scriptwriting
KWB101	Introduction to Creative Writing
KWB102	Media Writing
KWB103	Persuasive Writing
KWB104	Creative Writing: The Short Story
KWB107	Creative Non-Fiction
KWB207	Great Books: Creative Writing Classics
KWB208	Modern Times (Literature and Culture in the 20th Century)
KWB209	Shakespeare, Then and Now
KWB308	Wonderlands: Literature and Culture in the 19th Century

Dance

KDB105	Architecture of the Body
KDB108	World Dance
KDB110	Deconstructing Dance in History

Fashion

KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KFB206	Fashion and Modernity
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB102	Film History
KPB106	Australian Television
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB303	Critical Thinking About Television

Interactive and Visual Design

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KIB201	Concept Development for Game Design and Interactive Media

Journalism

KJB101	Digital Journalism
KJB120	Newsriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues

Media & Communication

KCB101	Communication in the New Economy
KCB102	Media and Society: From Printing Press to Internet
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics

Performance Studies

KSB215	Visual Theatre Design
KTB101	20th Century Performance
KTB103	Performing Skills 1: Character and Scene
KTB204	Understanding Performance
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341	Workplace Learning 1
KKB342	Workplace Learning 2
KKB343	Service Learning 1
KKB344	Service Learning 2
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

KKB347 Introductory Research 1

Visual Arts

KVB102 Modernism
KVB104 Photomedia and Artistic Practice
KVB105 Drawing for Design
KVB110 2D Media and Processes
KVB212 Australian Art, Architecture and Design
KVB213 Graphic Investigation
KVB304 Contemporary Art Issues

Semester 2 Units

Creative Writing & Cultural Studies

KPB207 Film and Television Scriptwriting
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB106 Corporate Writing and Editing
KWB108 Introduction To Literary Studies
KWB109 Writing Australia
KWB206 Youth and Children's Writing
KWB209 Shakespeare, Then and Now
KWB307 Indigenous Writing
KWB309 Popular Fictions, Popular Culture

Dance

KDB106 Dance Analysis
KDB109 Funk, Tap and all that Jazz
KDB204 Australian Dance

Faculty

KKB102 Creative Industries: Making Connections
KKB004 Indigenous Creative Industries

Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB205 Fashion and Style Journalism
KFB207 Contemporary Fashion
KFB208 Fashion Portfolio

Film & Television

KPB103 Film Genres
KPB104 Film and Television Production Resource Management
KPB107 Television's Greatest Hits
KPB205 Documentary Theory and Practice
KPB206 International Cinema
KPB207 Film and Television Scriptwriting

Interactive and Visual Design

KIB102 Visual Interactions

KIB103 Introduction to Web Design and Development

KIB104 Digital Media

KIB108 Animation History and Practices

KIB202 Enabling Immersion

Journalism

KJB101 Digital Journalism
KJB120 Newswriting
KJB121 Journalistic Inquiry
KJB224 Feature Writing
KJB280 International Journalism
KJB337 Public Affairs Reporting

Media & Communication

KCB101 Communication in the New Economy
KCB103 Strategic Speech Communication
KCB104 Media and Communications Industries
KCB105 Media and Communication Research Methods
KCB202 New Media 2: Applications and Implications
KCB203 Consumer Cultures

Music & Sound

KMB002 Music and Spirituality
KMB007 Introductory Ensemble
KMB105 Music and Sound Technology
KMB107 Sound, Image, Text
KMB108 Sound Recording and Acoustics

Performance Studies

KTB104 Performance Innovation
KTB106 Performing Skills 2: Style and Form
KTB207 Staging Australia
KTB211 Creative Industries Events and Festivals

Transition to New Professional Environments*

KKB341 Workplace Learning 1
KKB342 Workplace Learning 2
KKB343 Service Learning 1
KKB344 Service Learning 2
KKB345 Creative Industries Project 1
KKB346 Creative Industries Project 2
KKB348 Becoming A Researcher: Contexts, Protocols and Impact
KKB350 Creative Industries International Study Tour

NOTES:

* Only one Workplace Learning unit may be completed

* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Visual Arts

KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Band Leader, Composer, D.J, Digital Composer, Educator, Film Composer, Higher Education Worker, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Recording Engineer, Secondary School Teacher, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Teacher.

Graduate Certificate in Music (KM35)

Year offered: 2009

Admissions: No

CRICOS code: 034715F

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February and July

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Professor Andy Arthurs

Campus: Kelvin Grove

Overview

This course is aimed at professional performers and composers, music producers, music studio personnel and music educators. It is also valuable for people from other backgrounds wishing to broaden their existing knowledge and skills in music. Coursework will update musical skills and knowledge as well as creative, critical and reflective capabilities which impact upon making/presenting/understanding music. Independent projects will extend professional and commercial practice.

Entry requirements

Entry to the Graduate Certificate or Graduate Diploma requires a bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale) and experience relevant to the music pathway selected by the applicant.

Applicants without a bachelor degree, with a bachelor degree with a grade point average of less than 4.5, or with a diploma from TAFE or an appropriate non-university private provider, may be required to enrol in the Graduate Certificate with the possibility of articulation into the Graduate Diploma if they achieve a grade point average of 4.5 or above in the Graduate Certificate. Applicants will only be permitted to enrol in a Graduate Diploma with the approval of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator.

Masters applicants should possess either a three-year music degree with an overall grade point average of 5 or above (on a 7-point scale) or approved diploma in music from a university or documentary evidence of a successful career as a music industry professional considered equivalent to a three-year degree. Prior to admission, applicants must submit and have approved a project proposal.

Advanced standing for prior study and/or professional experience for the Masters is at the discretion of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator. Advanced standing will normally only be granted for Masters-level courses, and will constitute no more than 48

credit points.

Course Structure

Students select 48 credit points (normally four subjects) from a list of units focusing on Music Composition for the Creative Industries, Music and Media Technologies, or Music Coaching.

Course structure

Pathway: Music Composition for the Creative Industries*

KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMP405	Materials of Music

Pathway: Music and Media Technologies*

KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMP402	Music and Sound for Digital Media

Pathway: Instrumental Music Teaching/Music Coaching*

KMB101	Music (Primary/Instrumental) Curriculum Studies 1
KMB209	Conducting
KMB212	Arranging
KMP403	Multi-Instrumental Studies 1
KMP404	Multi-Instrumental Studies 2
OR	null
KMB003	Sex Drugs Rock 'n' roll

Pathway: Contemporary Music Studies*

KMB002	Music and Spirituality
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

* These are suggested pathways. Under advice from the Coordinator, students may choose from other units on the page.

Potential Careers:

Band Leader, Composer, Conductor, D.J, Digital Composer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer.

Graduate Diploma in Music (KM36)

Year offered: 2009

Admissions: No

CRICOS code: 034717D

Course duration (full-time): 2 semesters

Course duration (part-time): 4 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February and July

Total credit points: 96

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Professor Andy Arthurs

Campus: Kelvin Grove

Overview

This course is aimed at professional performers and composers, music producers, music studio personnel and music educators. It is also valuable for people from other backgrounds wishing to broaden their existing knowledge and skills in music. Coursework will update musical skills and knowledge as well as creative, critical and reflective capabilities which impact upon making/presenting/understanding music. Independent projects will extend professional and commercial practice.

Entry requirements

Entry to the Graduate Certificate or Graduate Diploma requires a bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale) and experience relevant to the music pathway selected by the applicant.

Applicants without a bachelor degree, with a bachelor degree with a grade point average of less than 4.5, or with a diploma from TAFE or an appropriate non-university private provider, may be required to enrol in the Graduate Certificate with the possibility of articulation into the Graduate Diploma if they achieve a grade point average of 4.5 or above in the Graduate Certificate. Applicants will only be permitted to enrol in a Graduate Diploma with the approval of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator.

Masters applicants should possess either a three-year music degree with an overall grade point average of 5 or above (on a 7-point scale) or approved diploma in music from a university or documentary evidence of a successful career as a music industry professional considered equivalent to a three-year degree. Prior to admission, applicants must submit and have approved a project proposal.

Advanced standing for prior study and/or professional experience for the Masters is at the discretion of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator. Advanced standing will normally only be granted for Masters-level courses, and will constitute no more than 48

credit points.

Course structure

Within the Graduate Diploma students undertake units focusing on Music Composition for the Creative Industries, Music and Media Technologies, or Music Coaching.

Course structure

Pathway: Music Composition for the Creative Industries

KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB212	Arranging
KMB301	The Music Industry
KMP405	Materials of Music
KMP415	Independent Project

Pathway: Music and Media Technologies

KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMP400	Digital Recording
KMP402	Music and Sound for Digital Media
KMP415	Independent Project

Pathway: Instrumental Music Teaching/Music Coaching

KMB101	Music (Primary/Instrumental) Curriculum Studies 1
KMB102	Music (Primary/Instrumental) Curriculum Studies 2
KMB209	Conducting
KMB212	Arranging
KMP403	Multi-Instrumental Studies 1
KMP404	Multi-Instrumental Studies 2
OR	null
KMB003	Sex Drugs Rock 'n' roll
KMP415	Independent Project

Other music units available for selection:

KMB002	Music and Spirituality
KMB004	World Music
KMB101	Music (Primary/Instrumental) Curriculum Studies 1
KMB102	Music (Primary/Instrumental) Curriculum Studies 2
KMB103	Music (Primary/Instrumental) Curriculum Studies 3
KMB107	Sound, Image, Text
KMB201	Music (Secondary) Curriculum Studies 1
KMB202	Music (Secondary) Curriculum Studies 2
KMB203	Music (Secondary) Curriculum Studies 3

These are suggested pathways. Under advice from the Coordinator, students may choose from other units on the page.

Potential Careers:

Band Leader, Composer, Conductor, D.J, Digital Composer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer.

Master of Music (KM42)

Year offered: 2009

Admissions: No

CRICOS code: 034710M

Course duration (full-time): 3 semesters

Course duration (part-time): 6 semesters

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February and July

International Entry: February and July

Total credit points: 144

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Professor Andy Arthurs

Campus: Kelvin Grove

Overview

This course is aimed at professional performers and composers, music producers, music studio personnel and music educators. They are also valuable for people from other backgrounds wishing to broaden their existing knowledge and skills in music. Coursework will update musical skills and knowledge as well as creative, critical and reflective capabilities which impact upon making/presenting/understanding music. Independent projects will extend professional and commercial practice.

Entry requirements

Entry to the Graduate Certificate or Graduate Diploma requires a bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale) and experience relevant to the music pathway selected by the applicant.

Applicants without a bachelor degree, with a bachelor degree with a grade point average of less than 4.5, or with a diploma from TAFE or an appropriate non-university private provider, may be required to enrol in the Graduate Certificate with the possibility of articulation into the Graduate Diploma if they achieve a grade point average of 4.5 or above in the Graduate Certificate. Applicants will only be permitted to enrol in a Graduate Diploma with the approval of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator.

Masters applicants should possess either a three-year music degree with an overall grade point average of 5 or above (on a 7-point scale) or approved diploma in music from a university or documentary evidence of a successful career as a music industry professional considered equivalent to a three-year degree. Prior to admission, applicants must submit and have approved a project proposal.

Advanced Standing

Advanced standing for prior study and/or professional experience for the Masters is at the discretion of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator.

Advanced standing will normally only be granted for Masters-level courses, and will constitute no more than 48 credit points.

Course Structure

Masters students may choose from either:

* Coursework and project: eight units prior to two Music Project units. Alternatively, students can undertake four or six coursework units and four or three Project units respectively.

* Project: two coursework units undertaken prior to five Music Project units.

Students must contact the subject area coordinator before making unit selection.

Course structure

Pathway: Music Composition*

KMB105	Music and Sound Technology
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB212	Arranging
KMP402	Music and Sound for Digital Media
KMP405	Materials of Music
KMP410	Music Project 1
KMP411	Music Project 2
KMP415	Independent Project

Pathway: Music and Media Technologies*

KMB105	Music and Sound Technology
KMB108	Sound Recording and Acoustics
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMP400	Digital Recording
KMP402	Music and Sound for Digital Media
KMP415	Independent Project
KMP410	Music Project 1
KMP411	Music Project 2
KKB007	null

Pathway: Instrumental Music Teaching/Music Coaching*

KMB101	Music (Primary/Instrumental) Curriculum Studies 1
KMB102	Music (Primary/Instrumental) Curriculum Studies 2
KMB209	Conducting
KMB212	Arranging
KMP403	Multi-Instrumental Studies 1
KMP404	Multi-Instrumental Studies 2
KMB003	Sex Drugs Rock 'n' roll
KMP415	Independent Project

Pathway: Project*

KMP410	Music Project 1
KMP411	Music Project 2
KMP412	Music Project 3
KMP413	Music Project 4
KMP414	Music Project 5
	Elective (chosen from any pathway, and/or from list below)
	Elective (chosen from any pathway, and/or from list below)

Other music units available for selection:

KMB002	Music and Spirituality
KMB004	World Music
KMB101	Music (Primary/Instrumental) Curriculum Studies 1
KMB102	Music (Primary/Instrumental) Curriculum Studies 2
KMB103	Music (Primary/Instrumental) Curriculum Studies 3
KMB107	Sound, Image, Text
KMB201	Music (Secondary) Curriculum Studies 1
KMB202	Music (Secondary) Curriculum Studies 2
KMB203	Music (Secondary) Curriculum Studies 3

* These are suggested pathways. Under advice from the Coordinator, students may choose from other units on the page.

Potential Careers:

Band Leader, Composer, Conductor, D.J, Digital Composer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer.

Graduate Certificate in Creative Industries (Creative Writing) (KW35)

Year offered: 2009

Admissions: No

CRICOS code: 040322F

Course duration (full-time): 1 semester

Course duration (part-time): 2 semesters (part-time mode of this course may not be available by evening study)

Domestic fees (indicative): 2009: Full fee tuition \$6,750 (indicative) per semester

International Fees (per semester): 2009: \$10,000 (indicative) per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February

Total credit points: 48

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Associate Professor Philip Neilsen

Campus: Kelvin Grove

Overview

The creative writing programs provide you with the skills and knowledge in both freelance writing and vocational areas including publishing, professional writing and editing. Units deliver students a range of skills in major writing forms and genres, with a variety of genres covered, including fiction, creative non-fiction and scriptwriting.

Entry requirements

A bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale). Applicants without a bachelor degree, with a bachelor degree with a minimum grade point average of less than 4.5, or with a diploma from TAFE or an appropriate non-university private provider, will only be permitted to enrol with the approval of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator.

International Student Entry

QUT advises that international students may only enrol in full-time studies.

Course Structure

Students select 48 credit points (normally four subjects) from a range of Creative Writing subjects.

Full time structure

Year 1, Semester 1

Please note: Some of the below units run in semester 1 only and some run in semester 2 only. Click on each of the unit codes for specific information on semester(s) of offer.

KWP400 Creative Writing: Novel and Genre
OR

KWP404 Editing and Developing the Manuscript
Plus choose three of the following:

KWB101 Introduction to Creative Writing

KWB105 Film and Television Scriptwriting

KWB107 Creative Non-Fiction

KWB201 Creative Writing: Digital Media

KWB204 Writing for Performance

KWB206 Youth and Children's Writing

KWB303 Writing and Publishing Industry

KWP401 Media Writing

KWP402 Persuasive Writing

KWP403 Creative Writing: The Short Story

KWP405 Corporate Writing and Editing

KWP406 Creative Writing: The Novel

KWP407 Great Books: the Literary Classics

Note: Please check semester of offer when enrolling in units.

Note: It is recommended that students complete KWP406 Creative Writing: The Novel before KWP400 Creative Writing: Novel and Genre, if possible, as KWP406 helps prepare for KWP400.

Part time structure

Note:

You may do one, two, or three units in a semester, chosen from the same list as for the full-time structure. The only compulsory unit is KWP400 Creative Writing: Novel and Genre or KWP404 Editing and Developing the Manuscript.

Potential Careers:

Art Writer, Creative Writer, Government Officer, Publishing Professional.

Graduate Diploma in Creative Industries (Creative Writing) (KW36)

Year offered: 2009

Admissions: No

CRICOS code: 046673A

Course duration (full-time): 2 semesters

Course duration (part-time): 4 semesters (The part-time mode may not be available by evening study)

Domestic fees (per credit point): 2008: \$135 per credit point (*subject to annual review*)

Domestic fees (indicative): 2008: \$12,960

International Fees (per semester): 2008: \$9,504 per semester (*subject to annual review*)

Domestic Entry: February

International Entry: February and July

Total credit points: 96

Standard credit points per full-time semester: 48

Standard credit points per part-time semester: 24

Course coordinator: Dr Helen Klaebe

Discipline coordinator: Associate Professor Philip Neilsen

Campus: Kelvin Grove

Overview

The creative writing programs provide you with the skills and knowledge in both freelance writing and vocational areas including publishing, professional writing and editing. Units deliver students a range of skills in major writing forms and genres, with a variety of genres covered, including fiction, creative non-fiction and scriptwriting.

Within the Graduate Diploma, students can use their two electives to study further units in creative and professional writing, or in related areas such as literary and cultural studies, or communication design, for example. A maximum of 24 credit points of advanced standing will be granted to applicants on the basis of prior equivalent study.

Entry Requirements

A bachelor degree with an overall grade point average of 4.5 or above (on a 7-point scale). Applicants without a bachelor degree, with a bachelor degree with a minimum grade point average of less than 4.5, or with a diploma from TAFE or an appropriate non-university private provider, will only be permitted to enrol with the approval of the postgraduate coursework degrees coordinator, in consultation with the relevant subject area coordinator.

International Student Entry

QUT advises that international students may only enrol in full-time studies.

Course Structure

Students undertake three mandatory Creative Writing subjects and select a further 60 credit points (normally five subjects) from a range of Creative Writing electives.

Full-time Course Structure - February Entry

Year 1, Semester 1 (February)

KWP404 Editing and Developing the Manuscript

Elective

Choose two of the following:

KWB105 Film and Television Scriptwriting
KWP403 Creative Writing: The Short Story
KWP406 Creative Writing: The Novel
KWP407 Great Books: the Literary Classics

Year 1, Semester 2 (July)

KWP400 Creative Writing: Novel and Genre
KWB204 Writing for Performance

Elective

Choose one of the following:

KWB105 Film and Television Scriptwriting
KWB303 Writing and Publishing Industry
KWP403 Creative Writing: The Short Story
KWP405 Corporate Writing and Editing

Note: It is recommended that students complete KWP406 Creative Writing: The Novel before KWP400 Creative Writing: Novel and Genre, if possible, as KWP406 helps prepare for KWP400.

Full-time Course Structure - July Entry

Year 1, Semester 2 (July)

KWP400 Creative Writing: Novel and Genre
KWB204 Writing for Performance

Elective

Choose one of the following:

KWB105 Film and Television Scriptwriting
KWB303 Writing and Publishing Industry
KWP403 Creative Writing: The Short Story
KWP405 Corporate Writing and Editing

Note: It is recommended that students complete KWP406 Creative Writing: The Novel before KWP400 Creative Writing: Novel and Genre, if possible, as KWP406 helps prepare for KWP400.

Year 2, Semester 1 (February)

KWP404 Editing and Developing the Manuscript
Elective

Choose two of the following:

KWB105 Film and Television Scriptwriting
KWP406 Creative Writing: The Novel
KWP403 Creative Writing: The Short Story
KWP407 Great Books: the Literary Classics

Part-time Course Structure - February Entry

Year 1, Semester 1 (February)

Choose two of the following:

KWB105 Film and Television Scriptwriting

- KWP403 Creative Writing: The Short Story
- KWP406 Creative Writing: The Novel
- KWP407 Great Books: the Literary Classics

Year 1, Semester 2 (July)

- KWB204 Writing for Performance
- KWP400 Creative Writing: Novel and Genre

Year 2, Semester 1 (February)

- KWP404 Editing and Developing the Manuscript
- Elective

Year 2, Semester 2 (July)

Elective

Choose one of the following:

- KWB105 Film and Television Scriptwriting
- KWB303 Writing and Publishing Industry
- KWP403 Creative Writing: The Short Story
- KWP405 Corporate Writing and Editing

Note: It is recommended that students complete KWP406 Creative Writing: The Novel before KWP400 Creative Writing: Novel and Genre, if possible, as KWP406 helps prepare for KWP400.

Part-time Course Structure - July Entry

Year 1, Semester 2 (July)

- KWB204 Writing for Performance
- Elective

Year 2, Semester 1 (February)

Choose two of the following:

- KWB105 Film and Television Scriptwriting
- KWP403 Creative Writing: The Short Story
- KWP406 Creative Writing: The Novel
- KWP407 Great Books: the Literary Classics

Year 2, Semester 2 (July)

- KWP400 Creative Writing: Novel and Genre

Choose one of the following:

- KWB105 Film and Television Scriptwriting
- KWB303 Writing and Publishing Industry
- KWP403 Creative Writing: The Short Story
- KWP405 Corporate Writing and Editing

Note: It is recommended that students complete KWP406 Creative Writing: The Novel before KWP400 Creative Writing: Novel and Genre, if possible, as KWP406 helps prepare for KWP400.

Year 3, Semester 1 (February)

- KWP404 Editing and Developing the Manuscript
- Elective

Potential Careers:

Art Writer, Creative Writer, Government Officer, Publishing Professional.

Accelerated Foundation (QC01)

Year offered: 2009

Admissions: Yes

CRICOS code: 065046D

Course duration (full-time): 1 semester

International Fees (per semester): 2009: \$7,210 per semester (*subject to annual review*)

International Entry: February, June and October

Total credit points: 60

Course coordinator: Scott Leisemann

Campus: Kelvin Grove

Entry Requirements- Academic

Successful completion of senior high school with the required grades.

Students who have attempted further schooling studies, eg GCE A-levels or equivalent may be considered for entry. Applications will be reviewed individually and applicants will need to meet subject prerequisites. Students can find more country specific entry requirements at the following web site. <http://www.international.qut.edu.au/apply/howtoapply/entryreqs/academic.jsp>

Entry Requirements - English Language

IELTS 6.0 with no sub-score less than 5.0 or TOEFL iBT Overall score of 80 (at least 18 in all bands) or TOEFL 550 (paper) or TOEFL 213 (CBT) or equivalent, or successful completion of the EAP program. (N.B. Students should also check visa requirements).

Description

The Foundation Program, which has intakes in February, June and October, provides pathways to QUT award programs (Diploma or Degree). Graduates enjoy a high placement rate in undergraduate courses at QUT and other Australian universities. Successful completion guarantees a place in the first year of the relevant program in all QUT faculties. Small classes and dedicated staff provide an excellent learning environment while additional support is provided by Language and Welfare Advisers. Some students may need intensive English language preparation at the College's English Language Programs prior to entering a Foundation Program.

Course completion

Students are required to gain **at least** a grade of 4 (Pass) in all units.

Progression

Conditions of progressing to a guaranteed place in first year of a QUT degree :

- i) fulfil the Foundation course requirements,
- ii) gain a grade of at least 5 (Credit) in Academic English 2 (QCF212) [Built Environment and Engineering students require a grade of 4 (Pass) and SC45 Bachelor of Pharmacy and PH38 Bachelor of Applied Science & Medical Radiation Technology (Medical Imaging Technology) students require a grade of 6 (Distinction)], and
- iii) achieve the relevant faculty Grade Point Average (GPA) - this is calculated on final semester Level 2 units only.

Students who do not meet requirements for a guaranteed place in either a QUT degree or University Diploma Program, may still be considered for entry by the relevant faculty.

Required Foundation Grade Point Average by Faculty

Built Environment - Required GPA 4.6
Business - Required GPA 4.8
Creative Industries - Required GPA 4.4
Education - Required GPA 4.6
Engineering - Required GPA 4.6
Health - Human Services - Required GPA 4.2
Health (except Nutrition & Dietetics, Optometry, Psychology, Podiatry & Human Services) - Required GPA 4.6
Health - Nutrition & Dietetics - Required GPA 5.8
Health - Optometry - Required GPA 5.8
Health - Podiatry - Required GPA 5.8
Health - Psychology - Required GPA 5.0
Law (except Justice Studies) - Required GPA 4.8
Law - Justice Studies - Required GPA 4.2
Science & Technology (except IT, Pharmacy & Medical Imaging Technology) - Required GPA 4.6
Science & Technology - Information Technology - Required GPA 4.8
Science & Technology - Pharmacy & Medical Imaging Technology - Required GPA 5.8

N.B. Grades in each unit are awarded on a scale from 1 to 7, with 7 being the highest.

QC01 - Foundation Program (Full Time course structure)

Semester One	
QCF211	Tertiary Preparation Studies 2
QCF212	Academic English 2
QCF256	Mathematics A2
	OR
QCF257	Mathematics B2
	OR
QCF260	Professional Studies
	+ TWO ELECTIVES from the following list
QCF122	Organisations And Management
QCF160	Introduction to Creativity
QCF220	Accounting 2
QCF221	Economics 2
QCF254	Physics
QCF255	Chemistry
QCF230	Information Processing
QCF252	Life Science
QCF270	International Perspectives
	null

Note: In some semesters some elective units may not be offered if there is insufficient demand.

Potential Careers:

Academic, Account Executive, Accountant, Actor, Actuary, Administrator, Adult/Workplace Educator, Advertising Professional, Aerospace Avionics Engineer, Aged Services Worker, Analytical Chemist, Animator, Architect, Art Project Manager, Art Writer, Artist, Arts Administrator, Astrophysicist, Band Leader, Banker, Banking and Finance Professional, Barrister, Biochemist, Bioengineer, Bioinformatician, Biologist, Biomechanical Engineer, Biomedical Engineer, Biotechnologist, Business Analyst, Certified Practising Accountant, Chemical Technologist, Chemist, Chemist Industrial, Child Care Professional, Child Protection Officer, Choreographer, Civil Engineer, Clinical Laboratory Scientist, Coastal Scientist, Community Corrections Officer, Community Education Officer, Community Health Officer, Community Worker, Composer, Computer Games Developer, Computer Salesperson/Marketer, Computer Systems Engineer, Conductor, Conservation Biologist, Construction Manager, Contract Administrator, Corporate Secretary, Corrective Services Officer, Counsellor, Creative Writer, Crown Law Officer, Curator, Customs Officer, D.J, Dance Teacher, Dancer, Data Communications Specialist, Database Manager, Digital Composer, Diplomat, Disability Services Worker, Drama Teacher, Early Childhood Teacher, Ecologist, Economist, Educator, Electrical and Computer Engineer, Electrical Engineer, Electronic Commerce Developer, Engineering Technologist, English Teacher, Environmental Engineer, Environmental Health Officer, Environmental Scientist, Estimator, Exchange Student, Exercise Physiologist, Facilities Manager, Family Services Officer, Fashion Designer, Fashion Professional, Film Composer, Film/Television Producer, Financial Advisor/Analyst, Financial Project Manager, Fitness Assessor/Personal Trainer, Forensic Scientist, Funds Manager, Geologist, Geophysicist, Geoscientist, Government Officer, Guidance Officer, Health Information Manager, Health Physicist, Health Services Manager, Higher Education Worker, Home Economist, Human Resource Developer, Human Resource Manager, Human Services Practitioner, Hydrogeologist, Immunologist, In-House Lawyer, Industrial Chemist, Industrial Designer, Information Officer, Information Security Specialist, Instrument Maker, Interior Designer, International Business Specialist, Internet Professional, Investigator, Investment Manager, Journalist, Kindergarten Teacher, Laboratory Technician (Chemistry), Landscape Architect, Librarian, Manager, Manufacturer, Mapping Scientist/Photogrammetrist, Marine Scientist, Marketing Officer/Manager, Mastering Engineer, Mathematician, Mechanical Engineer, Media Industry Specialist, Medical Biotechnologist, Medical Engineer, Medical Equipment Sales, Medical Imaging Technologist, Medical Physicist, Medical Scientist, Microbiologist, Molecular Biologist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Natural Resource Scientist, Network Administrator, Network Manager, Nurse, Nutritionist/Dietitian, Occupational Health and Safety Officer, Optometrist, Organisational Communication Specialist, Pathology Scientist, Physicist, Plant Biotechnologist, Podiatrist, Police Officer (Australian

Federal), Police Officer (State), Policy Officer, Population Ecologist, Preschool Teacher, Primary School Teacher, Programmer, Project Developer, Project Manager, Property Economist, Psychologist, Public Health Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Quantitative Analyst, Quantity Surveyor, Radiation Therapist, Radiographer, Recording Engineer, Rehabilitation Engineer, Rehabilitation Professionals, Risk Manager, School Counsellor, Secondary School Teacher, Social Scientist, Sociologist, Software Engineer, Solicitor, Song Writer, Sonographer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Sports Scientist, Stage Manager, Statistician, Stockbroker, Surveyor, Systems Analyst, Systems Manager, Systems Programmer, Systems Trainer, TAFE Teacher, Teacher, Technical Officer, TESOL Teacher, Theatre Professionals, Trainer, Translator, Urban and Regional Planner, Urban Designer, Virologist, Visual Artist, Visual Arts Teacher, Web Designer, Youth Worker.

Standard Foundation (QC02)

Year offered: 2009

Admissions: Yes

CRICOS code: 065045E

Course duration (full-time): 2 semesters

International Fees (per semester): 2009: \$7,210 per semester (*subject to annual review*)

International Entry: February, June and October

Total credit points: 120

Standard credit points per full-time semester: 60

Course coordinator: Scott Leisemann

Campus: Kelvin Grove

Entry Requirements-Academic

Successful completion of senior high school with the required grades or successful completion of year 11 high school with very good grades. Students can find country specific entry requirements at the following web site. <http://www.international.qut.edu.au/apply/howtoapply/entryreqs/academic.jsp>

Entry Requirements - English Language

IELTS 5.5 with no sub-score less than 5.0 or TOEFL iBT Overall score of 69 (at least 18 in writing and reading and 17 or more in listening and speaking) or TOEFL 525 (paper) or TOEFL 193 (CBT) or equivalent, or successful completion of the EAP program. (N.B. Students should also check visa requirements).

Description

The Foundation Program, which has intakes in February, June and October, provides pathways to QUT award programs (Diploma or Degree). Graduates enjoy a high placement rate in undergraduate courses at QUT and other Australian universities. Successful completion guarantees a place in the first year of the relevant program in all QUT faculties. Small classes and dedicated staff provide an excellent learning environment while additional support is provided by Language and Welfare Advisers. Some students may need intensive English language preparation at the College's English Language Programs prior to entering a Foundation Program.

Students who achieve excellent results in the first semester may have the opportunity to study up to two University Diploma units in their final semester for possible credit towards their degree course.

Course Completion

In order to complete course requirements, students must gain **at least** a grade of 4 (Pass) in all units.

Required Foundation Grade Point Average by Faculty

Built Environment - Required GPA 4.6

Business - Required GPA 4.8

Creative Industries - Required GPA 4.4

Education - Required GPA 4.6

Engineering - Required GPA 4.6

Health - Human Services - Required GPA 4.2

Health (except Nutrition & Dietetics, Optometry, Psychology, Podiatry & Human Services) - Required GPA 4.6

Health - Nutrition & Dietetics - Required GPA 5.8

Health - Optometry - Required GPA 5.8

Health - Podiatry - Required GPA 5.8

Health - Psychology - Required GPA 5.0

Law (except Justice Studies) - Required GPA 4.8

Law - Justice Studies - Required GPA 4.2

Science & Technology (except IT, Pharmacy & Medical Imaging Technology) - Required GPA 4.6

Science & Technology - Information Technology - Required GPA 4.8

Science & Technology - Pharmacy & Medical Imaging Technology - Required GPA 5.8

N.B. Grades in each unit are awarded on a scale from 1 to 7, with 7 being the highest.

Progression

Conditions of progressing to a guaranteed place in first year of a QUT degree :

- i) fulfil the Foundation course requirements,
- ii) gain a grade of at least 5 (Credit) in Academic English 2 (QCF212) [Built Environment and Engineering students require a grade of 4 (Pass) and SC45 Bachelor of Pharmacy and PH38 Bachelor of Applied Science & Medical Radiation Technology (Medical Imaging Technology) students require a grade of 6 (Distinction)], and
- iii) achieve the relevant faculty Grade Point Average (GPA) - this is calculated on final semester Level 2 units only.

Students who do not meet requirements for a guaranteed place in either a QUT degree or University Diploma Program, may still be considered for entry by the relevant faculty.

QC02 - Foundation Program

Semester One	
QCF111	Tertiary Preparation Studies 1
QCF112	Academic English 1
QCF156	Mathematics A1
	OR
QCF157	Mathematics B1
	+ TWO ELECTIVES from the following list
QCF115	Foundation English
QCF120	Accounting 1
QCF121	Economics 1
QCF122	Organisations And Management
QCF153	Physical Sciences 1
QCF160	Introduction to Creativity
QCF252	Life Science
	null

Note: There is no computing component in QCF115 for 13TP2 & 13TP3.

Note: In some semesters some elective units may not be offered if there is insufficient demand.

Semester Two

QCF211	Tertiary Preparation Studies 2
QCF212	Academic English 2
QCF256	Mathematics A2 OR
QCF257	Mathematics B2 OR
QCF260	Professional Studies +TWO ELECTIVES from the following list
QCF122	Organisations And Management
QCF160	Introduction to Creativity
QCF220	Accounting 2
QCF221	Economics 2
QCF254	Physics
QCF255	Chemistry
QCF230	Information Processing
QCF252	Life Science
QCF270	International Perspectives null

Approved diploma units (Business, IT or Creative Industries students only). Diploma units can only be taken under special circumstances and with the approval of the Course Coordinator.

Note: In some semesters some elective units may not be offered if there is insufficient demand.

Potential Careers:

Academic, Account Executive, Accountant, Actor, Actuary, Administrator, Adult/Workplace Educator, Advertising Professional, Aerospace Avionics Engineer, Aged Services Worker, Analytical Chemist, Animator, Architect, Art Project Manager, Art Writer, Artist, Arts Administrator, Astrophysicist, Band Leader, Banker, Banking and Finance Professional, Barrister, Biochemist, Bioengineer, Bioinformatician, Biologist, Biomechanical Engineer, Biomedical Engineer, Biotechnologist, Biotechnologist, Business Analyst, Cell Biologist, Certified Practicing Accountant, Chemical Technologist, Chemist, Chemist Industrial, Child Care Professional, Child Protection Officer, Choreographer, Civil Engineer, Clinical Laboratory Scientist, Coastal Scientist, Community Corrections Officer, Community Education Officer, Community Health Officer, Community Worker, Composer, Computer Game Programmer, Computer Games Developer, Computer Salesperson/Marketer, Computer Systems Engineer, Conductor, Conservation Biologist, Construction Manager, Contract Administrator, Corporate Secretary, Corrective Services Officer, Counsellor, Creative Writer, Crown Law Officer, Curator, Customs Officer, D.J., Dance Teacher, Dancer, Data Communications Specialist, Database Manager, Digital Composer, Diplomat, Disability Services Worker, Drama Teacher, Early Childhood Teacher, Ecologist, Economist, Educator, Electrical and Computer Engineer, Electrical Contractor, Electrical Engineer, Electronic Commerce Developer, Engineering Technologist,

English Teacher, Environmental Engineer, Environmental Health Officer, Environmental Scientist, Estimator, Exchange Student, Exercise Physiologist, Exploration Geologist, Facilities Manager, Family Services Officer, Fashion Designer, Fashion Professional, Film Composer, Film/Television Producer, Financial Advisor/Analyst, Financial Project Manager, Fitness Assessor/Personal Trainer, Forensic Biologist, Forensic Chemist, Forensic Scientist, Funds Manager, Geologist, Geophysicist, Geoscientist, Government Officer, Guidance Officer, Health Information Manager, Health Physicist, Health Services Manager, Higher Education Worker, Home Economist, Human Resource Developer, Human Resource Manager, Human Services Practitioner, Hydrogeologist, Immunologist, In-House Lawyer, Industrial Chemist, Industrial Designer, Information Officer, Information Security Specialist, Instrument Maker, Interior Designer, International Business Specialist, Internet Professional, Investigator, Investment Manager, Journalist, Kindergarten Teacher, Laboratory Technician (Chemistry), Landscape Architect, Librarian, Lighting Designer, Lighting Technician, Luminaire Designer, Manager, Manufacturer, Mapping Scientist/Photogrammetrist, Marine Scientist, Market Research Manager, Marketing Officer/Manager, Mastering Engineer, Mathematician, Mechanical Engineer, Media Industry Specialist, Medical Biotechnologist, Medical Engineer, Medical Equipment Sales, Medical Imaging Technologist, Medical Physicist, Medical Scientist, Microbiologist, Mine Geologist, Molecular Biologist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Natural Resource Scientist, Network Administrator, Network Manager, Nurse, Nutritionist/Dietitian, Occupational Health and Safety Officer, Operations Manager, Optometrist, Organisational Communication Specialist, Pathology Scientist, Pharmaceutical Research Scientist, Physicist, Plant Biotechnologist, Podiatrist, Police Officer (Australian Federal), Police Officer (State), Policy Officer, Population Ecologist, Post-production specialist, Preschool Teacher, Primary School Teacher, Programmer, Project Developer, Project Manager, Property Development, Property Economist, Property Management, Psychologist, Public Health Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Quantitative Analyst, Quantity Surveyor, Radiation Therapist, Radiographer, Recording Engineer, Rehabilitation Engineer, Rehabilitation Professionals, Research and Development Chemist, Risk Manager, Sales Person, School Counsellor, Secondary School Teacher, Social Scientist, Sociologist, Software Engineer, Solicitor, Song Writer, Sonographer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Sports Scientist, Stage Manager, Statistician, Stockbroker, Surveyor, Systems Analyst, Systems Manager, Systems Programmer, Systems Trainer, TAFE Teacher, Teacher, Technical Officer, TESOL Teacher, Theatre Lighting, Theatre Professionals, Trainer, Translator, Urban and Regional Planner, Urban Designer, Virologist, Visual Artist, Visual Arts Teacher, Web Designer, Youth Worker.

Extended Foundation (QC04)

Year offered: 2009

Admissions: Yes

CRICOS code: 050167G

Course duration (full-time): 3 Semesters

International Fees (per semester): 2009: \$15,862 (full course fee) (*subject to annual review*)

International Entry: February

Total credit points: 132

Standard credit points per full-time semester: 13TP1 - 48CP, 13TP2 - 60CP, 13TP3 - 24CP

Course coordinator: Scott Leisemann

Campus: Kelvin Grove

Entry Requirements - Academic

Successful completion of senior high school with the required grades or successful completion of year 11 high school with very good grades. Students can find country specific entry requirements at the following web site. <http://www.international.qut.edu.au/apply/howtoapply/entryreqs/academic.jsp>

Entry Requirements - English Language

IELTS 5.5 with no sub-score less than 5.0 or TOEFL iBT Overall score of 69 (at least 18 in writing and reading and 17 or more in listening and speaking) or TOEFL 525 (paper) or TOEFL 193 (CBT) or equivalent, or successful completion of the EAP program. (N.B. Students should also check visa requirements).

Description

The Extended Foundation Program (QC04), which has an intake in February, provides pathways to QUT award programs (Diploma or Degree). This pathway is designed for students who require additional support with language and adjustment to the Australian educational environment. Successful completion guarantees a place in the first year of the relevant program in all QUT faculties. Small classes and dedicated staff provide an excellent learning environment while additional support is provided by Language and Welfare Advisers.

Students who achieve excellent results in the first semester may have the opportunity to study up to two University Diploma units in their second semester for credit towards their degree course.

Course Completion

In order to complete the course requirements, students must gain **at least** a grade of 4 (Pass) in all units.

Progression

Conditions of progressing to a guaranteed place in first year of a QUT degree :

- fulfil the Foundation course requirements,
- gain a grade of at least 5 (Credit) in Academic English 2 (QCF212) [Built Environment and Engineering students require a grade of 4 (Pass) and SC45 Bachelor of Pharmacy and PH38 Bachelor of Applied Science & Medical Radiation Technology (Medical Imaging Technology)

students require a grade of 6 (Distinction)], and
iii) achieve the relevant faculty Grade Point Average (GPA) - this is calculated on final semester Level 2 units only.

Students who do not meet requirements for a guaranteed place in either a QUT degree or University Diploma Program, may still be considered for entry by the relevant faculty.

Required Foundation Grade Point Average by Faculty

Built Environment - Required GPA 4.6
Business - Required GPA 4.8
Creative Industries - Required GPA 4.4
Education - Required GPA 4.6
Engineering - Required GPA 4.6
Health - Human Services - Required GPA 4.2
Health (except Nutrition & Dietetics, Optometry, Psychology, Podiatry & Human Services) - Required GPA 4.6
Health - Nutrition & Dietetics - Required GPA 5.8
Health - Optometry - Required GPA 5.8
Health - Podiatry - Required GPA 5.8
Health - Psychology - Required GPA 5.0
Law (except Justice Studies) - Required GPA 4.8
Law - Justice Studies - Required GPA 4.2
Science & Technology (except IT, Pharmacy & Medical Imaging Technology) - Required GPA 4.6
Science & Technology - Information Technology - Required GPA 4.8
Science & Technology - Pharmacy & Medical Imaging Technology - Required GPA 5.8

N.B. Grades in each unit are awarded on a scale from 1 to 7, with 7 being the highest.

QC04 - Extended Foundation Program

Semester One

QCF115	Foundation English
QCF156	Mathematics A1
	OR
QCF157	Mathematics B1
	+ TWO ELECTIVES from the following list
QCF120	Accounting 1
QCF121	Economics 1
QCF153	Physical Sciences 1
QCF122	Organisations And Management
QCF252	Life Science
	null
	null
	Note: There is no computing component in QCF115 for 13TP2 & 13TP3.
	Note: In some semesters some elective units may not be offered if there is insufficient demand.

Semester Two

QCF111	Tertiary Preparation Studies 1
QCF112	Academic English 1

QCF256	Mathematics A2 OR
QCF257	Mathematics B2 OR
QCF260	Professional Studies + TWO ELECTIVES from the following list
QCF122	Organisations And Management
QCF160	Introduction to Creativity
QCF220	Accounting 2
QCF221	Economics 2
QCF230	Information Processing
QCF254	Physics
QCF255	Chemistry
QCF270	International Perspectives Approved diploma units (Business, IT or Professional Communication students only). Diploma units can only be taken under special circumstances and with the approval of the Course Coordinator. Note: In some semesters some elective units may not be offered if there is insufficient demand. null

Semester Three (8 Week Teaching Period)

QCF211	Tertiary Preparation Studies 2
QCF212	Academic English 2 Note: In this semester students focus on the higher level tertiary preparation and communication skills and attend 18 hours of study per week in their classes over a 8 week teaching period.

Potential Careers:

Academic, Account Executive, Accountant, Actor, Actuary, Administrator, Adult/Workplace Educator, Advertising Professional, Aerospace Avionics Engineer, Aged Services Worker, Analytical Chemist, Animator, Architect, Art Project Manager, Art Writer, Artist, Arts Administrator, Astrophysicist, Band Leader, Banker, Banking and Finance Professional, Barrister, Biochemist, Bioengineer, Bioinformatician, Biologist, Biomechanical Engineer, Biomedical Engineer, Biotechnologist, Biotechnologist, Business Analyst, Cell Biologist, Certified Practising Accountant, Chemical Technologist, Chemist, Chemist Industrial, Child Care Professional, Child Protection Officer, Choreographer, Civil Engineer, Clinical Laboratory Scientist, Coastal Scientist, Community Corrections Officer, Community Education Officer, Community Health Officer, Community Worker, Composer, Computer Game Programmer, Computer Games Developer, Computer Salesperson/Marketer, Computer Systems Engineer, Conductor, Conservation Biologist, Construction Manager, Contract Administrator, Corporate Secretary, Corrective Services Officer, Counsellor, Creative Writer, Crown Law Officer, Curator, Customs Officer, D.J., Dance Teacher, Dancer, Data Communications Specialist, Database Manager, Digital Composer, Diplomat, Disability Services

Worker, Drama Teacher, Early Childhood Teacher, Ecologist, Economist, Educator, Electrical and Computer Engineer, Electrical Contractor, Electrical Engineer, Electronic Commerce Developer, Engineering Technologist, English Teacher, Environmental Engineer, Environmental Health Officer, Environmental Scientist, Estimator, Exchange Student, Exercise Physiologist, Exploration Geologist, Facilities Manager, Family Services Officer, Fashion Designer, Fashion Professional, Film Composer, Film/Television Producer, Financial Advisor/Analyst, Financial Project Manager, Fitness Assessor/Personal Trainer, Forensic Biologist, Forensic Chemist, Forensic Scientist, Funds Manager, Geologist, Geophysicist, Geoscientist, Government Officer, Guidance Officer, Health Information Manager, Health Physicist, Health Services Manager, Higher Education Worker, Home Economist, Human Resource Developer, Human Resource Manager, Human Services Practitioner, Hydrogeologist, Immunologist, In-House Lawyer, Industrial Chemist, Industrial Designer, Information Officer, Information Security Specialist, Instrument Maker, Interior Designer, International Business Specialist, Internet Professional, Investigator, Investment Manager, Journalist, Kindergarten Teacher, Laboratory Technician (Chemistry), Landscape Architect, Librarian, Manager, Manufacturer, Mapping Scientist/Photogrammetrist, Marine Scientist, Market Research Manager, Marketing Officer/Manager, Mastering Engineer, Mathematician, Mechanical Engineer, Media Industry Specialist, Medical Biotechnologist, Medical Engineer, Medical Equipment Sales, Medical Imaging Technologist, Medical Physicist, Medical Scientist, Microbiologist, Molecular Biologist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Natural Resource Scientist, Network Administrator, Network Manager, Nurse, Nutritionist/Dietitian, Occupational Health and Safety Officer, Optometrist, Organisational Communication Specialist, Pathology Scientist, Pharmaceutical Research Scientist, Physicist, Plant Biotechnologist, Podiatrist, Police Officer (Australian Federal), Police Officer (State), Policy Officer, Population Ecologist, Post-production specialist, Preschool Teacher, Primary School Teacher, Programmer, Project Manager, Property Development, Property Economist, Psychologist, Public Health Officer, Public Relations Officer/Consultant, Public Servant, Publishing Professional, Quantitative Analyst, Quantity Surveyor, Radiation Therapist, Radiographer, Recording Engineer, Rehabilitation Engineer, Rehabilitation Professionals, Research and Development Chemist, Risk Manager, Sales Person, School Counsellor, Scientist, Secondary School Teacher, Social Scientist, Sociologist, Software Engineer, Solicitor, Song Writer, Sonographer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Sports Scientist, Stage Manager, Statistician, Stockbroker, Surveyor, Systems Analyst, Systems Manager, Systems Programmer, Systems Trainer, TAFE Teacher, Teacher, Technical Officer, TESOL Teacher, Theatre Lighting, Theatre Professionals, Trainer, Translator, Urban and Regional Planner, Urban Designer, Virologist, Visual Artist, Visual Arts Teacher, Web Designer, Youth Worker.

University Certificate In Tertiary Preparation (QC05)

Year offered: 2009

Admissions: Yes

CRICOS code: 065044F

Course duration (full-time): 1 semester

International Fees (per semester): 2009: \$7,210 per semester (*subject to annual review*)

International Entry: February, July and October

Total credit points: 48

Standard credit points per full-time semester: 48

Course coordinator: Scott Leisemann

Campus: Kelvin Grove

Entry Requirements - Academic

Students must have met the academic entry requirements for their proposed postgraduate or undergraduate course.

Entry Requirements- English Language

IELTS 6.0 with no sub-score less than 5.0 or TOEFL iBT Overall score of 80 (at least 18 in all bands) or TOEFL 550 (paper) or TOEFL 213 (CBT) or equivalent, or successful completion of the EAP program (N.B. Students should also check visa requirements).

Description

The University Certificate in Tertiary Preparation is a one-semester program that enables students to receive a University certificate on successful completion. It is designed for students who may have already met the academic entry requirements for a QUT undergraduate or postgraduate degree, but who may not have met the English language and/or prerequisite requirements.*

This program provides two alternative streams:

Stream A is designed for students who have not met English and/or prerequisite requirements for their chosen undergraduate or postgraduate course. Most students may undertake one degree unit (for credit) whilst enrolled in the University Certificate in Tertiary Preparation program. Those with advance standing may be able to undertake two Faculty unit.

Stream B is for students who have met English requirements but not prerequisite requirement for their degree, or who may wish to improve the standard of their academic English. These students may take one or two degree units (for credit) whilst enrolled in the University Certificate in Tertiary Preparation Program.

Both streams include intensive preparation for academic language, lateral thinking, research and presentation skills required for successful tertiary study. Small classes and dedicated staff ensure an excellent learning environment. Additional support is provided by Language and Welfare Advisers.

Alternatively, there may be some students who have already met both the academic and English requirements for a QUT degree entry, but who would prefer to undertake

the University Certificate in Tertiary Preparation in order to prepare for academic study in a different tertiary environment.

*Students who require a Student Visa should check the English language requirements for a student visa from their country of origin.

Course Completion

Students must obtain at least a grade of 4 (Pass) in all units.

Progression

In order to progress to an award course, students must:

- i) fulfil the University Certificate in Tertiary Preparation course requirements
- ii) gain a minimum grade of 4 (Pass) in Communication 2 or an IELTS 6.5 or equivalent,
- iii) meet any other conditions detailed in the 'letter of offer' from Student Business Services.

QC05 - University Certificate in Tertiary Preparation

Stream A (for those with IELTS 6.0)

QCD111 Communication 1

QCD211 Communication 2

QCS230 Computing

DEGREE UNIT

Undergraduate students will need to enrol in the units QCD110 and QCD210

Stream B (for those with IELTS 6.5)

QCD111 Communication 1

QCD211 Communication 2

DEGREE UNIT one

DEGREE UNIT two

Undergraduate students will need to enrol in the units QCD110 and QCD210

English for Academic Purposes for degree programs (QC10)

Year offered: 2009

Admissions: Yes

CRICOS code: 011424G

Course duration (full-time): 12 weeks

International Fees (per semester): 2009: \$3,960 per semester (*subject to annual review*)

International Entry: March, July and October (dates are designed to allow entry to selected semester of next course)

Total credit points: 48

Course coordinator: John Healy

Campus: Kelvin Grove

The EAP course consists of the following integrated modules:

Seminars and Presentations

Academic Reading and Note-taking

Academic Writing

Listening and Note-taking from Lectures

Speaking in Academic Settings

Academic Study Skills

Computer Word-processing and Internet research skills

Library research skills

Entry Requirements - Academic

To be eligible for entry, applicants must either:

1. Have an offer of a place in a QUT degree program and successfully complete the relevant EAP entry test; or

2. Degree Entry (IELTS 6.5) - Produce original documentary evidence of an IELTS score with an overall minimum of 5.5 with reading and writing no less than 5.5 and no other sub-band less than 5 (or approved equivalent); OR

3. Degree Entry (IELTS 6.0) - Produce original documentary evidence of an IELTS score with an overall minimum of 5.5 with no sub-band less than 5 (or approved equivalent).

* You should check the English language requirements for a Student Visa from your country of origin.

Description

The aim of the EAP course is to assist international students to upgrade their English proficiency level to meet university entry requirements. The course is designed to prepare students for independent study and to familiarise them with an Australian academic setting in terms of study techniques and student/lecturer relations and expectations.

Course Completion

To be eligible to receive EAP certification at the end of the course, students must complete all course requirements.

On successful completion of the course, students will receive a Completion & Attendance Certificate and a Statement of Results.

Progression

Successful completion of an EAP course is a pathway into QUT International College Foundation, Diploma, Certificate or Bridging programs; or QUT undergraduate or postgraduate award programs. The course is recognised by all QUT faculties.

Course structure

Modules

QCE003 English for Academic Purposes for Direct Entry to QUT

English for Academic Purposes for Foundation and University Diploma Programs (QC10)

Year offered: 2009

Admissions: Yes

CRICOS code: 011424G

Course duration (full-time): 12 weeks

International Fees (per semester): 2009: \$3,960 per semester + \$100 non-refundable enrolment fee (*subject to annual review*)

International Entry: March, July and October (dates are designed to allow entry to selected semester of next course)

Total credit points: 48

Course coordinator: John Healy

Campus: Kelvin Grove

Entry requirements*

To be eligible for entry, applicants must either:

1. Have an offer of a place in a QUT Foundation or Diploma program and successfully complete the relevant EAP entry test; or

2. Produce original documentary evidence of an IELTS score of a minimum 5.0 with reading and writing sub-score of at least 5.0 (or approved equivalent).

* You should check the English language requirements for a Student Visa from your country of origin.

Description

This course is designed for students intending to gain entry to University Entry programs (Foundation and University Diplomas). Its purpose is to improve students' English language and study skills in order to prepare them for independent study and to familiarise them with the Australian academic environment.

Course Completion

To be eligible to receive EAP certification at the end of the course, students must complete all course requirements.

On successful completion of the course, students will receive a Completion & Attendance Certificate and a Statement of Results.

Progression

Successful completion of this EAP course is a pathway into QUT International College Foundation and Diploma programs and the Associate Degree in Dance.

QC10 - English for Academic Purposes for Foundation and University Diploma Programs

Modules

QCE004 English for Academic Purposes for QUTIC Courses

The EAP course consists of the following integrated modules:

Seminars and Presentations

Academic Reading and Note-taking

Academic Writing

Listening and Note-taking from Lectures

Speaking in Academic Settings

Academic Study Skills

Computer Word-processing and Internet research skills

Library research skills

General English (QC20)

Year offered: 2009

Admissions: Yes

CRICOS code: 062077K

Course duration (full-time): 5 weeks

International Fees (per semester): 2009: \$1,650 per 5 week session + \$100 non-refundable enrolment fee (*subject to annual review*)

International Entry: 9 entry dates per year.

Total credit points: 20

Course coordinator: Ian Davies (ip.davies@qut.edu.au)

Campus: Kelvin Grove

Cultural Studies, including field trips and excursions (which may incur some additional, minimal cost)

Electives Activities Program

Computer-based language learning

Independent learning skills

Entry Requirements - English Language

Students should check visa requirements in relation to English entry levels.

Description

This course offers English language and study skills for students preparing for entry to EAP, Foundation, Certificate and Diploma programs and QUT undergraduate and postgraduate award programs.

There are also non-academic English language courses at all levels from beginners to advanced. These courses include excursions and activities (which may incur some additional, minimal cost).

All English language courses include 25 hours of classes per week and there are new intakes every five weeks - for entry dates please see <http://www.qutic.qut.edu.au/about/entrydates/calendars.jsp>

Course Completion

On completion of the course, students will receive a Completion/Proficiency Certificate and an Attendance Certificate.

Progression

Progress is monitored on a student profile which is created for each student over the length of the course. All assessment results (formative/summative/diagnostic) are recorded.

Students can progress from General English into the EAP course or other programs. Progression is subject to entry requirements.

QC20 - General English

General English

QCE001 General English (Full-time)

While specific content varies according to level, broadly the course consists of:

English Language Structures & Systems

Grammar

Vocabulary

Integrated Skills Development (reading, writing, speaking, listening)

General English Extension (QC21)

Year offered: 2009

Admissions: Yes

Course duration (full-time): 5 weeks

International Fees (per semester): 2009: \$1,650 per 5 week session + \$100 non-refundable enrolment fee (*subject to annual review*)

International Entry: Every 5 weeks

Total credit points: 20

Course coordinator: Ian Davies (ip.davies@qut.edu.au)

Campus: Kelvin Grove

Integrated Skills Development (reading, writing, speaking, listening)

Cultural Studies, including field trips and excursions (which may incur some additional, minimal cost)

Electives Activities Program

Computer-based language learning

Independent learning skills

Entry Requirements - English Language

Students should check visa requirements in relation to English entry levels.

This course is for students enrolled in QC20 General English and wishes to continue their enrolment in General English.

Description

This course offers English language and study skills for students preparing for entry to EAP, Foundation, Certificate and Diploma programs and QUT undergraduate and postgraduate award programs.

There are also non-academic English language courses at all levels from beginners to advanced. These courses include excursions and activities (which may incur some additional, minimal cost).

All English language courses include 25 hours of classes per week and there are new intakes every five weeks - for entry dates please see <http://www.qutic.qut.edu.au/about/entrydates/calendars.jsp>

Course Completion

On completion of the course, students will receive a Completion/Proficiency Certificate and an Attendance Certificate.

Progression

Progress is monitored on a student profile which is created for each student over the length of the course. All assessment results (formative/summative/diagnostic) are recorded.

Students can progress from General English into the EAP course or other programs. Progression is subject to entry requirements.

QC21 - General English Extension

General English Extension

QCE001 General English (Full-time)

While specific content varies according to level, broadly the course consists of:

English Language Structures & Systems

Grammar

Vocabulary

English for Tertiary Preparation (QC22)

Year offered: 2009

Admissions: Yes

CRICOS code: 045062C

Course duration (full-time): 2 weeks

International Fees (per semester): 2009: \$660 + \$100 non-refundable enrolment fee (*subject to annual review*)

International Entry: February, June and October

Total credit points: 8

Course coordinator: Michael Miller (mj.miller@qut.edu.au)

Campus: Kelvin Grove

Entry Requirements

Academic requirements:

An offer of acceptance for a QUT Foundation or University Diploma course.

English requirements:

An IELTS score of at least 5.5 (with sub-scores of at least 5.0) or approved equivalent.

Description

The course aims to enhance the English language proficiency of students who already meet the IELTS requirements for their Foundation or University Diploma Program. ETP teaches and practices academic writing, reading, listening and speaking.

The course assists students with the adjustment to studying at an Australian university.

Course Completion

On completion of the course, students will receive a Completion and Attendance Certificate.

QC22 - English for Tertiary Preparation

English for Tertiary Preparation

QCE005 English for Tertiary Preparation Studies

English For Academic Purposes Plus (QC24)

Year offered: 2009

Admissions: Yes

CRICOS code: 064814K

Course duration (full-time): 24 weeks

International Fees (per semester): 2009: \$7920 per block + A\$100 non-refundable enrolment fee (*subject to annual review*)

International Entry: April, July and November (dates are designed to allow entry to selected semester of next course)

Total credit points: 96

Course coordinator: John Healy

Campus: Kelvin Grove

Entry Requirements - Academic

To be eligible for entry, applicants must have:

1. A conditional offer for a QUT degree program. Students without a conditional offer who wish to improve their academic English may also apply if they meet the English language entry requirements.

OR

2. Produce original documentary evidence of an IELTS score of a minimum 5.0 with reading and writing sub-scores of at least 5.0 (or approved equivalent). Students will also sit a placement test at the beginning of their course.

* You should check the English language requirements for a Student Visa from your country of origin.

Description

EAP Plus has been specifically developed for students who wish to commence their entry into an English for Academic Purposes course earlier. Successful applicants can enter the course at pre-intermediate level and immediately begin developing their English language and study skills in an academic context.

EAP Plus enables students to begin developing their English language and study skills in an academic context from a pre-intermediate level. The course aims to prepare students to attain the level of proficiency required for gaining entrance to, and succeeding in QUT undergraduate and postgraduate award programs. EAP Plus courses include:

- Academic reading and note-making
- Academic writing
- Listening and note-taking from lectures
- Speaking in academic settings
- Seminars and presentations
- Academic study skills
- Computing and Internet skills
- Library research

During the first 12 weeks of the EAP Plus course, students will develop their paragraph writing, reading, listening and note-taking skills through theme-based topics at an introductory academic level, along with speaking and oral presentation skills in a highly-supported environment.

Weekly grammar, paraphrasing and vocabulary development supports the reading, writing and note-taking components. Reading skills are also enhanced via extended reading practice and specific reading skills lessons.

The second half of the course will further develop independent study skills enabling students to operate effectively in an Australian academic setting in terms of study techniques and student/lecturer relations and expectations.

EAP Plus has its own internal assessment consisting of exams and assignments, and successful students will meet QUT's English language requirements.

Course Completion

To be eligible to receive EAP Plus Certificate at the end of the course, students must complete all course requirements.

On successful completion of the course, students will receive a Completion & Attendance Certificate and a Statement of Results.

Progression

Successful completion of the EAP Plus course provides a pathway into QUT undergraduate and postgraduate award programs for students who meet the academic requirements for these programs.

Course structure

QCE009	EAP Plus
QCE003	English for Academic Purposes for Direct Entry to QUT
	The EAP Plus course consists of the following integrated modules:
	Seminars and Presentations
	Academic Reading and Note-Taking
	Academic Writing
	Listening and Note-taking from Lectures
	Speaking in Academic Settings
	Academic Study Skills
	Computing and Internet Research Skills
	Library Research Skills