Creative Industries Faculty

University 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 (Interdisciplinary)
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
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 (Creative Writing Production)
KK34 Bachelor of Fine Arts (Dance Performance)
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 (Film and Television)
KK34 Bachelor of Fine Arts (Film, TV and New Media 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
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
IF09 Bachelor of Creative Industries (Media and Communication)/Bachelor of Business (Advertising, International Business, Public Relations)
IF10 Bachelor of Creative Industries (Media and Communication)/Bachelor of Laws
IF93 Bachelor of Creative Industries (Creative Writing) / Bachelor of Laws
IX07 Bachelor of Music/Bachelor of Education (Secondary)
IX16 Bachelor of Creative Industries (Dance)/Bachelor of Education (Secondary)

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
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

Dual Degree

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) (Communication Design, Creative Writing, Dance, Drama, Interdisciplinary, Media and Communication, Visual Arts)
KK53 Bachelor of Fine Arts (Honours) (Communication 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
KJ35 Graduate Certificate in Journalism
KK64 Graduate Certificate In Professional Communication
KK86 Graduate Certificate in Creative Industries

KK86 Graduate Certificate in Creative Industries (Animation)
KK86 Graduate Certificate In Creative Industries (Creative Partnerships)
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)

Graduate Diploma

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

Masters Degree (Coursework)

IX96 Master of Advertising (Creative Advertising)
IX99 Master of Research and Development Management
KJ42 Master of Journalism
KK42 Master of Fine Arts (Dance)
KK46 Master of Arts and Creative Industries Management
KK88 Master of Creative Industries
KK88 Master of Creative Industries (Animation)
KK88 Master of Creative Industries (Creative Partnerships)
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
KK59 Doctor of Creative Industries (Research)

English Programs (International)

QC10 English for Academic Purposes for Degree programs
QC10 English for Academic Purposes for Foundation and University Diploma Programs
QC22 English for Tertiary Preparation
QC24 English For Academic Purposes Plus
QE05 General English Program (5 Weeks)
QE10 General English Program (10 Weeks)
QE15 General English Program (15 weeks)
QE20 General English Program (20 Weeks)
QE25 General English Program (25 Weeks)
QE30 General English Program (30 Weeks)

QE35 General English Program (35 Weeks)
QE40 General English Program (40 Weeks)
QE45 General English Program (45 Weeks)

Foundation Programs

QC01 Accelerated Foundation
QC02 Standard Foundation
QC04 Extended Foundation

University Certificate

QC05 University Certificate In Tertiary Preparation

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: Communication
Unit sets: Creative Industries
Unit sets: Engineering
Unit sets: Entertainment
Unit sets: Entrepreneurship, Human Resource Management and Management
Unit sets: Natural Resource Sciences
Unit sets: Faculty of Health
Unit sets: International Business, Languages, and Tourism and Entertainment Marketing
Unit sets: International Exchange
Unit sets: Justice and 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

OVERVIEW

The Creative Industries Faculty at QUT is a global leader in the development and evolution of the creative industries. The Faculty provides opportunities for students to discover possibilities they may never have imagined, and position themselves for future careers they could never have predicted – across a dynamic range of industry sectors.

The Faculty nurtures unique links with government and industry through its business development arm, QUT Creative Enterprise Australia and has strong associations with the three Federal Government funded and industry-supported research centres co-located at QUT. Together, we are a hub for leading research which produces innovative, real-world outcomes, and contributes to the ongoing development of the creative industries and creative practice. Some of the leading thinkers in the creative industries are drawn here to teach, theorise, research and create bold works of the imagination.

Creative Industries study areas include:

- Acting
- Animation
- Interactive and Visual Design
- Creative Writing
- Dance
- Drama
- Fashion
- Film and Television
- Journalism
- Media and Communication
- Music
- Sound Design
- Technical Production
- Visual Arts.

The faculty offers the following undergraduate degree programs:

- Bachelor of Fine Arts degrees are designed predominantly for the practitioner-artist, and characterised by intense studio and/or project-based practice
- The unique interdisciplinary nature of the Bachelor of Creative Industries degree provides diverse knowledge, creativity and practical skills with the flexibility to choose a combination of creative industries study areas
- Bachelor of Journalism
- Bachelor of Media and Communication
- Bachelor of Music
- Double degree programs with Business, Education, Health, Information Technology and Law.

The Faculty's new range of postgraduate coursework programs embed the latest in global thinking about the creative industries, allowing students to gain practical creative skills while developing entrepreneurial and project management abilities. Graduate certificates and masters programs are available in a range of postgraduate study areas. Our unique Doctor of Creative Industries offers a professional doctoral qualification for those who wish to locate their research in and around the workplace.

Postgraduate research is applied in nature and encourages collaborative and interdisciplinary approaches creating innovative partnerships between students, academics, industry experts and sponsors. Practice-led research allows artist-researchers to make original contributions to the store of knowledge about their discipline by placing creative practice at the centre of the design, conduct and reporting of their research projects.

SENIOR STAFF

Faculty Office

Executive Dean: Professor S. Street, MA (Arts Criticism) *City (UK)*
Faculty Manager: Kaye Petherick, BAdmin *Griff.*, MProgMgt *QUT Assistant Dean, Teaching & Learning*: C. Hong, BA (Hons), DipT, GradDipEd *Massey*, MA *Texas Woman's University*, PhD *Griff.*
Assistant Dean, Research: Professor B. Haseman, DipT *Kelvin Grove*, BA *Qld*, MA PhD *Sus.*, AdvDipSandD *Lond.*, LSDA, FTCL
Distinguished Professor J. Hartley & ARC Federation Fellow, AM, BA (Hons) PhD *Murdoch*, DLitt *Wales*, FRSA, FAHA, FQA
Director, ARC Centre of Excellence for Creative Industries and Innovation: Professor S. Cunningham, BA (Hons) *Qld*, MA (Film & Communications) McG, PhD *Griff.*, FAHA, FQA
Director, Institute for Creative Industries & Innovation: Professor P. Graham, GradDip (Comn) MBus (ComnSt) PhD *QUT*
Portfolio Director, Portfolio 1: P. Makeham, BA (1st Class Hons) PhD, *Newcastle*
Portfolio Director, Portfolio 2: Professor S. Vaughan, BA (Hons) (Fashion) *Central Saint Martins, London*
Portfolio Director, Portfolio 3: Professor J. Knowles, BA (Hons) *Syd.,* DCA *UTS*
Associate Professors:
A. Thomas, BMus BEd MMus *Melb.*, PhD *Qld*

Research

Professors:
T. Flew, BEc (Hons) MEc *Syd.,* PhD *Griff.,* GradCertHigherEd *QUT*
G. Hearn, BSc (Hons) PhD *Qld*
J. O'Connor, BA (Hons) MA PhD *Sussex*
Associate Professors:
J. Tacchi, PhD MA *Sus.*, PhD *University College London*
M. Keane, PhD *Griff.*
Marcus Foth, BMultimedia *(Griffith),* BCompSc (Hons) *(Furtwangen, Germany),* MA *(QUT),* PhD *(QUT*), JP (Qual) *(Qld)* Associate Professor Barbara A. Adkins, BA (Hons) PhD *Qld*

Art and Design

Discipline Leader: *Associate Professor A. McNamara BA (Hons), MA (Hons), PhD* Syd.,

Creative Writing and Literary Studies

Discipline Leader: Associate Professor S. Pearce, PhD BA Hons *Adel.*, MLitt PhD *James Cook*
Professor: P.Neilsen BA (Hons), MA, Ph.D *Qld*, ASA

Dance
Discipline Leader: *S. Boughen, BA (Hons)* Lond., *MA (Choreography)* U. Kent
Associate Professor: *C.F. Stock, BA (Hons)* Flinders, *PhD* QUT

Drama

Discipline Leader: Dr C. Comans, PhD *QUT*
Associate Professor: P.Makeham, BA (1st Class Hons) PhD, *Newcastle*

Fashion

Discipline Leader: W. Armstrong
Professor: S. Vaughan, BA (Hons) (Fashion) *Central Saint Martins, London*

Film and Television

Discipline Leader: Associate Professor G. Portmann
Professor: A. Mckee, MA (1st class Hons), PhD *Glasgow*

Journalism/ Media and Communication

Discipline Leader: Professor A. Knight, BA *Qld,* PhD *W'gong*

Media and Communication

Discipline Leader: Professor A. Knight, BA *Qld,* PhD *W'gong*
Associate Professor: A. Bruns PhD, BA (Hons), *UQ*

Music and Sound

Discipline Leader: M. Howlett, PhD *Glamorgan*
Professor: J. Knowles, BA (Hons) *Syd.,* DCA *UTS*
Associate Professor: A. Brown, BEd MEd *Melb.*, GradDip (Comp) *Deakin*, PhD *Qld*

RESEARCH CENTRES

QUT's Creative Industries Faculty is at the forefront of pioneering international research initiatives in creative industries policy, applied creative industries research, digital media design and the creative and performing arts. The Faculty partners with industry, government and the community through funded grants, research consultancy and joint ventures to interrogate real-world problems and provide solutions.

The Faculty's research themes are:

Fundamental research in Creative Industries and Innovation

This theme seeks to identify from first principles the nature of creative innovation, and show how the concept has evolved from an early focus on creative industries as a sector of the knowledge economy to more recent attention to creative innovation as an enabling component of the overall economic system; the place where economic and cultural values meet.

Research areas:

- Industry policy research in the Creative Industries in Australia, the UK and China
- Chinese media and the media of the Asian region
- Pure research in art and design focussed around modernity, the arts, design, fashion, architecture and design, and literature
- Digital social networks and social network markets
- Reconceptualising humanities based research in culture, creativity and innovation, leading to new interdisciplinary possibilities in law, business, education and the sciences.

Research methodologies for the Creative Industries

This theme develops and tests new ways of undertaking research, ways which are congenial to the demands of creative practice, participatory development, applied intervention and critical reflection.

Research areas:

- Practice-led research in visual and performing arts
- Ethnographic Action Research (EAR) in development projects
- Communicative ecologies as a conceptual framework for media and communication in context
- Evaluation strategies for arts-led research projects for social innovation

New modes of engagement and creative practices

This theme seeks to re-contexualise and hybridise traditional media and art-form practices for emerging technological, cultural and service contexts.

Research areas:

- Computational arts
- User-led content creation and 'vernacular' creativity
- Journalism including citizen journalism and new media
- Computer games research and design
- Digital storytelling
- Community Media
- Music Interactions Through Online Networks

New tools, technologies, and performance interfaces

This theme investigates the new methods, platforms and interfaces which constitute new media applications for the creative society.

Research areas:

- Performance innovation
- Game environments and mobile media for location based games and mobile media
- Creative writing and writing for performance

- Live coding a/v performance and generative content creation
- Sonification and visualisation strategies for interactive and museum-based works
- Creativity and the arts in health and wellbeing

New models of creative enterprise and management

This research theme connects creative entrepreneurship with innovation strategies and emerging legal and IP frameworks to create new business models for the Creative Industries.

Research areas:

- Music production technology
- The sustainable 21st Century Orchestra
- Film and television production and scriptwriting

Research at the Creative Industries Faculty is boosted through its association with the Australasian Cooperative Research Centre for Interaction Design (ACID) and Australian Research Council Centre of Excellence for Creative Industries and Innovation, which are co-located at the Creative Industries Precinct.

The Creative Industries Faculty is also the lead agency in the Institute for Creative Industries and Innovation (iCi) which is a multi-faculty research institute at QUT. iCi combines researchers and PhD students from Creative Industries, Business, Information Technology, Education, Law, Built Environment and Engineering, and QUT Carseldine in groundbreaking research and commercialisation ventures.

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

Year offered: 2010
Admissions: No
Course duration (full-time): 4/4.5 Years (8 or 9 Semesters - students may choose); Int'al - 9 semesters
Domestic fees (indicative): 2010: CSP rate 2010 available July 2009
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 432
Standard credit points per full-time semester: 48 (Years 1 & 2); 60 (Years 3 & 4)
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr Erica French (Business)
Discipline coordinator: Professor Alan Knight (Journalism); Dr Gayle Kerr (Advertising); Mr Michael Cox (International Business); Ms Amisah Mehta (Public Relations)
Campus: Gardens Point and Kelvin Grove

Course structure for students who commenced in 2006 or earlier

Important Notice

Students who commenced this course in 2006 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Potential Careers:

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

University Diploma in Creative Industries (IF06)

Year offered: 2010
Admissions: Yes
CRICOS code: 064626C
Course duration (full-time): 2 semesters
International Fees (indicative): 2010: $8,111 (indicative) per semester
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/index.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 Bachelor 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 must study BSD126 Marketing if they are wanting to choose either the Public Relations or Advertising major in the IF27 Bachelor of Mass Communication program.

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)
• Bachelor of Mass Communication
• Bachelor of Creative Industries
• Bachelor of Media and Communication

(GPA of at least 4.5)
• Bachelor of Journalism
• Bachelor of Fine Arts (Creative and Professional Writing)
• Bachelor of Fine Arts (Drama)- February intake
• Bachelor of Fine Arts (Film, TV and New Media Production)
• Bachelor of Fine Arts (Interactive and Visual Design) – February intake
• Bachelor of Fine Arts (Animation) – February intake

96 credit points of advanced standing with 5 semesters to complete:
(GPA of at least 4.5)
• Bachelor of Fine Arts (Interactive and Visual Design) – July intake
• Bachelor of Fine Arts (Animation) – July intake
• Bachelor of Fine Arts (Drama)- July intake

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
KVD104	Photomedia and Artistic Practice
	Elective
QCD210	Professional Communication 2
	Note: KKD102 & KVD104 are offered in ALTERNATE semesters

Electives	
BSD110	Accounting
BSD113	Economics
BSD115	Management

BSD119	Global Business
BSD124	Working in Business
BSD126	Marketing
IND102	Emerging Technology
IND103	Industry Insights
IND104	Building IT Systems
IND210	Databases
IND251	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: 2010
Admissions: No
Course duration (full-time): 5 Years
Domestic fees (indicative): 2010: CSP rate 2010 available July 2009
International Fees (indicative): 2010: $10,250 (indicative) per semester
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: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
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 (Creative Industries); 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 professional double degree is in high demand.

As media consumption moves from mass publications to incorporate individually streamed mobile content, there has never been a more exciting time to consider a career in journalism.

From free newspapers at the railway station, to hand-picked content delivered to your PC, news is more available in a wider variety of formats. With long-standing success in print and broadcast and a commitment to online and mobile technology, QUT can prepare you for the full range of journalism career options.

As a student at the QUT School of Law you will benefit from innovative teaching methods and facilities and will be taught by a dedicated, highly experienced team of professionals: full-time academics with solid professional and community experience and practising legal professionals with specialised expertise.

Approximately 90 per cent of QUT law graduates gain employment or continue with further studies such as the QUT Legal Practice Course for admission as legal practitioners.

You will have the opportunity to specialise in commercial law, corporate law, taxation law, medico-legal issues, alternative dispute resolution, public international law, Asian legal systems, feminist theories of law or environmental law.

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. You could find employment in the legal environment as a solicitor, barrister or in-house lawyer, with the journalism component enhancing your employability with extra writing and communication skills.

Many journalism graduates work as journalists for newspapers, magazines, television, radio and online publications. Others seek employment successfully in public relations, media management and corporate communications.

Course Structure

You will undertake 14 journalism specific units, and have a broad creative industries perspective from the two foundation units. Your journalism studies are designed to provide a broad range of journalism knowledge. 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.

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.

Course structure for students who commenced in 2008

Year 1, Semester 1	
KJB101	Digital Journalism
KJB120	Newswriting
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
SELECT	A Creative Industries Unit Option

Year 2, Semester 1	
KPB101	Introduction to Film, TV and New Media Production
LWB136	Contracts A
LWB147	Torts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2	
KJB224	Feature Writing
LWB137	Contracts B
LWB148	Torts B
LWB239	Criminal Responsibility

Year 3, Semester 1	
SELECT	A Creative Industries Unit Option
KJB239	Journalism Ethics and Issues
LWB240	Principles of Equity
LWB243	Property Law A

Year 3, Semester 2	
KJB235	Radio and Television Journalism 1
LWB241	Trusts
LWB244	Property Law B

Year 4, Semester 1	
KJB336	Radio and Television Journalism 2
LWB242	Constitutional Law
LWB333	Theories of Law

Year 4, Semester 2	
KJB211	Layout and Design
SELECT	Either KJB337 or KKB175:
KJB337	Public Affairs Reporting
KKB175	Creative Industries Legal Issues
LWB334	Corporate Law
	Law Elective

Year 5, Semester 1	
LWB335	Administrative Law
LWB431	Civil Procedure
LWB432	Evidence
LWB435	Legal Research in Practice
SELECT	A Creative Industries Unit Option

Year 5, Semester 2	
LWB433	Professional Responsibility
SELECT	A Creative Industries Unit Option
	Law Elective
	Law Elective
	Law Elective

Course structure for students who commenced in 2007

Year 1, Semester 1	
KJB101	Digital Journalism
KJB120	Newswriting
SELECT	A Creative Industries Core Unit
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2	
KJB121	Journalistic Inquiry
SELECT	A Creative Industries Core Unit
SELECT	A Creative Industries Elective
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1	
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KPB101	Introduction to Film, TV and New Media Production
LWB136	Contracts A

Year 2, Semester 2

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

Year 3, Semester 1

KJB336	Radio and Television Journalism 2
LWB147	Torts A
LWB238	Fundamentals of Criminal Law

Year 3, Semester 2

KJB211	Layout and Design
SELECT	Either KJB337 or KKB175:
KJB337	Public Affairs Reporting
KKB175	Creative Industries Legal Issues
LWB148	Torts B
LWB239	Criminal Responsibility

Year 4, Semester 1

LWB240	Principles of Equity
LWB242	Constitutional Law
LWB243	Property Law A
LWB333	Theories of Law

Year 4, Semester 2

LWB241	Trusts
LWB244	Property Law B
LWB334	Corporate Law
	Law Elective

Year 5, Semester 1

LWB335	Administrative Law
LWB431	Civil Procedure
LWB432	Evidence
LWB435	Legal Research in Practice
SELECT	A Creative Industries Unit Option

Year 5, Semester 2

LWB433	Professional Responsibility
SELECT	A Creative Industries Unit Option
	Law Elective
	Law Elective
	Law Elective

Course structure for students who commenced in 2006

Year 1, Semester 1

KJB101	Digital Journalism
KJB120	Newswriting
SELECT	A Creative Industries Core Unit
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

KJB121	Journalistic Inquiry
SELECT	A Creative Industries Core Unit
SELECT	A Creative Industries Elective
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1

KJB239	Journalism Ethics and Issues
KJB224	Feature Writing
KPB101	Introduction to Film, TV and New Media Production
LWB136	Contracts A

Year 2, Semester 2

KJB232	Radio and Television Journalism 1
KCB202	New Media 2: Applications and Implications
SELECT	A 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

LWB240	Principles of Equity
LWB242	Constitutional Law
LWB243	Property Law A
LWB333	Theories of Law
	Law Elective

Year 4, Semester 2

LWB241	Trusts
LWB244	Property Law B
LWB334	Corporate Law
LWB335	Administrative Law
	Law Elective

Year 5, Semester 1

LWB431	Civil Procedure

LWB432	Evidence
LWB435	Legal Research in Practice
SELECT	A Creative Industries Unit Option

Year 5, Semester 2

LWB433	Professional Responsibility
SELECT	A Creative Industries Unit Option
	Law Elective
	Law Elective

Course structure for students who commenced in 2005 or earlier

Important Notice

Students who commenced this course in 2005 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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
	* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business
	*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis

KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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 Professional, Solicitor.

Bachelor of Creative Industries (Media and Communication)/Bachelor of Business (Advertising, International Business, Public Relations) (IF09)

Year offered: 2010
Admissions: No
Course duration (full-time): 4/4.5 years (8 or 9 Semesters - Students may choose)
Domestic fees (indicative): 2010: CSP rate 2010 available July 2009
Domestic Entry: February
International Entry: February and July
QTAC code: 409182
Past rank cut-off: 82
Past OP cut-off: 9
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 432
Standard credit points per full-time semester: 48 (Years 1 & 2), 60 (Years 3 & 4)
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr Erica French (Business)
Discipline coordinator: Dr Stephen Harrington (Media & Communication); Dr Gayle Kerr (Advertising); Mr Michael Cox (International Business); Ms Amisha Mehta (Public Relations)
Campus: Gardens Point and Kelvin Grove

Course structure for students who commenced in 2006 or earlier

Important Notice

Students who commenced this course in 2006 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Potential Careers:

Academic, Administrator, Advertising Professional, Educator, Information Officer, International Business Specialist, Internet Professional, Media Industry Specialist, Organisational Communication Specialist, Policy Officer, Public Relations Officer/Consultant, Publishing Professional, Web Designer.

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

Year offered: 2010
Admissions: No
Course duration (full-time): 5 years
Domestic fees (indicative): 2010: CSP rate 2010 available July 2009
International Fees (indicative): 2010: $10,250 (indicative) per semester
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: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
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 (Creative Industries); Dr William Dixon Director Undergraduate Law Programs
Discipline coordinator: Dr Stephen Harrington (Media & Communication)
Campus: Gardens Point and Kelvin Grove

Discontinuation

Students should note that from Semester 1, 2009 this course has been renamed and recoded to IX66 Bachelor of Laws/Bachelor of Media and Communication.

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

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 Unit Options.

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.

Course structure for students who commenced in 2008

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
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	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KKB102	Creative Industries: Making Connections
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB201	New Media 1: Information and Knowledge
LWB136	Contracts A
LWB147	Torts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2	
KCB202	New Media 2: Applications and Implications

LWB137	Contracts B
LWB148	Torts B
LWB239	Criminal Responsibility

Year 3, Semester 1

KCB103	Strategic Speech Communication
KCB302	Political Communication
LWB240	Principles of Equity
LWB243	Property Law A

Year 3, Semester 2

KCB203	Consumption Matters: Consumer Cultures and Identity
KCB205	Professional Communication
LWB241	Trusts
LWB244	Property Law B

Year 4, Semester 1

KCB301	Media Audiences
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
LWB242	Constitutional Law
LWB333	Theories of Law
	Law Elective

Year 4, Semester 2

KCB303	Brisbane Media Map
SELECT	Either KKB341 or KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
LWB334	Corporate Law
	Law Elective
	Law Elective

Year 5, Semester 1

LWB335	Administrative Law
LWB431	Civil Procedure
LWB432	Evidence
LWB435	Legal Research in Practice

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective
	Law Elective
	Law Elective

Course structure for students who commenced in 2007

Year 1, Semester 1

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
	Creative Industries Core Unit
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	A Creative Industries Elective
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
LWB136	Contracts A

Year 2, Semester 2

SELECT	A Creative Industries Elective
KCB202	New Media 2: Applications and Implications
KKB175	Creative Industries Legal Issues
LWB137	Contracts B

Year 3, Semester 1

KCB301	Media Audiences
KCB302	Political Communication
LWB147	Torts A
LWB238	Fundamentals of Criminal Law

Year 3, Semester 2

KCB203	Consumption Matters: Consumer Cultures and Identity
KCB304	Managing Communication Resources
LWB148	Torts B
LWB239	Criminal Responsibility

Year 4, Semester 1

LWB240	Principles of Equity
LWB242	Constitutional Law
LWB243	Property Law A
LWB333	Theories of Law
	Law Elective

Year 4, Semester 2

LWB241	Trusts
LWB244	Property Law B
LWB334	Corporate Law
	Law Elective

	Law Elective

Year 5, Semester 1

LWB335	Administrative Law
LWB431	Civil Procedure
LWB432	Evidence
LWB434	Advanced Research and Legal Reasoning

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective
	Law Elective
	Law Elective

Course structure for students who commenced in 2006

Year 1, Semester 1

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
SELECT	A Creative Industries Core Unit
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1

SELECT	A Creative Industries Core Unit
SELECT	A Creative Industries Core Unit
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
LWB136	Contracts A

Year 2, Semester 2

SELECT	A Creative Industries Core Unit
KCB202	New Media 2: Applications and Implications
KKB175	Creative Industries Legal Issues
LWB137	Contracts B

Year 3, Semester 1

KCB301	Media Audiences
KCB302	Political Communication
LWB138	Fundamentals of Torts
LWB238	Fundamentals of Criminal Law

Year 3, Semester 2

KCB203	Consumption Matters: Consumer Cultures and Identity
KCB304	Managing Communication Resources
LWB139	Select Issues in Torts
LWB239	Criminal Responsibility

Year 4, Semester 1

LWB240	Principles of Equity
LWB242	Constitutional Law
LWB243	Property Law A
LWB333	Theories of Law
	Law Elective

Year 4, Semester 2

LWB241	Trusts
LWB244	Property Law B
LWB334	Corporate Law
	Law Elective
	Law Elective

Year 5, Semester 1

LWB335	Administrative Law
LWB431	Civil Procedure
LWB432	Evidence
LWB435	Legal Research in Practice

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective
	Law Elective
	Law Elective

Course structure for students who commenced in 2005 or earlier

Important Notice

Students who commenced this course in 2005 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

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 Mass Communication (IF27)

Year offered: 2010
Admissions: Yes
CRICOS code: 037542J
Course duration (full-time): 3 Years
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February and July
QTAC code: 409012
Past rank cut-off: 79
Past OP cut-off: 11
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Susan Hetherington (International Journalism); Dr Stephen Harrington (Media & Communication); Mr Sean Maher (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. Unit Options (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 – some recommended combinations are: • public relations and international journalism • advertising and media and communication • advertising and television • international journalism and media and communication.

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

General Course structure for students who commenced in 2010

Course Requirements	
	In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below: * A Minor PLUS 24cp of Unit Options; or * 72cp of Unit Options

Notes	
	* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

IF27 CORE UNITS - 6 units required	
AMB201	Marketing and Audience Research
BSB126	Marketing
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections

KCB110	Introduction To Mass Communication
SELECT	Either AMB220 or AMB263:
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations

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

Advertising

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB339	Advertising Campaigns
	Students who have completed AMB220 Advertising Theory and Practice as part of the IF27 Core Units will need to choose one of the following three units:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio

Public Relations

AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB374	Global Public Relations Cases
AMB379	Public Relations Campaigns
	Students who have completed AMB263 Introduction to Public Relations as part of the IF27 Core Units will need to choose two of the following three units:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics

Media and Communication

KCB101	Introduction to Media and Communication: Texts
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KCB301	Media Audiences
SELECT	Two from KCB202, KCB205, KCB302 and KCB304:
KCB202	New Media 2: Applications and Implications
KCB205	Professional Communication
KCB302	Political Communication
KCB304	Managing Communication Resources

Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
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

Course structure - Advertising / International Journalism for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

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

Year 1, Semester 2

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

Year 2, Semester 1

AMB201	Marketing and Audience Research
AMB319	Media Planning
KJB121	Journalistic Inquiry
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB318	Advertising Copywriting
KJB280	International Journalism
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB320	Advertising Management
KJB224	Feature Writing

SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB339	Advertising Campaigns
KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Advertising / Media & Communication for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB101	Introduction to Media and Communication: Texts
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

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

Year 2, Semester 1

AMB319	Media Planning
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB318	Advertising Copywriting
SELECT	Either KCB202 or KCB205:
KCB202	New Media 2: Applications and Implications
KCB205	Professional Communication
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB320	Advertising Management
KCB301	Media Audiences
SELECT	Either KCB302 or KCB304:
KCB302	Political Communication
KCB304	Managing Communication Resources
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio

Year 3, Semester 2

AMB339	Advertising Campaigns
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Advertising / Public Relations for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices
SELECT	A Complementary Studies unit

Year 1, Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

AMB201	Marketing and Audience Research
AMB264	Public Relations Techniques
AMB318	Advertising Copywriting
AMB319	Media Planning

Year 2, Semester 2

AMB372	Public Relations Planning
SELECT	Either AMB230, AMB202 or AMB231:
AMB230	Digital Promotions
AMB202	Integrated Marketing Communication
AMB231	Marketing Communications Regulations and Ethics
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1	
AMB320	Advertising Management
AMB374	Global Public Relations Cases
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
SELECT	A Complementary Studies unit

Year 3, Semester 2	
AMB339	Advertising Campaigns
AMB379	Public Relations Campaigns
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Advertising / Television for students who commenced in 2010

Course Requirements
In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below: * A Minor PLUS 24cp of Unit Options; or * 72cp of Unit Options

Year 1, Semester 1	
BSB126	Marketing
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production

Year 1, Semester 2	
AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
KKB102	Creative Industries: Making Connections
KPB110	The Movie, TV & New Media Business

Year 2, Semester 1	
AMB318	Advertising Copywriting
AMB319	Media Planning
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production

Year 2, Semester 2	
AMB201	Marketing and Audience Research
AMB320	Advertising Management
SELECT	A Complementary Studies Unit
SELECT	A Complementary Studies Unit

Year 3, Semester 1	
KPB303	Critical Thinking About Television
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
SELECT	A Complementary Studies Unit
SELECT	A Complementary Studies Unit

Year 3, Semester 2	
AMB339	Advertising Campaigns
KPB112	TV and Film Genres
SELECT	A Complementary Studies Unit
SELECT	A Complementary Studies Unit

Course structure - Media & Communication/International Journalism for students who commenced in 2010

Course Requirements
In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below: * A Minor PLUS 24cp of Unit Options; or * 72cp of Unit Options

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
SELECT	Either AMB220 or AMB263:
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations

Year 2, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KJB121	Journalistic Inquiry

Year 2, Semester 2	
KJB280	International Journalism
SELECT	Either KCB202 or KCB205:
KCB202	New Media 2: Applications and Implications
KCB205	Professional Communication
SELECT	A Complementary Studies unit

SELECT	A Complementary Studies unit

Year 3, Semester 1

KCB301	Media Audiences
KJB224	Feature Writing
SELECT	Either KCB302 or KCB304:
KCB302	Political Communication
KCB304	Managing Communication Resources
SELECT	A Complementary Studies unit

Year 3, Semester 2

KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Media & Communication / Television for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB101	Introduction to Media and Communication: Texts
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

AMB201	Marketing and Audience Research
SELECT	Either AMB220 OR AMB263:
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
KKB102	Creative Industries: Making Connections
KPB101	Introduction to Film, TV and New Media Production

Year 2, Semester 1

KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KPB105	Narrative Production
KPB104	Film and Television Production Resource Management

Year 2, Semester 2

KPB110	The Movie, TV & New Media Business
SELECT	Either KCB202 OR KCB205:
KCB202	New Media 2: Applications and Implications
KCB205	Professional Communication
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KCB301	Media Audiences
SELECT	Either KCB302 OR KCB304:
KCB302	Political Communication
KCB304	Managing Communication Resources
KPB303	Critical Thinking About Television
SELECT	A Complementary Studies unit

Year 3, Semester 2

KPB112	TV and Film Genres
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Public Relations / International Journalism for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

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

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
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB372	Public Relations Planning
KJB280	International Journalism
SELECT	Two from AMB202, AMB230 or AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions

AMB231	Marketing Communications Regulations and Ethics

Year 3, Semester 1

AMB374	Global Public Relations Cases
KJB224	Feature Writing
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB379	Public Relations Campaigns
KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Public Relations / Media & Communication for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB101	Introduction to Media and Communication: Texts
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

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

Year 2, Semester 1

AMB264	Public Relations Techniques
KCB201	New Media 1: Information and Knowledge
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB372	Public Relations Planning
SELECT	Either KCB202 or KCB205:
KCB202	New Media 2: Applications and Implications
KCB205	Professional Communication
SELECT	Two from AMB202, AMB230 or AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics

Year 3, Semester 1

AMB374	Global Public Relations Cases
KCB301	Media Audiences
SELECT	Either KCB302 or KCB304:
KCB302	Political Communication
KCB304	Managing Communication Resources
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB379	Public Relations Campaigns
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Public Relations / Television for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production

Year 1, Semester 2

AMB201	Marketing and Audience Research
AMB263	Introduction To Public Relations
KKB102	Creative Industries: Making Connections
KPB110	The Movie, TV & New Media Business

Year 2, Semester 1

AMB264	Public Relations Techniques
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB372	Public Relations Planning
KPB112	TV and Film Genres
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1	
AMB374	Global Public Relations Cases
KPB303	Critical Thinking About Television
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2	
AMB379	Public Relations Campaigns
SELECT	A Complementary Studies unit
SELECT	Two from the following three units:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics

Course structure - Television / International Journalism for students who commenced in 2010

Course Requirements
In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:
* A Minor PLUS 24cp of Unit Options; or
* 72cp of Unit Options

Year 1, Semester 1	
BSB126	Marketing
KCB110	Introduction To Mass Communication
KJB101	Digital Journalism
KKB101	Creative Industries: People and Practices

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KPB101	Introduction to Film, TV and New Media Production
KPB110	The Movie, TV & New Media Business
SELECT	Either AMB220 or AMB263:
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations

Year 2, Semester 1	
KJB120	Newswriting
KPB104	Film and Television Production Resource Management
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2	
AMB201	Marketing and Audience Research
KJB121	Journalistic Inquiry
KJB280	International Journalism
KPB105	Narrative Production

Year 3, Semester 1	
KJB224	Feature Writing
KPB303	Critical Thinking About Television
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2	
KJB337	Public Affairs Reporting
KPB112	TV and Film Genres
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

General Course structure for students who commenced in 2009

Course Requirements
In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:
* A Minor PLUS 24cp of Unit Options; or
* 72cp of Unit Options

IF27 CORE UNITS - 6 units required	
AMB201	Marketing and Audience Research
BSB126	Marketing
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
SELECT	Either AMB220 or AMB263 (Students completing the Advertising Major must select AMB220):
AMB220	Advertising Theory and Practice
AMB260	Public Relations Theory and Practice

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

Advertising	
	INSTRUCTIONS: Due to the prerequisite requirements for AMB339, students completing the Advertising Major must complete AMB220 as part of their IF27 core units and AMB330 as their Advertising Unit Option.
AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB222	Media Planning
AMB320	Advertising Management
AMB321	Advertising Campaigns
	Students who have completed AMB220 as part of the IF27 Core Units will need to choose one of the following three units:
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 as part of the IF27 Core Units will need to choose two of the following three units:
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

Course structure - Advertising / International Journalism for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

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

Year 1, Semester 2

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

Year 2, Semester 1

AMB201	Marketing and Audience Research
AMB319	Media Planning
KJB121	Journalistic Inquiry
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB318	Advertising Copywriting
KJB280	International Journalism
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB320	Advertising Management
KJB224	Feature Writing
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB339	Advertising Campaigns
KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Advertising / Media & Communication for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB101	Introduction to Media and Communication: Texts
KCB110	Introduction To Mass Communication

KKB101	Creative Industries: People and Practices

Year 1, Semester 2

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

Year 2, Semester 1

AMB319	Media Planning
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB318	Advertising Copywriting
SELECT	Either KCB202 or KCB205
KCB202	New Media 2: Applications and Implications
KCB205	Professional Communication
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB320	Advertising Management
KCB301	Media Audiences
SELECT	Either KCB302 or KCB304
KCB302	Political Communication
KCB304	Managing Communication Resources
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio

Year 3, Semester 2

AMB339	Advertising Campaigns
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Advertising / Public Relations for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices
SELECT	A Complementary Studies unit

Year 1, Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

AMB201	Marketing and Audience Research
AMB264	Public Relations Techniques
AMB318	Advertising Copywriting
AMB319	Media Planning

Year 2, Semester 2

AMB372	Public Relations Planning
SELECT	Either AMB202, AMB230 or AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB320	Advertising Management
AMB374	Global Public Relations Cases
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB339	Advertising Campaigns
AMB379	Public Relations Campaigns
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Advertising / Television for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing

KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices
KPB106	Australian Television

Year 1, Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
KKB102	Creative Industries: Making Connections
KPB101	Introduction to Film, TV and New Media 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
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KPB303	Critical Thinking About Television
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB339	Advertising Campaigns
KPB112	TV and Film Genres
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Media & Communication / International Journ for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

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

Year 1, Semester 2

AMB201	Marketing and Audience Research
KJB120	Newswriting
KKB102	Creative Industries: Making Connections
SELECT	Either AMB263 or AMB220:
AMB263	Introduction To Public Relations
AMB220	Advertising Theory and Practice

Year 2, Semester 1

KCB101	Introduction to Media and Communication: Texts
KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KJB121	Journalistic Inquiry

Year 2, Semester 2

KJB280	International Journalism
SELECT	Either KCB202 or KCB205:
KCB202	New Media 2: Applications and Implications
KCB205	Professional Communication
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KCB301	Media Audiences
KJB224	Feature Writing
SELECT	Either KCB302 or KCB304:
KCB302	Political Communication
KCB304	Managing Communication Resources
	A Complementary Studies unit

Year 3, Semester 2

KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Media & Communication / Television for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing

KCB101	Introduction to Media and Communication: Texts
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

AMB201	Marketing and Audience Research
KKB102	Creative Industries: Making Connections
KPB104	Film and Television Production Resource Management
SELECT	Either AMB220 or AMB263:
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations

Year 2, Semester 1

KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
KPB101	Introduction to Film, TV and New Media Production
SELECT	A Complementary Studies unit

Year 2, Semester 2

KPB110	The Movie, TV & New Media Business
SELECT	Either KCB202 or KCB205:
KCB202	New Media 2: Applications and Implications
KCB205	Professional Communication
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KCB301	Media Audiences
KPB105	Narrative Production
KPB303	Critical Thinking About Television
SELECT	Either KCB302 or KCB304:
KCB302	Political Communication
KCB304	Managing Communication Resources

Year 3, Semester 2

KPB112	TV and Film Genres
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Public Relations / International Journalism for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

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
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB372	Public Relations Planning
KJB280	International Journalism
SELECT	Two from AMB202, AMB230 and AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics

Year 3, Semester 1

AMB374	Global Public Relations Cases
KJB224	Feature Writing
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB379	Public Relations Campaigns
KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Public Relations / Media & Communication for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB101	Introduction to Media and Communication:

	Texts
KCB110	Introduction To Mass Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

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

Year 2, Semester 1

AMB264	Public Relations Techniques
KCB201	New Media 1: Information and Knowledge
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB372	Public Relations Planning
SELECT	Either KCB202 or KCB205:
KCB202	New Media 2: Applications and Implications
KCB205	Professional Communication
SELECT	Two from AMB202, AMB230 and AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics

Year 3, Semester 1

AMB374	Global Public Relations Cases
KCB301	Media Audiences
SELECT	Either KCB302 or KCB304:
KCB302	Political Communication
KCB304	Managing Communication Resources
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB379	Public Relations Campaigns
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Public Relations / Television for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

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

Year 1, Semester 2

AMB201	Marketing and Audience Research
AMB263	Introduction To Public Relations
KKB102	Creative Industries: Making Connections
KPB101	Introduction to Film, TV and New Media Production

Year 2, Semester 1

AMB264	Public Relations Techniques
KPB105	Narrative Production
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB372	Public Relations Planning
KPB104	Film and Television Production Resource Management
KPB112	TV and Film Genres
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB374	Global Public Relations Cases
KPB303	Critical Thinking About Television
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB379	Public Relations Campaigns
SELECT	Two from AMB202, AMB230 and AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics
SELECT	A Complementary Studies unit

Course structure - Television / International Journalism for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB110	Introduction To Mass Communication

KJB101	Digital Journalism
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
SELECT	Either AMB220 or AMB263:
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations

Year 2, Semester 1

KJB120	Newswriting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
KPB105	Narrative Production

Year 2, Semester 2

AMB201	Marketing and Audience Research
KJB121	Journalistic Inquiry
KJB280	International Journalism
KPB110	The Movie, TV & New Media Business

Year 3, Semester 1

KJB224	Feature Writing
KPB303	Critical Thinking About Television
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KJB337	Public Affairs Reporting
KPB112	TV and Film Genres
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

General Course structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

IF27 CORE UNITS - 6 units required

AMB201	Marketing and Audience Research
BSB126	Marketing
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
SELECT	Either AMB220 or AMB260:
AMB220	Advertising Theory and Practice
AMB260	Public Relations Theory and Practice
SELECT	Either KCB103 or KWB102:
KCB103	Strategic Speech Communication
KWB102	Media Writing

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

Advertising

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB221	Advertising Copywriting
AMB222	Media Planning
AMB320	Advertising Management
AMB321	Advertising Campaigns
	Students who have completed AMB220 as part of the IF27 Core Units will need to choose one of the following three units:
AMB202	Integrated Marketing Communication
AMB230	Internet Promotion
AMB330	Advertising Strategy and Planning

Media and Communication

KCB101	Communication in the New Economy
KCB103	Strategic Speech Communication
KCB202	New Media Technologies
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 as part of the IF27 Core Units will need to choose two of the following three units:
AMB202	Integrated Marketing Communication
AMB230	Internet Promotion
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

* Students intending to take the Television major are required to take KWB102 Media Writing as one of their Faculty Core units (instead of KCB103 Strategic Speech Communication).

International Journalism

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

Course structure - Advertising / International Journalism for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KJB101	Digital Journalism
KKB101	Creative Industries: People and Practices
SELECT	Either KCB103 or KWB102:
KCB103	Strategic Speech Communication
KWB102	Media Writing

Year 1, Semester 2

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

Year 2, Semester 1

AMB201	Marketing and Audience Research
AMB319	Media Planning
KJB121	Journalistic Inquiry
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB318	Advertising Copywriting
KJB280	International Journalism
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB320	Advertising Management
KJB224	Feature Writing
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB339	Advertising Campaigns
KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Advertising / Media & Communication for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB101	Introduction to Media and Communication: Texts
KCB103	Strategic Speech Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

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

Year 2, Semester 1

AMB319	Media Planning
KCB301	Media Audiences
KWB102	Media Writing
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB318	Advertising Copywriting
KCB202	New Media 2: Applications and Implications
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB320	Advertising Management
KCB201	New Media 1: Information and Knowledge

SELECT	Either KCB205, KCB302 or KCB304:
KCB205	Professional Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio

Year 3, Semester 2

AMB339	Advertising Campaigns
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Advertising / Television for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KKB101	Creative Industries: People and Practices
KPB106	Australian Television
KWB102	Media Writing

Year 1, Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
KKB102	Creative Industries: Making Connections
KPB101	Introduction to Film, TV and New Media 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
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KPB303	Critical Thinking About Television
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB339	Advertising Campaigns
KPB112	TV and Film Genres
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Advertising / Public Relations for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KKB101	Creative Industries: People and Practices
SELECT	Either KCB103 or KWB102:
KCB103	Strategic Speech Communication
KWB102	Media Writing
SELECT	A Complementary Studies unit

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
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB264	Public Relations Techniques

Year 2, Semester 2

AMB372	Public Relations Planning
SELECT	Either AMB202, AMB230 or AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB320	Advertising Management
AMB374	Global Public Relations Cases
SELECT	Either AMB202, AMB230 or AMB330:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB330	Advertising Planning Portfolio
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB339	Advertising Campaigns
AMB379	Public Relations Campaigns
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Media & Communication / International Journ for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB101	Introduction to Media and Communication: Texts
KJB101	Digital Journalism
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

AMB201	Marketing and Audience Research
KJB120	Newswriting
KKB102	Creative Industries: Making Connections
SELECT	Either AMB220 or AMB263:
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations

Year 2, Semester 1

KCB103	Strategic Speech Communication
KCB301	Media Audiences
KJB121	Journalistic Inquiry
KWB102	Media Writing

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
KJB280	International Journalism
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KCB201	New Media 1: Information and Knowledge
KJB224	Feature Writing
SELECT	Either KCB205, KCB302 or KCB304:
KCB205	Professional Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
SELECT	A Complementary Studies unit

Year 3, Semester 2

KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Media & Communication / Television for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
KWB102	Media Writing

Year 1, Semester 2

AMB201	Marketing and Audience Research
KKB102	Creative Industries: Making Connections
KPB104	Film and Television Production Resource Management
SELECT	Either AMB220 or AMB263:
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations

Year 2, Semester 1

KCB103	Strategic Speech Communication
KCB301	Media Audiences
KPB106	Australian Television
SELECT	A Complementary Studies unit

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
KPB101	Introduction to Film, TV and New Media Production
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KCB201	New Media 1: Information and Knowledge
KPB105	Narrative Production
KPB303	Critical Thinking About Television
SELECT	Either KCB205, KCB302 or KCB304:
KCB205	Professional Communication
KCB302	Political Communication
KCB304	Managing Communication Resources

Year 3, Semester 2

KPB112	TV and Film Genres
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Public Relations / International Journalism for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KJB101	Digital Journalism
KKB101	Creative Industries: People and Practices
SELECT	Either KCB103 or KWB102:
KCB103	Strategic Speech Communication
KWB102	Media Writing

Year 1, Semester 2

AMB201	Marketing and Audience Research
AMB260	Public Relations Theory and Practice
KJB120	Newswriting
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

AMB264	Public Relations Techniques
KJB121	Journalistic Inquiry
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB372	Public Relations Planning
KJB280	International Journalism
SELECT	Two from AMB202, AMB230 and AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics

Year 3, Semester 1

AMB374	Global Public Relations Cases
KJB224	Feature Writing
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB379	Public Relations Campaigns
KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Public Relations / Media & Communication for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KCB101	Introduction to Media and Communication: Texts
KCB103	Strategic Speech Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

AMB201	Marketing and Audience Research
AMB260	Public Relations Theory and Practice
KKB102	Creative Industries: Making Connections
KWB102	Media Writing

Year 2, Semester 1

AMB264	Public Relations Techniques
KCB301	Media Audiences
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB372	Public Relations Planning
KCB202	New Media 2: Applications and Implications

SELECT	Two from AMB202, AMB230 and AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics

Year 3, Semester 1

AMB374	Global Public Relations Cases
KCB201	New Media 1: Information and Knowledge
SELECT	Either KCB205, KCB302 or KCB304:
KCB205	Professional Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB379	Public Relations Campaigns
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure - Public Relations / Television for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

BSB126	Marketing
KKB101	Creative Industries: People and Practices
KPB106	Australian Television
KWB102	Media Writing

Year 1, Semester 2

AMB201	Marketing and Audience Research
AMB260	Public Relations Theory and Practice
KKB102	Creative Industries: Making Connections
KPB101	Introduction to Film, TV and New Media Production

Year 2, Semester 1

AMB261	Media Relations and Publicity
KPB105	Narrative Production
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

AMB262	Public Relations Writing
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
SELECT	A Complementary Studies unit

Year 3, Semester 1

AMB374	Global Public Relations Cases
KPB303	Critical Thinking About Television
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

AMB379	Public Relations Campaigns
SELECT	Two from AMB202, AMB230 and AMB231:
AMB202	Integrated Marketing Communication
AMB230	Digital Promotions
AMB231	Marketing Communications Regulations and Ethics
SELECT	A Complementary Studies unit

Course structure - Television / International Journalism for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below:

* A Minor PLUS 24cp of Unit Options; or

* 72cp of Unit Options

Year 1, Semester 1

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

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
SELECT	Either AMB260 or AMB220:
AMB260	Public Relations Theory and Practice
AMB220	Advertising Theory and Practice

Year 2, Semester 1

KJB120	Newswriting
KJB121	Journalistic Inquiry
KPB105	Narrative Production
KPB106	Australian Television

Year 2, Semester 2

AMB201	Marketing and Audience Research
KJB280	International Journalism
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KJB224	Feature Writing
KPB303	Critical Thinking About Television
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KJB337	Public Affairs Reporting
KPB112	TV and Film Genres
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to

understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication,

graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema

KPB212	Australian Film and TV
	*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries

KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice

KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
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 - 2010: $11,750 per semester (indicative)
International Fees (indicative): 2010: $11,750 (indicative) per semester
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 Susan Carson
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 Doctoral 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 (Creative Writing) / Bachelor of Laws (IF93)

Year offered: 2010
Admissions: No
CRICOS code: 040289B
Course duration (full-time): 5 Years
Domestic fees (indicative): 2010: CSP rate 2010 available July 2009
International Fees (indicative): 2010: $11,000 (indicative) per semester
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: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
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 (Creative Industries); Dr. William Dixon Law - Director, Undergraduate Programs
Discipline coordinator: Professor Philip Neilson
Campus: Gardens Point and Kelvin Grove

Discontinuation

Students should note that from Semester 1, 2009 this course has been renamed and recoded to IX68 Bachelor of Fine Arts (Creative and Professional Writing) / Bachelor of Laws.

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

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.

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 for students who commenced in 2008

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
KWB107	Creative Non-Fiction
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1

KWB107	Creative Non-Fiction

LWB136	Contracts A
LWB147	Torts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2

KWB206	Youth and Children's Writing
LWB137	Contracts B
LWB148	Torts 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

KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir
LWB242	Constitutional Law
LWB333	Theories of Law
	Law Elective

Year 4, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry
LWB334	Corporate Law
	Law Elective
	Law Elective

Year 5, Semester 1

LWB335	Administrative Law
LWB431	Civil Procedure
LWB432	Evidence
LWB435	Legal Research in Practice

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective Units x 3

Course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KWB101	Introduction to Creative Writing
KWB107	Creative Non-Fiction
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1

KWB103	Persuasive Writing
KWB207	Great Books: Creative Writing Classics
SELECT	A Creative Industries Elective
LWB136	Contracts A

Year 2, Semester 2

KWB204	Writing for Performance
KWB206	Youth and Children's Writing
SELECT	A Creative Industries Elective
LWB137	Contracts B

Year 3, Semester 1

KWB211	Stylistics and Poetics
KWB313	Novel and Memoir
LWB147	Torts A
LWB238	Fundamentals of Criminal Law

Year 3, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry
LWB148	Torts B
LWB239	Criminal Responsibility

Year 4, Semester 1

LWB240	Principles of Equity
LWB242	Constitutional Law
LWB243	Property Law A
LWB333	Theories of Law
	Law Elective

Year 4, Semester 2

LWB241	Trusts
LWB244	Property Law B
LWB334	Corporate Law
	Law Elective
	Law Elective

Year 5, Semester 1

LWB335	Administrative Law

LWB431	Civil Procedure
LWB432	Evidence
LWB435	Legal Research in Practice

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective Units x 3

Course structure for students who commenced in 2006

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KWB101	Introduction to Creative Writing
KWB107	Creative Non-Fiction
	Introduction to Legal Research
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KWB104	Creative Writing: The Short Story
KWB106	Corporate Writing and Editing
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

Year 2, Semester 1

KWB103	Persuasive Writing
KWB207	Great Books: Creative Writing Classics
SELECT	A Creative Industries Elective
LWB136	Contracts A

Year 2, Semester 2

KWB204	Writing for Performance
KWB206	Youth and Children's Writing
SELECT	A Creative Industries Elective
LWB137	Contracts B

Year 3, Semester 1

KWB201	Creative Writing: Digital Media
KWB203	Creative Writing: The Novel
LWB138	Fundamentals of Torts
LWB238	Fundamentals of Criminal Law

Year 3, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry
LWB139	Select Issues in Torts
LWB239	Criminal Responsibility

Year 4, Semester 1

LWB240	Principles of Equity
LWB242	Constitutional Law
LWB243	Property Law A
LWB333	Theories of Law
	Law Elective

Year 4, Semester 2

LWB241	Trusts
LWB244	Property Law B
LWB334	Corporate Law
	Law Elective
	Law Elective

Year 5, Semester 1

LWB335	Administrative Law
LWB431	Civil Procedure
LWB432	Evidence
LWB435	Legal Research in Practice

Year 5, Semester 2

LWB433	Professional Responsibility
	Law Elective Units x 3

Course structure for students who commenced in 2005 or earlier

Important Notice

Students who commenced this course in 2005 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

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: 2010
Admissions: Yes
CRICOS code: 048325E
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $8,750 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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 Klaebe (Creative Industries); Dr Amanda Gudmundsson (Business)
Discipline coordinator: Ms Louise Grayson (Creative Industries); Bill Proud (Business)
Campus: Gardens Point and Kelvin Grove

Overview

The real world of advertising involves strategy, planning, and creativity. If you are looking to freshen up your skills or move into advertising, this program offered by the Creative Industries and Business faculties provide you with an opportunity to do both.

These courses provide the opportunity for you 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 or above (on a 7-point scale). Applicants without the requisite entry requirements may be considered for special entry. Previous tertiary study, grade point average and relevant professional experience at an advanced level will be considered.

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.

Articulation

This course articulates into IX96 Master of Advertising (Creative Advertising) or BS16 Master of Business (Strategic Advertising).

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 (KIP426 is strongly recommended):
KIP401	Visual Communication
KIP426	Advertising Creative: Copywriting and Art Direction

Potential Careers:

Advertising Professional.

Bachelor of Music/Bachelor of Education (Secondary) (IX07)

Year offered: 2010
Admissions: No
CRICOS code: 020319M
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $11,000 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
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: Head, Undergraduate Studies (Creative Industries); Education Coordinator: Dr Mal Shield
Discipline coordinator: Mr Brad Millard (Music)
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

For students with a STA in Instrumental Music who commenced in 2007

Semester 1, Year 1	
SELECT	A Creative Industries Core Unit (List A)
KMB105	Music and Sound Technology
KMB120	Music Performance 1
KMB130	Core Musicianship 1
SELECT	One unit from List D

Semester 2, Year 1	
SELECT	A Creative Industries Core Unit (List A)
KMB108	Sound Recording and Acoustics
KMB113	Multi-Instrumental Music A
KMB121	Music Performance 2
KMB131	Core Musicianship 2

Semester 1, Year 2	
KMB209	Conducting
KMB214-1	Music and Sound: Principal Study A
SELECT	One unit from List D
SELECT	Two of the following three units:
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
	One unit from List D

Semester 2, Year 2	
KMB212	Arranging
KMB213	Multi-Instrumental Music B
KMB214-2	Music and Sound: Principal Study A
SELECT	Two of the following three units:
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
	One unit from List E

For students with a STA in Primary Music who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit (List A)
KMB105	Music and Sound Technology
SELECT	Either KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1
KMB130	Core Musicianship 1
SELECT	One unit from List D

Year 1, Semester 2

SELECT	A Creative Industries Core Unit (List A)
KMB131	Core Musicianship 2
SELECT	KMB106 and KMB111, OR KMB108 and KMB121:
KMB106	Music and Sound for Multimedia
KMB111	Music Production 2
KMB108	Sound Recording and Acoustics
KMB121	Music Performance 2
SELECT	One unit from List E

Year 2, Semester 1

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

Year 2, Semester 2

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

For students with a STA in Dance who commenced in 2007

Year 1, Semester 1

KMB105	Music and Sound Technology
KMB130	Core Musicianship 1
SELECT	Either KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1
KDB103	Dance Technique Studies 1
SELECT	A Creative Industries Core Unit (List A)

Year 1, Semester 2

SELECT	KMB106 and KMB111, OR KMB108 and KMB121:
KMB106	Music and Sound for Multimedia
KMB111	Music Production 2
KMB108	Sound Recording and Acoustics
KMB121	Music Performance 2
KMB131	Core Musicianship 2
KDB107	Choreographic Studies 1
SELECT	A Creative Industries Core Unit (List A)

Year 2, Semester 1

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

Year 2, Semester 2

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

For students with a STA in Drama who commenced in 2007

Year 1, Semester 1

KMB105	Music and Sound Technology
SELECT	Either KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1
KMB130	Core Musicianship 1
KTB103	Performing Skills 1: Character and Scene
SELECT	A Creative Industries Core Unit (List A)

Year 1, Semester 2

SELECT	KMB106 and KMB111, OR KMB108 or KMB121:
KMB106	Music and Sound for Multimedia
KMB111	Music Production 2
KMB108	Sound Recording and Acoustics
KMB121	Music Performance 2
KMB131	Core Musicianship 2
KTB106	Performing Skills 2: Style and Form
SELECT	A Creative Industries Core Unit (List A)

Year 2, Semester 1

SELECT	Either KMB206 or KMB207:

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

Year 2, Semester 2

SELECT	Either KMB205 or KMB208:
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
KTB207	Staging Australia
KTB209	Applied Performance
SELECT	One unit from List E

For students with a STA in Visual Arts who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit (List A)
KMB105	Music and Sound Technology
SELECT	KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1
KMB130	Core Musicianship 1
SELECT	Either KVB100, KVB110 or KVB511:
KVB100	Research and Creativity in the Visual Arts
KVB110	2D Media and Processes
KVB511	Printmaking

Year 1, Semester 2

SELECT	A Creative Industries Core Unit (List A)
SELECT	KMB106 and KMB111, OR KMB108 and KMB121:
KMB106	Music and Sound for Multimedia
KMB111	Music Production 2
KMB108	Sound Recording and Acoustics
KMB121	Music Performance 2
KMB131	Core Musicianship 2
SELECT	Either KVB104, KVB108 or KVB111:
KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes

Year 2, Semester 1

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

Year 2, Semester 2

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

For students with a STA other than Drama, Dance or Visual Arts who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit (List A)
KMB105	Music and Sound Technology
SELECT	Either KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1
KMB130	Core Musicianship 1
SELECT	A Second Teaching Area Unit (List B)

Year 1, Semester 2

SELECT	A Creative Industries Core Unit (List A)
KMB131	Core Musicianship 2
SELECT	KMB106 and KMB111, OR KMB108 and KMB121:
KMB106	Music and Sound for Multimedia
KMB111	Music Production 2
KMB108	Sound Recording and Acoustics
KMB121	Music Performance 2
SELECT	A Second Teaching Area Unit (List B)

Year 2, Semester 1

KMB214-1	Music and Sound: Principal Study A
SELECT	One unit from List D
SELECT	A Second Teaching Area Unit (List B)
SELECT	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
SELECT	A Second Teaching Area Unit (List B)
SELECT	One unit from List E
SELECT	Two of the following three units
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
	Music elective - List E

Course structure for students who commenced in 2006 or earlier

Important Notice

Students who commenced this course in 2006 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

List A - Creative Industries Core Units

KKB007	Introduction to Multimedia Technology
KKB008	Narrative in the Creative Industries
KKB009	Writing for Creative Industries
KKB010	Cultures and Creativity
KKB018	Creative Industries

* KKB007 and KKB009 are recommended for first year students.

** KKB018 is not recommended for first year students until their second semester.

List B - 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 Myth Busting 1
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	Introduction to Film, TV and New Media 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

Please note that if you are out-of-step and require Film & Media units, from 2010 onwards, the only Film & Media units available will be KPB101, KPB104, KPB105, KPB112, KPB113, KPB203 and KPB205.

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

Please note that if you are out-of-step and require geography units, from 2010 onwards, the only geography units available will be CLB109, CLB110, CLB111, CLB112, CLB113 and CLB114.

History (48 credit points)

Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World.

	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
	Please note that if you are out-of-step and require history units, from 2010 onwards, the only history units available will be CLB101, CLB102, CLB103, CLB104, CLB105, CLB106, CLB107, and CLB108.

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

List C - 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

List D - Music Unit Options

Semester 1

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

List E - Music Unit Options

Semester 2

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

EDUCATION COMPONENT

Year 3, Semester 1

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, 6TP4

EDB005	Teaching and Learning Studies 5: Professional Work of Teachers
EDB007	Culture Studies: Indigenous Education
	(Students must enrol in 6TP4 mode for both EDB005 and EDB007)
	EDB005 is delivered through the Stepping Out Conference, which for 2010 is held from 12-14 July (subject to change).

Year 4, Semester 2

EDB034	Secondary Field Studies 4
EDB035	Internship (Secondary)

Potential Careers:

Educator, Music Teacher, Musician, Secondary School Teacher.

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

Year offered: 2010
Admissions: No
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $11,000 (indicative) per semester
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: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 432 cp
Standard credit points per full-time semester: 54 cp ave
Course coordinator: Head, Undergraduate Studies (Creative Industries); (Education) Dr Mal Shield
Discipline coordinator: Rachel Pedro (Dance)
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.

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 3948
Fax: +61 7 3138 3949
Email: jo.wakefield@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.

Deferment

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

Limits on grades of 3

A new policy concerning grades of 3 came into effect from 1 January 2009 (QUT MOPP C/5.2). With effect from this date grades of 3 are no longer considered a conceded or low pass but are classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. Further information is available on the Student Services website

For students with a STA in Drama who commenced in 2007

Year 1, Semester 1	
SELECT	A 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

SELECT	A Creative Industries Core Unit (List A)
KDB104	Dance Technique Studies 2
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KTB106	Performing Skills 2: Style and Form

Year 2, Semester 1

KDB205	Dance in Education
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3
KTB101	20th Century Performance
KTB102	Process Drama
	*Note KDB205 will not be offered in 2010.

Year 2, Semester 2

KDB204	Australian Dance
KDB207-2	Choreographic Studies 2
KDB214	Dance Technique Studies 4
KTB207	Staging Australia
KTB209	Applied Performance
SELECT	Either KDB109 or KDB208:
KDB109	Funk, Tap and all that Jazz
KDB208	Integrated Professional Skills

For students with a STA in Music who commenced in 2007

Semester 1, Year 1

SELECT	A Creative Industries Core Unit (List A)
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KDB110	Deconstructing Dance in History
SELECT	Either KMB003, KMB004 or KMB108:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics

Semester 2, Year 1

SELECT	A 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

KDB205	Dance in Education
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3
KMB130	Core Musicianship 1
SELECT	Either KMB003, KMB004 or KMB108:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics
	*Note: KDB205 will not be offered in 2010.

Semester 2, Year 2

KDB204	Australian Dance
KDB207-2	Choreographic Studies 2
KDB214	Dance Technique Studies 4
KMB107	Sound, Image, Text
KMB131	Core Musicianship 2
SELECT	Either KDB109 or KDB208:
KDB109	Funk, Tap and all that Jazz
KDB208	Integrated Professional Skills

For students with a STA in Visual Arts who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit (List A)
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KDB110	Deconstructing Dance in History
SELECT	Either KVB100, KVB110 or KVB511:
KVB100	Research and Creativity in the Visual Arts
KVB110	2D Media and Processes
KVB511	Printmaking

Year 1, Semester 2

SELECT	A Creative Industries Core Unit (List A)
KDB104	Dance Technique Studies 2
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
SELECT	Either KVB104, KVB108 or KVB111:
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
SELECT	Either KVB100, KVB104, KVB202 or KVB213:
KVB100	Research and Creativity in the Visual Arts
KVB104	Photomedia and Artistic Practice

KVB202	Visual Imaging - Process and Theory
KVB213	Graphic Investigation
	*Note: KDB205 will not be offered in 2010.

Year 2, Semester 2

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

For students with a STA other than Drama, Music, or Visual Arts who commenced in 2007

Semester 1, Year 1

SELECT	A Creative Industries Core Unit (List A)
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KDB110	Deconstructing Dance in History
SELECT	A Second Teaching Area Unit (List B)

Semester 2, Year 1

SELECT	A Creative Industries Core Unit (List A)
KDB104	Dance Technique Studies 2
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
SELECT	A Second Teaching Area Unit (List B)

Semester 1, Year 2

KDB108	World Dance
KDB205	Dance in Education
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3
SELECT	A Second Teaching Area Unit (List B)
	*Note: KDB205 will not be offered in 2010.

Semester 2, Year 2

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

Course structure for students who commenced in 2006 or earlier

Important Notice

Students who commenced this course in 2006 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

List A - Creative Industries Core Units

KKB007	Introduction to Multimedia Technology
KKB008	Narrative in the Creative Industries
KKB009	Writing for Creative Industries
KKB010	Cultures and Creativity
KKB018	Creative Industries
	* KKB007 and KKB009 are recommended for first year students.
	** KKB018 is not recommended for first year students until their second semester.

List B - 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 Myth Busting 1
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	Introduction to Film, TV and New Media 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
	Please note that if you are out-of-step and require Film & Media units, from 2010 onwards, the only Film & Media units available will be KPB101, KPB104, KPB105, KPB112, KPB113, KPB203 and KPB205.

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
	Please note that if you are out-of-step and require geography units, from 2010 onwards, the only geography units available will be CLB109, CLB110, CLB111, CLB112, CLB113 and CLB114.

History (48 credit points)

	Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World.
	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
	Please note that if you are out-of-step and require history units, from 2010 onwards, the only history units available will be CLB101, CLB102, CLB103, CLB104, CLB105, CLB106, CLB107, and CLB108.

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
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, 6TP4

EDB005	Teaching and Learning Studies 5: Professional Work of Teachers
EDB007	Culture Studies: Indigenous Education
	(Students must enrol in 6TP4 mode for both

EDB005 and EDB007)

EDB005 is delivered through the Stepping Out Conference, which for 2010 is held from 12-14 July (subject to change).

Year 4, Semester 2	
EDB034	Secondary Field Studies 4
EDB035	Internship (Secondary)

List C - 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

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: 2010
Admissions: No
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $11,000 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 429172
Past rank cut-off: 78
Past OP cut-off: 11
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 432 cp
Standard credit points per full-time semester: 54 cp ave
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr Mal Shield (Education)
Discipline coordinator: Dr Sandra Gattenhof (Drama)
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.

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.

Further Information

Faculty of Creative Industries
Drama
Phone: +61 7 3138 3468
Email: creativeindustries@qut.com

Faculty of Education Office
Phone: +61 7 3138 3948
Fax: +61 7 3138 3949
Email: jo.wakefield@qut.edu.au

For students with a STA in Dance who commenced in 2007

Semester 1, Year 1	
SELECT	A Creative Industries Core Unit (List A)
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KDB103	Dance Technique Studies 1

Semester 2, Year 1	
SELECT	A Creative Industries Core Unit (List A)
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	
KSB227	Technical Theatre
KTB207	Staging Australia
KTB209	Applied Performance
KDB106	Dance Analysis
KDB109	Funk, Tap and all that Jazz

For students with a STA in Music who commenced in 2007

Semester 1, Year 1	
SELECT	A Creative Industries Core Unit (List A)
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
SELECT	Either KMB003, KMB004, or KMB108:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics

Semester 2, Year 1	
SELECT	A Creative Industries Core Unit (List A)
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
SELECT	Either KMB003, KMB004, or KMB209:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB209	Conducting

Semester 2, Year 2	
KSB227	Technical Theatre
KTB207	Staging Australia
KTB209	Applied Performance
KMB131	Core Musicianship 2
SELECT	Either KMB002, KMB107, or KMB212:
KMB002	Music and Spirituality
KMB107	Sound, Image, Text
KMB212	Arranging

For students with a STA in Visual Arts who commenced in 2007

Semester 1, Year 1	
SELECT	A Creative Industries Core Unit (List A)
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
SELECT	Either KVB100, KVB110 or KVB511:
KVB100	Research and Creativity in the Visual Arts
KVB110	2D Media and Processes
KVB511	Printmaking

Semester 2, Year 1	
SELECT	A Creative Industries Core Unit (List A)
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form
SELECT	Either KVB104, KVB108, or KVB111:
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
SELECT	Either KVB100, KVB104, KVB202, or KVB213:
KVB100	Research and Creativity in the Visual Arts
KVB104	Photomedia and Artistic Practice
KVB202	Visual Imaging - Process and Theory
KVB213	Graphic Investigation

Semester 2, Year 2	
KSB227	Technical Theatre
KTB207	Staging Australia
KTB209	Applied Performance
KVB103	Australian Art
SELECT	Either KVB108, KVB203, or KVB211:
KVB108	Contemporary Asian Visual Culture
KVB203	Earth, Object and Installation
KVB211	Post 1945 Art

For students with a STA other than Dance, Music, or Visual Arts who commenced in 2007

Semester 1, Year 1	
SELECT	A Creative Industries Core Unit (List A)
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
SELECT	A Second Teaching Area Unit (List B)

Semester 2, Year 1	
SELECT	A Creative Industries Core Unit (List A)
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form
SELECT	A Second Teaching Area Unit (List B)

Semester 1, Year 2	
KTB204	Understanding Performance
KTB205	Production 2: The Collaborative Artist
KTB206	The Creating Body
SELECT	A Second Teaching Area Unit (List B)
SELECT	An Elective

Semester 2, Year 2	
KSB227	Technical Theatre
KTB207	Staging Australia
KTB209	Applied Performance
SELECT	A Second Teaching Area Unit (List B)
SELECT	An Elective

Course structure for students who commenced in 2006 or earlier

Important Notice	
	Students who commenced this course in 2006 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

List A - Creative Industries Core Units

KKB007	Introduction to Multimedia Technology
KKB008	Narrative in the Creative Industries
KKB009	Writing for Creative Industries
KKB010	Cultures and Creativity
KKB018	Creative Industries
	* KKB007 and KKB009 are recommended for first year students.
	** KKB018 is not recommended for first year students until their second semester.

List B - 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 Myth Busting 1
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	Introduction to Film, TV and New Media 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
	Please note that if you are out-of-step and require Film & Media units, from 2010 onwards, the only Film & Media units available will be KPB101, KPB104, KPB105, KPB112, KPB113, KPB203 and KPB205.

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
	Please note that if you are out-of-step and require geography units, from 2010 onwards,

the only geography units available will be CLB109, CLB110, CLB111, CLB112, CLB113 and CLB114.

History (48 credit points)

Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World.

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

Please note that if you are out-of-step and require history units, from 2010 onwards, the only history units available will be CLB101, CLB102, CLB103, CLB104, CLB105, CLB106, CLB107, and CLB108.

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
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, 6TP4

EDB005	Teaching and Learning Studies 5: Professional Work of Teachers
EDB007	Culture Studies: Indigenous Education

(Students must enrol in 6TP4 mode for both EDB005 and EDB007)

EDB005 is delivered through the Stepping Out Conference, which for 2010 is held from 12-14 July (subject to change).

Year 4, Semester 2

EDB034	Secondary Field Studies 4
EDB035	Internship (Secondary)

List C - 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
CLB026	Film and Media Curriculum Studies 3
CLB038	LOTE Curriculum Studies 3
CLB056	Social Education Curriculum Studies 3

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: 2010
Admissions: No
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 432 cp
Standard credit points per full-time semester: 54 cp ave
Course coordinator: Head, Undergraduate Studies (Creative Industries); (Education) Dr Mal Shield
Discipline coordinator: Visual Arts: Dr Courtney Pedersen
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.

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.

For students with a STA in Dance who commenced in 2007

Semester 1, Year 1	
SELECT	A Creative Industries Core Unit (List A)
KVB100	Research and Creativity in the Visual Arts
KVB102	Modernism
KVB110	2D Media and Processes
KDB103	Dance Technique Studies 1

Semester 2, Year 1	
SELECT	A Creative Industries Core Unit (List A)
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
KVB213	Graphic Investigation
KDB205	Dance in Education
KDB213	Dance Technique Studies 3
SELECT	Either KVB202 or KVB212:
KVB202	Visual Imaging - Process and Theory
KVB212	Australian Art, Architecture and Design

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

For students with a STA in Drama who commenced in 2007

Semester 1, Year 1

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

Semester 2, Year 1

SELECT	A Creative Industries Core Unit (List A)
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
KVB213	Graphic Investigation
KTB101	20th Century Performance
SELECT	Either KVB202 or KVB212:
KVB202	Visual Imaging - Process and Theory
KVB212	Australian Art, Architecture and Design

Semester 2, Year 2

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

For students with a STA in Music who commenced in 2007

Semester 1, Year 1

SELECT	A Creative Industries Core Unit (List A)
KVB100	Research and Creativity in the Visual Arts
KVB102	Modernism
KVB110	2D Media and Processes
SELECT	Either KMB003, KMB004, or KMB108:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics

Semester 2, Year 1

SELECT	A Creative Industries Core Unit (List A)
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
KVB213	Graphic Investigation
KMB130	Core Musicianship 1
SELECT	Either KVB202 or KVB212:
KVB202	Visual Imaging - Process and Theory
KVB212	Australian Art, Architecture and Design

Semester 2, Year 2

KVB203	Earth, Object and Installation
KVB211	Post 1945 Art
KMB131	Core Musicianship 2
SELECT	Two of the following four units:
KMB002	Music and Spirituality
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB301	The Music Industry

For students with a STA other than Drama, Dance or Music who commenced in 2007

Semester 1, Year 1

SELECT	A Creative Industries Core Unit (List A)
KVB100	Research and Creativity in the Visual Arts
KVB102	Modernism
KVB110	2D Media and Processes
SELECT	A Second Teaching Area Unit (List B)

Semester 2, Year 1

SELECT	A Creative Industries Core Unit (List A)
KVB103	Australian Art

KVB108	Contemporary Asian Visual Culture
KVB111	3D Media and Processes
SELECT	A Second Teaching Area Unit (List B)

Semester 1, Year 2

KVB104	Photomedia and Artistic Practice
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation
SELECT	A Second Teaching Area Unit (List B)
SELECT	Either KVB202 or KVB212:
KVB202	Visual Imaging - Process and Theory
KVB212	Australian Art, Architecture and Design

Semester 2, Year 2

KVB203	Earth, Object and Installation
KVB211	Post 1945 Art
SELECT	An Elective
SELECT	An Elective
SELECT	A Second Teaching Area Unit (List B)

Course structure for students who commenced in 2006 or earlier

Important Notice

Students who commenced this course in 2006 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

List A - Creative Industries Core Units

KKB007	Introduction to Multimedia Technology
KKB008	Narrative in the Creative Industries
KKB009	Writing for Creative Industries
KKB010	Cultures and Creativity
KKB018	Creative Industries

* KKB007 and KKB009 are recommended for first year students.

** KKB018 is not recommended for first year students until their second semester.

List B - 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 Myth Busting 1
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	Introduction to Film, TV and New Media 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

Please note that if you are out-of-step and require Film & Media units, from 2010 onwards, the only Film & Media units available will be KPB101, KPB104, KPB105, KPB112, KPB113, KPB203 and KPB205.

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

Please note that if you are out-of-step and require geography units, from 2010 onwards, the only geography units available will be CLB109, CLB110, CLB111, CLB112, CLB113 and CLB114.

History (48 credit points)

Note: Students should seek to select units from each of areas of Australian, Asian, European and the Ancient World.

	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
	Please note that if you are out-of-step and require history units, from 2010 onwards, the only history units available will be CLB101, CLB102, CLB103, CLB104, CLB105, CLB106, CLB107, and CLB108.

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, 6TP4

EDB005	Teaching and Learning Studies 5: Professional Work of Teachers
EDB007	Culture Studies: Indigenous Education
	(Students must enrol in 6TP4 mode for both EDB005 and EDB007)
	EDB005 is delivered through the Stepping Out Conference, which for 2010 is held from 12-14 July (subject to change).

Year 4, Semester 2

EDB034	Secondary Field Studies 4
EDB035	Internship (Secondary)

List C - 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

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: 2010
Admissions: No
CRICOS code: 059227E
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,100 (indicative) per semester
International Fees (indicative): 2010: $10,750 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Mr Richard Thomas (Science and Technology)
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 1, 2009, a revised version of this double degree program has been introduced. This course has been recoded IX56 Bachelor of Creative Industries/Bachelor of Information Technology. The current IX27 Bachelor of Creative Industries/Bachelor of Information Technology will be offered for continuing students only.

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 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.

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

Further Information

For further information regarding this course, please contact the following:

Science and Technology Coordinator
Mr Richard Thomas
Phone: +61 073138 2782
Email: enquiry.scitech@qut.edu.au

Creative Industries Coordinator
Phone +61 7 3138 8114
Fax +61 7 3138 8116
Email: creativeindustries@qut.edu.au

Overview for students who commenced in 2008

Year 1, Semester 1	
INB103	Industry Insights
INB250	Systems Architecture
KKB101	Creative Industries: People and Practices
SELECT	A Creative Industries Discipline Unit

Year 1, Semester 2	
INB210	Databases
INB251	Networks
KKB102	Creative Industries: Making Connections
SELECT	A Creative Industries Discipline 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.
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Discipline Unit

Year 2, Semester 2	
INB270	Programming
INB271	The Web
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Discipline Unit

Year 3, Semester 1	
	IT Major Unit
	IT Major Unit
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Discipline Unit

Year 3, Semester 2	
INB301	The Business of IT
	IT Major Unit
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Discipline Unit

Year 4, Semester 1	
INB302	Capstone Project
	IT Major Unit
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Unit Option

Year 4, Semester 2	
	IT Major Unit
	IT Major Unit
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Unit Option

Communication Design course structure for students who commenced in 2008

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KIB101	Visual Communication

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KIB102	Visual Interactions

Year 2, Semester 1	
SELECT	A Creative Industries Unit Option
KIB103	Introduction to Web Design and Development

Year 2, Semester 2	
SELECT	A Creative Industries Unit Option
KIB104	Digital Media

Year 3, Semester 1	
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	
KIB216	Advanced Web Design
SELECT	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design

Year 4, Semester 1	
KIB315	Contemporary Issues in Digital Media
SELECT	Either KIB309 or KIB335:
KIB309	Embodied Interactions
KIB335	Typography and Illustration

Year 4, Semester 2	
KIB322	Design Project
SELECT	Either KIB314 or KKB338:
KIB314	Tangible Media
KIB338	Print Media

Interdisciplinary course structure for students who

commenced in 2008

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
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	Creative Industries co-major: First Unit

Year 2, Semester 2	
KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries co-major: Second Unit

Year 3, Semester 1	
SELECT	Creative Industries co-major: Third Unit
SELECT	Creative Industries co-major: Fourth Unit

Year 3, Semester 2	
SELECT	Creative Industries co-major: Fifth Unit
SELECT	Creative Industries co-major: Sixth Unit

Year 4, Semester 1	
SELECT	Transitions to New Professional Environment Unit
SELECT	Creative Industries co-major: Seventh Unit

Year 4, Semester 2	
SELECT	Transitions to New Professional Environment Unit
SELECT	Creative Industries co-major: Eighth Unit

Music course structure for students who commenced in 2008

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
SELECT	Either KMB003 or KMB005-1:
KMB003	Sex Drugs Rock 'n' roll
KMB005-1	Group Music

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KMB105	Music and Sound Technology
SELECT	KMB005-2 if KMB005-1 was completed in semester 1:
KMB005-2	Group Music

Year 2, Semester 1	
KMB130	Core Musicianship 1
SELECT	Either KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1

Year 2, Semester 2	
KMB131	Core Musicianship 2
SELECT	Either KMB111 or KMB121:
KMB111	Music Production 2
KMB121	Music Performance 2

Year 3, Semester 1	
SELECT	A Music Unit Option (List A)
KMB214-1	Music and Sound: Principal Study A

Year 3, Semester 2	
SELECT	A Music Unit Option (List B)
KMB214-2	Music and Sound: Principal Study A

Year 4, Semester 1	
SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List A)

Year 4, Semester 2	
SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List B)

LIST A: Music Unit Options	
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics
KMB113	Multi-Instrumental Music A
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB200	Music Scenes and Subcultures
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
KMB209	Conducting
KMB213	Multi-Instrumental Music B

LIST B: Music Unit Options	
KMB002	Music and Spirituality
KMB106	Music and Sound for Multimedia
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB212	Arranging

KMB301	The Music Industry
	*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Sound Design course structure for students who commenced in 2008

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KMB105	Music and Sound Technology

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KMB106	Music and Sound for Multimedia
	*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1	
KMB104	Music and Sound Skills
KMB110	Music Production 1

Year 2, Semester 2	
KMB107	Sound, Image, Text
KMB111	Music Production 2

Year 3, Semester 1	
SELECT	A Sound Design Unit Option (List A)
KMB214-1	Music and Sound: Principal Study A

Year 3, Semester 2	
KMB205	Sound Media Musicianship
KMB214-2	Music and Sound: Principal Study A

Year 4, Semester 1	
SELECT	A Creative Industries Unit Option
SELECT	A Creative Industries Unit Option

Year 4, Semester 2	
KMB301	The Music Industry
SELECT	A Sound Design Unit Option (List B)

LIST A: Sound Design Unit Options	
KIB103	Introduction to Web Design and Development
KIB108	Animation History and Practices
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music

LIST B: Sound Design Unit Options	
KCB202	New Media 2: Applications and Implications
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KPB101	Introduction to Film, TV and New Media Production

Overview for students who commenced in 2007

Year 1, Semester 1	
INB103	Industry Insights
INB250	Systems Architecture
SELECT	A Creative Industries Core Unit
SELECT	A Creative Industries Discipline Unit

Year 1, Semester 2	
INB210	Databases
INB251	Networks
SELECT	A Creative Industries Core Unit
SELECT	A Creative Industries Discipline 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.
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Discipline Unit

Year 2, Semester 2	
INB270	Programming
INB271	The Web
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Discipline Unit

Year 3, Semester 1	
	IT Major Unit
	IT Major Unit
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Discipline Unit

Year 3, Semester 2	
INB301	The Business of IT
	IT Major Unit
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Discipline Unit

Year 4, Semester 1	
INB302	Capstone Project
	IT Major Unit
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Unit Option

Year 4, Semester 2	
	IT Major Unit
	IT Major Unit
SELECT	A Creative Industries Discipline Unit
SELECT	A Creative Industries Unit Option

Communication Design course structure for students who commenced in 2007

Year 1, Semester 1	
SELECT	A Creative Industries Core Unit
KIB101	Visual Communication

Year 1, Semester 2	
SELECT	A Creative Industries Core Unit
KIB102	Visual Interactions

Year 2, Semester 1	
SELECT	A Creative Industries Unit Option
KIB103	Introduction to Web Design and Development

Year 2, Semester 2	
SELECT	A Creative Industries Unit Option
KIB104	Digital Media

Year 3, Semester 1	
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	
KIB216	Advanced Web Design
SELECT	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design

Year 4, Semester 1	
KIB315	Contemporary Issues in Digital Media
SELECT	Either KIB309 or KIB335:
KIB309	Embodied Interactions
KIB335	Typography and Illustration

Year 4, Semester 2	
KIB322	Design Project
SELECT	Either KIB314 or KKB338:
KIB314	Tangible Media
KIB338	Print Media

Interdisciplinary course structure for students who commenced in 2007

Year 1, Semester 1	
SELECT	A Creative Industries Core Unit
SELECT	Sub-Major 1: First Unit

Year 1, Semester 2	
SELECT	A Creative Industries Core Unit
SELECT	Sub-Major 1: Second Unit

Year 2, Semester 1	
SELECT	Sub-Major 1: Third Unit
SELECT	Sub-Major 2: First Unit

Year 2, Semester 2	
SELECT	Sub-Major 1: Fourth Unit
SELECT	Sub-Major 2: Second Unit

Year 3, Semester 1	
SELECT	Sub-Major 1: Fifth Unit
SELECT	Sub-Major 2: Third Unit

Year 3, Semester 2	
SELECT	Sub-Major 1: Sixth Unit
SELECT	Sub-Major 2: Fourth Unit

Year 4, Semester 1	
SELECT	A Creative Industries Unit Option
SELECT	Sub-Major 2: Fifth Unit

Year 4, Semester 2	
SELECT	A Creative Industries Unit Option
SELECT	Sub-Major 2: Sixth Unit

Please note: At least eight of your sub-major units must be K-coded units

Music course structure for students who commenced in 2007

Year 1, Semester 1	
SELECT	A Creative Industries Core Unit
SELECT	Either KMB003 or KMB005-1:
KMB003	Sex Drugs Rock 'n' roll
KMB005-1	Group Music

Year 1, Semester 2	
SELECT	A Creative Industries Core Unit
KMB105	Music and Sound Technology
SELECT	KMB005-2 if KMB005-1 was completed in semester 1:
KMB005-2	Group Music

Year 2, Semester 1	
KMB130	Core Musicianship 1
SELECT	Either KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1

Year 2, Semester 2	
KMB131	Core Musicianship 2
SELECT	Either KMB111 or KMB121:
KMB111	Music Production 2

KMB121	Music Performance 2

Year 3, Semester 1

SELECT	A Music Unit Option (List A)
KMB214-1	Music and Sound: Principal Study A

Year 3, Semester 2

SELECT	A Music Unit Option (List B)
KMB214-2	Music and Sound: Principal Study A

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List A)

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List B)

LIST A: Music Unit Options

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics
KMB113	Multi-Instrumental Music A
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB200	Music Scenes and Subcultures
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
KMB209	Conducting
KMB213	Multi-Instrumental Music B

LIST B: Music Unit Options

KMB002	Music and Spirituality
KMB106	Music and Sound for Multimedia
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB212	Arranging
KMB301	The Music Industry

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Sound Design course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KMB105	Music and Sound Technology

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KMB106	Music and Sound for Multimedia

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1

KMB104	Music and Sound Skills
KMB110	Music Production 1

Year 2, Semester 2

KMB107	Sound, Image, Text
KMB111	Music Production 2

Year 3, Semester 1

SELECT	A Sound Design Unit Option (List A)
KMB214-1	Music and Sound: Principal Study A

Year 3, Semester 2

KMB205	Sound Media Musicianship
KMB214-2	Music and Sound: Principal Study A

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
SELECT	A Creative Industries Unit Option

Year 4, Semester 2

KMB301	The Music Industry
SELECT	A Sound Design Unit Option (List B)

LIST A: Sound Design Unit Options

KIB103	Introduction to Web Design and Development
KIB108	Animation History and Practices
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music

LIST B: Sound Design Unit Options

KCB202	New Media 2: Applications and Implications
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KPB101	Introduction to Film, TV and New Media Production

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory

elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

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

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

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management

BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list
	Advanced AMB Unit Options (AMB240 is mandatory):
AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing
	Advanced MGB Unit Options (MGB310 is mandatory):
MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment
	Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer
	*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion
	Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing

AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Sub-Majors

Art and Visual Culture (KAV)

Instructions: Complete any six of the below units.

KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Art History, Architecture and Design (KAA)

Instructions: Complete any six of the below units.

DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DAB525	Architecture and the City
DEB102	Introducing Design History
KVB102	Modernism

KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB307	Theories of Spatial Culture

Communication (KCN)

	Instructions: Complete any six of the below units.
KCB101	Introduction to Media and Communication: Texts
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB302	Political Communication
KKB004	Indigenous Creative Industries
SELECT	Either KWB102 or KWB106:
KWB102	Media Writing
KWB106	Corporate Writing and Editing

Computational Arts (KKC)

	Instructions: Complete any six of the below units.
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KIB105	Animation and Motion Graphics
KMB107	Sound, Image, Text
KMB129	Music and Sound Production 2
KVB211	Post 1945 Art
	Note: ITB001, ITB003,KKB210, KKB211 and KVB202 are permitted to count towards this sub-major.

Creative and Professional Writing (KCW)

	Instructions: Complete any six of the below units.
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
	Note: KWB204 is permitted to count towards this sub-major.

Creative Industries Management (KCI)

	Instructions: Complete any six of the below units.
BSB115	Management
BSB126	Marketing
KTB104	Performance Innovation
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
MGB223	Entrepreneurship and Innovation

Dance (KDN)

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

Digital Media (KDM)

	Instructions: Complete any six of the below units.
KCB102	Media Myth Busting 1
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KPB110	The Movie, TV & New Media Business
KVB306	Video Art and Culture

Fashion, Art and Communication (KFA)

	Instructions: Complete any six of the below units.
KCB203	Consumption Matters: Consumer Cultures and Identity
KFB103	Introduction to Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB212	Australian Art, Architecture and Design
	Note: KFB203 is permitted to count towards this sub-major.

Indigenous Studies (KIS)

	Instructions: Complete any six of the below units.
EDB007	Culture Studies: Indigenous Education
EDB038	Indigenous Australian Culture Studies
EDB039	Indigenous Politics and Political Culture
EDB040	Indigenous Knowledge: Research Ethics and Protocols
EDB041	Indigenous Australia: Country, Kin and Culture
KWB109	Writing Australia
	Note: JSB352, KKB004 and KWB307 are permitted to count towards this sub-major.

Interaction Design (KIN)

Instructions: Complete any six of the below units.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB230	Interface and Information Design

Note: KIB210 (24 cps) is permitted to count towards this sub-major.

Journalism (KJO)

Instructions: Complete any six of the below units.

KFB205	Fashion and Style Journalism
KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Literary and Cultural Studies (KLC)

Instructions: Complete any six of the below units.

KWB103	Persuasive Writing
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

Music and Sound Studies (KMS)

Instructions: Complete any six of the below units.

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB301	The Music Industry

Note: KMB002, KMB007, KMB104 and KMB204 are permitted to count towards this sub-major.

Performance Studies (KTP)

Instructions: Complete any six of the below units.

KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB209	Applied Performance

Screen Studies (KSC)

Instructions: Complete any six of the below units.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Television (KTV)

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB303	Critical Thinking About Television

IMPORTANT

Where it allows, students can take a maximum of 8 units outside the Creative Industries Faculty (depending on the course the student is currently enrolled in). The following submajors/minors are offered through the Faculty of Business. Students may take only ONE of these as a complete submajor. For information about availability of non-Creative Industries Units, contact the Course Coordinator

Advertising (KAD)

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
BSB126	Marketing

Entrepreneurship (KEN)

Instructions: Complete any six of the below units.

AMB251	Innovation and Brand Management

BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth

Note: BSB212 and AMB202 are permitted to be counted towards this sub-major if completed in 2009 or earlier.

Public Relations (KPR)

AMB201	Marketing and Audience Research
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
BSB126	Marketing

Note: AMB261 and AMB262 are permitted to count towards this sub-major if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102 Media Myth Busting 1

KCB105 Media Myth Busting 2

KCB203 Consumption Matters: Consumer Cultures and Identity

KCB301 Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126 Marketing

KWB102 Media Writing

KXB101 Introduction to Entertainment

KXB102 Global Entertainment

KXB201 Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

KFB103 Introduction to Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB206 Fashion and Modernity

KFB207 Contemporary Fashion

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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

Creative Industries Transitions to New Professional Environments Unit Options

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
KKB350	Creative Industries International Study Tour

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

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	Agile Software Development

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 is only to be used as a prereq for INB381
MAB281	Mathematics for Computer Graphics
	null

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

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: 2010
Admissions: Yes
CRICOS code: 059596B
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,600 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409182
Past rank cut-off: 84
Past OP cut-off: 9
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: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr Erica French (Business)
Discipline coordinator: Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Anup Basu (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 core units as well as one creative industries major from 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.

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. Accountancy students will complete 10 major units and 6 Faculty core units in order to meet professional recognition requirements.

The Creative Industries component is made up of 96 credit points of core units and a Creative Industries major (96 credit points).

Professional Recognition

Business component: Students may be eligible for membership to a number of professional bodies depending on choice of major and unit selection. Details on professional recognition can be found under the individual majors of the Bachelor of Business (BS05).

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

Course structure for students who commenced in 2010

Year 1, Semester 1	
	Business Faculty Core Unit
	Business Faculty Core Unit
KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media

	Production
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2

	Business Faculty Core Unit
	Business Faculty Core Unit
KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

	Business Faculty Core Unit
	Business Faculty Core Unit
KKB221	Approaching Interdisciplinarity
SELECT	Creative Industries Major: First Unit

Year 2, Semester 2

	Business Faculty Core Unit
	Business Faculty Core Unit
KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries Major: Second Unit

Year 3, Semester 1

	Business Faculty Major Unit
	Business Faculty Major Unit
SELECT	Creative Industries Major: Third Unit
SELECT	Creative Industries Major: Fourth Unit

Year 3, Semester 2

	Business Faculty Major Unit
	Business Faculty Major Unit
SELECT	Creative Industries Major: Fifth Unit
SELECT	Creative Industries Major: Sixth Unit

Year 4, Semester 1

	Business Faculty Major Unit
	Business Faculty Major Unit
SELECT	Creative Industries Major: Seventh Unit
SELECT	A Transitions to New Professional Environments Unit

Year 4, Semester 2

	Business Faculty Major Unit
	Business Faculty Major Unit
SELECT	Creative Industries Major: Eighth Unit
SELECT	A Transitions to New Professional Environments Unit

Course structure for students who commenced in 2009

Year 1, Semester 1

	Business Faculty Core Unit
	Business Faculty Core Unit
KKB101	Creative Industries: People and Practices
SELECT	Either KPB150 or KVB104:
KPB150	Foundations of Multi-platform Production
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2

	Business Faculty Core Unit
	Business Faculty Core Unit
KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

	Business Faculty Core Unit
	Business Faculty Core Unit
KKB221	Approaching Interdisciplinarity
SELECT	Creative Industries Major: First Unit

Year 2, Semester 2

	Business Faculty Core Unit
	Business Faculty Core Unit
KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries Major: Second Unit

Year 3, Semester 1

	Business Faculty Major Unit
	Business Faculty Major Unit
SELECT	Creative Industries Major: Third Unit
SELECT	Creative Industries Major: Fourth Unit

Year 3, Semester 2

	Business Faculty Major Unit
	Business Faculty Major Unit
SELECT	Creative Industries Major: Fifth Unit
SELECT	Creative Industries Major: Sixth Unit

Year 4, Semester 1

	Business Faculty Major Unit
	Business Faculty Major Unit
SELECT	Creative Industries Major: Seventh Unit
SELECT	A Transitions to New Professional Environments Unit

Year 4, Semester 2

	Business Faculty Major Unit
	Business Faculty Major Unit
SELECT	Creative Industries Major: Eighth Unit
SELECT	A Transitions to New Professional Environments Unit

Communication Design course structure for students who commenced in 2008

Year 1, Semester 1

KKB101	Creative Industries: People and Practices

KIB101	Visual Communication

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KIB102	Visual Interactions

Year 2, Semester 1

SELECT	A Creative Industries Unit Option
KIB103	Introduction to Web Design and Development

Year 2, Semester 2

SELECT	A Creative Industries Unit Option
KIB104	Digital Media

Year 3, Semester 1

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

KIB216	Advanced Web Design
SELECT	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design

Year 4, Semester 1

KIB315	Contemporary Issues in Digital Media
SELECT	Either KIB309 or KIB335:
KIB309	Embodied Interactions
KIB335	Typography and Illustration

Year 4, Semester 2

KIB322	Design Project
SELECT	Either KIB314 or KKB338:
KIB314	Tangible Media
KIB338	Print Media

Creative Writing course structure for students who commenced in 2008

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story

Year 2, Semester 1

KWB103	Persuasive Writing
KWB107	Creative Non-Fiction

Year 2, Semester 2

KWB102	Media Writing
SELECT	Either KJB224 or KWB106:
KJB224	Feature Writing
KWB106	Corporate Writing and Editing

Year 3, Semester 1

SELECT	A Creative Industries Unit Option
KWB207	Great Books: Creative Writing Classics

Year 3, Semester 2

SELECT	A Creative Industries Unit Option
KWB206	Youth and Children's Writing

Year 4, Semester 1

KWB211	Stylistics and Poetics
KWB313	Novel and Memoir

Year 4, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry

Dance course structure for students who commenced in 2008

Year 1, Semester 1

KDB103	Dance Technique Studies 1
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KDB104	Dance Technique Studies 2
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

KDB105	Architecture of the Body
KDB213	Dance Technique Studies 3

Year 2, Semester 2

KDB107	Choreographic Studies 1
KDB214	Dance Technique Studies 4

Year 3, Semester 1

KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2

Year 3, Semester 2

KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB208	Integrated Professional Skills

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
KDB108	World Dance

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
KDB204	Australian Dance

Drama course structure for students who commenced in 2008

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation

Year 2, Semester 1

KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 2, Semester 2

KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 3, Semester 1

SELECT	A Creative Industries Unit Option
KTB206	The Creating Body

Year 3, Semester 2

SELECT	A Creative Industries Unit Option
KTB207	Staging Australia

Year 4, Semester 1

KTB204	Understanding Performance
KTB301	Performing Self

Year 4, Semester 2

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist

Interdisciplinary course structure for students who commenced in 2008

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
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	Creative Industries co-major: First Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries co-major: Second Unit

Year 3, Semester 1

SELECT	Creative Industries co-major: Third Unit
SELECT	Creative Industries co-major: Fourth Unit

Year 3, Semester 2

SELECT	Creative Industries co-major: Fifth Unit
SELECT	Creative Industries co-major: Sixth Unit

Year 4, Semester 1

SELECT	Transitions to New Professional Environment Unit
SELECT	Creative Industries co-major: Seventh Unit

Year 4, Semester 2

SELECT	Transitions to New Professional Environment Unit
SELECT	Creative Industries co-major: Eighth Unit

Media and Communication course structure for students who commenced in 2008

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KCB101	Introduction to Media and Communication: Texts

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KCB104	Introduction to Media and Communications: Industries

Year 2, Semester 1

KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication

Year 2, Semester 2

KCB105	Media Myth Busting 2
KCB202	New Media 2: Applications and Implications

Year 3, Semester 1

KCB201	New Media 1: Information and Knowledge
KCB304	Managing Communication Resources

Year 3, Semester 2

KCB203	Consumption Matters: Consumer Cultures and Identity
SELECT	Either KCB205 or a Creative Industries Unit Option:
KCB205	Professional Communication

	A Creative Industries Unit Option

Year 4, Semester 1

KCB301	Media Audiences
KCB302	Political Communication

Year 4, Semester 2

KCB303	Brisbane Media Map
SELECT	Either KKB341, KKB343, KKB345 or a Creative Industries Unit Option:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
	A Creative Industries Unit Option

Music course structure for students who commenced in 2008

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	Either KMB003 or KMB005-1:
KMB003	Sex Drugs Rock 'n' roll
KMB005-1	Group Music

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB105	Music and Sound Technology
SELECT	KMB005-2 if KMB005-1 was completed in semester 1:
KMB005-2	Group Music

Year 2, Semester 1

KMB130	Core Musicianship 1
SELECT	Either KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1

Year 2, Semester 2

KMB131	Core Musicianship 2
SELECT	Either KMB111 or KMB121:
KMB111	Music Production 2
KMB121	Music Performance 2

Year 3, Semester 1

SELECT	A Music Unit Option (List A)
KMB214-1	Music and Sound: Principal Study A

Year 3, Semester 2

SELECT	A Music Unit Option (List B)
KMB214-2	Music and Sound: Principal Study A

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List A)

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List B)

LIST A: Music Unit Options

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics
KMB113	Multi-Instrumental Music A
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB200	Music Scenes and Subcultures
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
KMB209	Conducting
KMB213	Multi-Instrumental Music B

LIST B: Music Unit Options

KMB002	Music and Spirituality
KMB106	Music and Sound for Multimedia
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB212	Arranging
KMB301	The Music Industry
	*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Sound Design course structure for students who commenced in 2008

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KMB105	Music and Sound Technology

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB106	Music and Sound for Multimedia
	*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1

KMB104	Music and Sound Skills
KMB110	Music Production 1

Year 2, Semester 2

KMB107	Sound, Image, Text

KMB111	Music Production 2

Year 3, Semester 1

SELECT	A Sound Design Unit Option (List A)
KMB214-1	Music and Sound: Principal Study A

Year 3, Semester 2

KMB205	Sound Media Musicianship
KMB214-2	Music and Sound: Principal Study A

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
SELECT	A Creative Industries Unit Option

Year 4, Semester 2

KMB301	The Music Industry
SELECT	A Sound Design Unit Option (List B)

LIST A: Sound Design Unit Options

KIB103	Introduction to Web Design and Development
KIB108	Animation History and Practices
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music

LIST B: Sound Design Unit Options

KCB202	New Media 2: Applications and Implications
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KPB101	Introduction to Film, TV and New Media Production

Television course structure for students who commenced in 2008

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KPB104	Film and Television Production Resource Management

Year 2, Semester 1

KPB106	Australian Television
KWB102	Media Writing

Year 2, Semester 2

SELECT	A Creative Industries Unit Option
KPB107	Television's Greatest Hits

Year 3, Semester 1

KCB301	Media Audiences
KPB202	Film and Television Business Skills: Entrepreneurship and Investment

Year 3, Semester 2

KKB175	Creative Industries Legal Issues
KPB207	Film and Television Scriptwriting

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
KPB303	Critical Thinking About Television

Year 4, Semester 2

KPB302	Project Development and Script Editing for Television
KPB310	Television Practice

Communication Design course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KIB101	Visual Communication

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KIB102	Visual Interactions

Year 2, Semester 1

SELECT	A Creative Industries Unit Option
KIB103	Introduction to Web Design and Development

Year 2, Semester 2

SELECT	A Creative Industries Unit Option
KIB104	Digital Media

Year 3, Semester 1

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

KIB216	Advanced Web Design
SELECT	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design

Year 4, Semester 1

KIB315	Contemporary Issues in Digital Media
SELECT	Either KIB309 or KIB335:
KIB309	Embodied Interactions
KIB335	Typography and Illustration

Year 4, Semester 2

KIB322	Design Project
SELECT	Either KIB314 or KKB338:
KIB314	Tangible Media
KIB338	Print Media

Creative Writing course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KWB101	Introduction to Creative Writing

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KWB104	Creative Writing: The Short Story

Year 2, Semester 1

KWB107	Creative Non-Fiction
SELECT	Either KWB102 or KWB103:
KWB102	Media Writing
KWB103	Persuasive Writing

Year 2, Semester 2

KWB204	Writing for Performance
SELECT	Either KJB224 or KWB106:
KJB224	Feature Writing
KWB106	Corporate Writing and Editing

Year 3, Semester 1

SELECT	A Creative Industries Unit Option
KWB207	Great Books: Creative Writing Classics

Year 3, Semester 2

SELECT	A Creative Industries Unit Option
KWB206	Youth and Children's Writing

Year 4, Semester 1

KWB211	Stylistics and Poetics
KWB313	Novel and Memoir

Year 4, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry

NOTES:

* If you have done both KWB204 Creative Non-fiction: Life Writing and KWB203 Creative Writing: The Novel then you cannot enroll in KWB313 Novel and Memoir. But if you have completed only one of KWB204 Creative Non-fiction: Life Writing or KWB203 Creative Writing: The Novel, you can and must do KWB313 Novel and Memoir.

* If you have not successfully completed KWB204, you must enrol one of the following units: KWB102, KWB103 or KJB224

Dance course structure for students who commenced in 2007

Year 1, Semester 1

KDB103	Dance Technique Studies 1
SELECT	A Creative Industries Core Unit

Year 1, Semester 2

KDB104	Dance Technique Studies 2
SELECT	A Creative Industries Core Unit

Year 2, Semester 1

KDB105	Architecture of the Body
KDB213	Dance Technique Studies 3

Year 2, Semester 2

KDB107	Choreographic Studies 1
KDB214	Dance Technique Studies 4

Year 3, Semester 1

KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2

Year 3, Semester 2

KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB208	Integrated Professional Skills

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
KDB108	World Dance

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
KDB204	Australian Dance

Drama course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KTB101	20th Century Performance

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KTB104	Performance Innovation

Year 2, Semester 1

KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 2, Semester 2

KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 3, Semester 1	
SELECT	A Creative Industries Unit Option
KTB206	The Creating Body

Year 3, Semester 2	
SELECT	A Creative Industries Unit Option
KTB207	Staging Australia

Year 4, Semester 1	
KTB204	Understanding Performance
KTB301	Performing Self

Year 4, Semester 2	
KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist

Interdisciplinary course structure for students who commenced in 2007

Year 1, Semester 1	
SELECT	A Creative Industries Core Unit
SELECT	Sub-Major 1: First Unit

Year 1, Semester 2	
SELECT	A Creative Industries Core Unit
SELECT	Sub-Major 1: Second Unit

Year 2, Semester 1	
SELECT	Sub-Major 1: Third Unit
SELECT	Sub-Major 2: First Unit

Year 2, Semester 2	
SELECT	Sub-Major 1: Fourth Unit
SELECT	Sub-Major 2: Second Unit

Year 3, Semester 1	
SELECT	Sub-Major 1: Fifth Unit
SELECT	Sub-Major 2: Third Unit

Year 3, Semester 2	
SELECT	Sub-Major 1: Sixth Unit
SELECT	Sub-Major 2: Fourth Unit

Year 4, Semester 1	
SELECT	A Creative Industries Unit Option
SELECT	Sub-Major 2: Fifth Unit

Year 4, Semester 2	
SELECT	A Creative Industries Unit Option
SELECT	Sub-Major 2: Sixth Unit

Please note: At least eight of your sub-major units must be K-coded units

Media and Communication course structure for students who commenced in 2007

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
SELECT	A Creative Industries Core Unit

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
SELECT	A Creative Industries Core Unit

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication

Year 2, Semester 2	
KCB105	Media Myth Busting 2
KCB202	New Media 2: Applications and Implications

Year 3, Semester 1	
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Year 3, Semester 2	
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB304	Managing Communication Resources

Year 4, Semester 1	
KCB301	Media Audiences
SELECT	Either KCB205 or a Creative Industries Unit Option:
KCB205	Professional Communication
	A Creative Industries Unit Option

Year 4, Semester 2	
KCB303	Brisbane Media Map
SELECT	Either KKB341, KKB343, KKB345 or a Creative Industries Unit Option:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
	A Creative Industries Unit Option

Music course structure for students who commenced in 2007

Year 1, Semester 1	
SELECT	A Creative Industries Core Unit
SELECT	Either KMB003 or KMB005-1:
KMB003	Sex Drugs Rock 'n' roll
KMB005-1	Group Music

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KMB105	Music and Sound Technology
SELECT	KMB005-2 if KMB005-1 was completed in semester 1:
KMB005-2	Group Music

Year 2, Semester 1

KMB130	Core Musicianship 1
SELECT	Either KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1

Year 2, Semester 2

KMB131	Core Musicianship 2
SELECT	Either KMB111 or KMB121:
KMB111	Music Production 2
KMB121	Music Performance 2

Year 3, Semester 1

SELECT	A Music Unit Option (List A)
KMB214-1	Music and Sound: Principal Study A

Year 3, Semester 2

SELECT	A Music Unit Option (List B)
KMB214-2	Music and Sound: Principal Study A

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List A)

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List B)

LIST A: Music Unit Options

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics
KMB113	Multi-Instrumental Music A
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB200	Music Scenes and Subcultures
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
KMB209	Conducting
KMB213	Multi-Instrumental Music B

LIST B: Music Unit Options

KMB002	Music and Spirituality
KMB106	Music and Sound for Multimedia
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB212	Arranging
KMB301	The Music Industry

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Sound Design course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KMB105	Music and Sound Technology

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KMB106	Music and Sound for Multimedia

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1

KMB104	Music and Sound Skills
KMB110	Music Production 1

Year 2, Semester 2

KMB107	Sound, Image, Text
KMB111	Music Production 2

Year 3, Semester 1

SELECT	A Sound Design Unit Option (List A)
KMB214-1	Music and Sound: Principal Study A

Year 3, Semester 2

KMB205	Sound Media Musicianship
KMB214-2	Music and Sound: Principal Study A

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
SELECT	A Creative Industries Unit Option

Year 4, Semester 2

KMB301	The Music Industry
SELECT	A Sound Design Unit Option (List B)

LIST A: Sound Design Unit Options

KIB103	Introduction to Web Design and Development
KIB108	Animation History and Practices
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music

LIST B: Sound Design Unit Options

KCB202	New Media 2: Applications and Implications

KIB104	Digital Media
KIB105	Animation and Motion Graphics
KPB101	Introduction to Film, TV and New Media Production

Television course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KPB101	Introduction to Film, TV and New Media Production

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KPB104	Film and Television Production Resource Management

Year 2, Semester 1

KPB106	Australian Television
KWB102	Media Writing

Year 2, Semester 2

SELECT	A Creative Industries Elective
KPB107	Television's Greatest Hits

Year 3, Semester 1

KCB301	Media Audiences
KPB202	Film and Television Business Skills: Entrepreneurship and Investment

Year 3, Semester 2

KKB175	Creative Industries Legal Issues
KPB207	Film and Television Scriptwriting

Year 4, Semester 1

KPB302	Project Development and Script Editing for Television
KPB303	Critical Thinking About Television

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
KPB304	Television Practice

Visual Arts course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KVB100	Research and Creativity in the Visual Arts

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KVB104	Photomedia and Artistic Practice

Year 2, Semester 1

KVB102	Modernism
KVB110	2D Media and Processes

Year 2, Semester 2

SELECT	A Creative Industries Elective
KVB111	3D Media and Processes

Year 3, Semester 1

KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Year 3, Semester 2

KVB103	Australian Art
KVB211	Post 1945 Art

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
SELECT	Either KVB212 or KVB304:
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues

Year 4, Semester 2

KVB306	Video Art and Culture
SELECT	Either KVB108 or KVB307:
KVB108	Contemporary Asian Visual Culture
KVB307	Theories of Spatial Culture

Creative Industries Major Options

INSTRUCTIONS FOR 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 major, following semester of offer and unit requisites (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.

Animation

Description: This major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

Assumed Knowledge: There is no specific prior

knowledge required as a prerequisite to undertaking this major.

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 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 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 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

Creative and Professional Writing

Description: The aim of this 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 major.

Instructions: Of the eight units you need to complete, you must select at least three units coded 200 or above.

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 Studies

Description: This 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 major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

*KDB205 will not be offered in 2010.

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This 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 major.

KCB101	Introduction to Media and Communication: Texts

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The 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 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 major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment?Practice:?Balancing?Entertain ment?and?Creativity
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Fashion

Description: This 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 major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 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 organisational 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 major.

KPB101	Introduction to Film, TV and New Media

Production

KPB104 Film and Television Production Resource Management

KPB105 Narrative Production

KPB109 Film and TV History

KPB110 The Movie, TV & New Media Business

KPB112 TV and Film Genres

KPB113 TV and Film Text Analysis

KPB202 Film and Television Business Skills: Entrepreneurship and Investment

KPB203 Australian Film

KPB205 Documentary Theory and Practice

KPB206 International Cinema

KPB212 Australian Film and TV

KPB303 Critical Thinking About Television

KPB313 How to be a Producer

Interactive and Visual Design

Description: This major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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

KVB105 Drawing for Design

KVB204 Graphic Design

Journalism, Media and Communication

Description: This 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 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 organisations that wish to build, and maintain, a media profile.

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

SELECT Either KCB102 or KJB101:

KCB102 Media Myth Busting 1

KJB101 Digital Journalism

KJB120 Newswriting

KCB104 Introduction to Media and Communications: Industries

KJB121 Journalistic Inquiry

KCB103 Strategic Speech Communication

KJB224 Feature Writing

KJB239 Journalism Ethics and Issues

SELECT Either KFB205 or KJB280:

KFB205 Fashion and Style Journalism

KJB280 International Journalism

KCB301 Media Audiences

KCB302 Political Communication

SELECT Either KCB304 or KJB337:

KCB304 Managing Communication Resources

KJB337 Public Affairs Reporting

Literary Studies

Description: The aims of this 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 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

Music

Description: This major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a

combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101 Introduction to Media and Communication: Texts

SELECT: Either KCB102 or KJB101:

KCB102 Media Myth Busting 1

KJB101 Digital Journalism

SELECT Either KCB104 or KPB110:

KCB104 Introduction to Media and Communications: Industries

KPB110 The Movie, TV & New Media Business

KCB201 New Media 1: Information and Knowledge

KCB202 New Media 2: Applications and Implications

KCB203 Consumption Matters: Consumer Cultures and Identity

KIB101 Visual Communication

KIB103 Introduction to Web Design and Development

KVB306 Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225 Music Theatre Skills

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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to

balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques

AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing
	Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Sub-Majors

Art and Visual Culture (KAV)

	Instructions: Complete any six of the below units.
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Art History, Architecture and Design (KAA)

	Instructions: Complete any six of the below units.
DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DAB525	Architecture and the City
DEB102	Introducing Design History
KVB102	Modernism
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB307	Theories of Spatial Culture

Communication (KCN)

	Instructions: Complete any six of the below units.
KCB101	Introduction to Media and Communication: Texts
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB302	Political Communication
KKB004	Indigenous Creative Industries
SELECT	Either KWB102 or KWB106:
KWB102	Media Writing
KWB106	Corporate Writing and Editing

Computational Arts (KKC)

	Instructions: Complete any six of the below units.
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KIB105	Animation and Motion Graphics
KMB107	Sound, Image, Text
KMB129	Music and Sound Production 2
KVB211	Post 1945 Art
	Note: ITB001, ITB003,KKB210, KKB211 and KVB202 are permitted to count towards this sub-major.

Creative and Professional Writing (KCW)

	Instructions: Complete any six of the below units.
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
	Note: KWB204 is permitted to count towards this sub-major.

Creative Industries Management (KCI)

	Instructions: Complete any six of the below units.
BSB115	Management
BSB126	Marketing
KTB104	Performance Innovation
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
MGB223	Entrepreneurship and Innovation

Dance (KDN)

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

Digital Media (KDM)

	Instructions: Complete any six of the below units.
KCB102	Media Myth Busting 1
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development

KPB110	The Movie, TV & New Media Business
KVB306	Video Art and Culture

Fashion, Art and Communication (KFA)

Instructions: Complete any six of the below units.

KCB203	Consumption Matters: Consumer Cultures and Identity
KFB103	Introduction to Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB212	Australian Art, Architecture and Design

Note: KFB203 is permitted to count towards this sub-major.

Indigenous Studies (KIS)

Instructions: Complete any six of the below units.

EDB007	Culture Studies: Indigenous Education
EDB038	Indigenous Australian Culture Studies
EDB039	Indigenous Politics and Political Culture
EDB040	Indigenous Knowledge: Research Ethics and Protocols
EDB041	Indigenous Australia: Country, Kin and Culture
KWB109	Writing Australia

Note: JSB352, KKB004 and KWB307 are permitted to count towards this sub-major.

Interaction Design (KIN)

Instructions: Complete any six of the below units.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB230	Interface and Information Design

Note: KIB210 (24 cps) is permitted to count towards this sub-major.

Journalism (KJO)

Instructions: Complete any six of the below units.

KFB205	Fashion and Style Journalism
KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Literary and Cultural Studies (KLC)

Instructions: Complete any six of the below units.

KWB103	Persuasive Writing
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

Music and Sound Studies (KMS)

Instructions: Complete any six of the below units.

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB301	The Music Industry

Note: KMB002, KMB007, KMB104 and KMB204 are permitted to count towards this sub-major.

Performance Studies (KTP)

Instructions: Complete any six of the below units.

KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB209	Applied Performance

Screen Studies (KSC)

Instructions: Complete any six of the below units.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Television (KTV)

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB303	Critical Thinking About Television

IMPORTANT

Where it allows, students can take a maximum of 8 units outside the Creative Industries Faculty (depending on the course the student is currently enrolled in). The following submajors/minors are offered through the Faculty of Business. Students may take only ONE of these as a complete submajor. For information about availability of non-Creative Industries Units, contact the Course Coordinator

Advertising (KAD)

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
BSB126	Marketing

Entrepreneurship (KEN)

Instructions: Complete any six of the below units.

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth

Note: BSB212 and AMB202 are permitted to be counted towards this sub-major if completed in 2009 or earlier.

Public Relations (KPR)

AMB201	Marketing and Audience Research
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
BSB126	Marketing

Note: AMB261 and AMB262 are permitted to count towards this sub-major if completed in 2009 or earlier.

Creative Industries Transitions to New Professional Environments Unit Options

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
KKB350	Creative Industries International Study Tour

Advertising Major

Year 1 Semester 1

BSB113	Economics
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 1

AMB201	Marketing and Audience Research
BSB111	Business Law and Ethics

Year 3 Semester 2

AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2

AMB339	Advertising Campaigns
BSB123	Data Analysis

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis

BSB124	Working in Business

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

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

Remaining Faculty Core Units

Students must complete both remaining Faculty Core units.

BSB119	Global Business
BSB126	Marketing

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

AYB221	Computerised Accounting Systems
EFB210	Finance 1

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

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

BSB119	Global Business
BSB123	Data Analysis

Year 3 Semester 1

EFB210	Finance 1
EFB222	Quantitative Methods For Economics and Finance

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

BSB119	Global Business
BSB126	Marketing

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

AYB227	International Accounting
MGB225	Intercultural Communication and Negotiation Skills

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

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

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

Advertising Major - Students who commenced in 2007-2008

Year 1 Semester 1

BSB122	now replaced by BSB123 Data Analysis
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB114	now replaced by BSB124 Working in Business
BSB119	Global Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 2

AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2

AMB202	Integrated Marketing Communication
AMB339	Advertising Campaigns

Notes:

Please contact the School of Advertising, Marketing & Public Relations if you require additional information.

International Business Major - Students who commenced in 2007-2008

Year 1 Semester 1

BSB119	Global Business
BSB126	Marketing

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

EFB240	Finance for International Business
	Plus one of the following:
IBB208	Please contact the School of AMPR regarding alternative unit
IBB217	Please contact the School of AMPR regarding alternative unit

Year 3 Semester 2

AMB210	Importing and Exporting
MGB340	International Business in the Asia-pacific

Year 4 Semester 1

AMB336	International Marketing
MGB225	Intercultural Communication and Negotiation Skills

Year 4 Semester 2

AMB303	International Logistics
AMB369	International Business Strategy

Marketing Major - Students who commenced in 2007-2008

Year 1 Semester 1

BSB123	Data Analysis
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management

Year 3 Semester 2

AMB200	Consumer Behaviour
AMB335	E-marketing Strategies

Year 4 Semester 1

AMB202	Integrated Marketing Communication
AMB340	Services Marketing

Year 4 Semester 2

AMB359	Strategic Marketing
AMB336	International Marketing
	or
AMB252	Business Decision Making

Public Relations Major - Students who commenced in 2007-2008

Year 1 Semester 1

BSB123	Data Analysis
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

AMB201	Marketing and Audience Research
AMB260	now replaced with AMB263 Introduction to Public Relations

Year 3 Semester 2

AMB261	Please contact the School of AMPR regarding alternative unit
AMB262	Please contact the School of AMPR regarding alternative unit

Year 4 Semester 1

AMB373	Corporate Communication
AMB374	Global Public Relations Cases

Year 4 Semester 2

AMB375	Public Relations Management
AMB379	Public Relations Campaigns

Banking & Finance Major - Students who commenced in 2007-208

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	
EFB210	Finance 1
EFB222	Quantitative Methods For Economics and Finance

Year 3 Semester 2	
EFB223	Economics 2
EFB307	Finance 2

Year 4 Semester 1	
EFB333	Introductory Econometrics
EFB335	Investments

Year 4 Semester 2	
EFB201	Financial Markets
EFB312	International Finance

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units	
	Please note: From 2010 elective units have been re-named Unit Options.
	These unit offerings are current at the time of publication but are subject to change.
	Rules for selecting Unit Options:
	* you must obey any Unit Option 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 major area.
	* you must have successfully completed any pre/co-requisite units applicable
	* the offering of these units is subject to sufficient student enrolment numbers and staff availability
	* some units are subject to quota restrictions
	* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies	
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
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
	* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance	
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment	
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business
	*Note: This unit will be offered from 2011.

Faculty	
KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion	
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style

KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

KVB307 Theories of Spatial Culture

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 (IX35)

Year offered: 2010
Admissions: Yes
CRICOS code: 064813M
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,600 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
Total credit points: 384
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr Erica French (Business)

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

Year offered: 2010
Admissions: Yes
CRICOS code: 064813M
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,600 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409432
Past rank cut-off: 86
Past OP cut-off: 8
Assumed knowledge: English (4, SA) and for Accountancy, Economics, Finance, and Marketing majors: Maths A, B or C (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr Erica French (Business)
Discipline coordinator: Professor Philip Neilson
Campus: Gardens Point and Kelvin Grove

Overview

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 equipped to take advantage of the growing range of career opportunities available within the creative industries, whether that be as a creative practitioner, a business professional, or by applying your creative skills within a business environment.

You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations.

Writers are in demand across a number of fields. The publishing and screen industries, advertising agencies, magazines and newspapers, websites, the public service and large corporations all require specialist writers with a flair for language.

More than 10 000 new books are published in Australia every year, and 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.

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, media 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.

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.

Why choose this course?

QUT offers the largest and most comprehensive undergraduate writing course in South-East Queensland with the broadest range of units on offer. There is also a strong honours and postgraduate program. You will graduate with advanced writing and communication competence, a rare skill keenly sought by employers.

You will be taught by highly experienced, published authors, experts in professional writing and distinguished scholars in the fields of creative writing and literary studies. You will gain a unique perspective on writing as both a vocation and creative practice. You will be encouraged to submit your creative work to journals and competitions including the QUT Writing Prize, in which you may win $2000 or the opportunity to be published in QUT's annual creative writing anthology.

You will have exposure to industry through our major sponsorship of the Brisbane Writers Festival, internships with literary events and publishing houses, and through opportunities to perform at public readings and festivals. Writers, novelists, editors and publishers regularly provide guest lectures.

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.

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. You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations. Accountancy students will complete 10 major units and 6 Faculty core units in order to meet professional recognition requirements.

Professional Recognition

Business component: Students may be eligible for membership to a number of professional bodies depending on choice of major and unit selection. Details on professional recognition can be found under the individual majors of the Bachelor of Business (BS05).

Limits on grades of 3

A new policy concerning grades of 3 came into effect from 1 January 2009 (QUT MOPP C/5.2). With effect from this date grades of 3 are no longer considered a conceded or low pass but are classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. Further information is available on the Student Services website

Course structure for students who commenced in 2010

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 2, Semester 1

KWB103	Persuasive Writing
KWB107	Creative Non-Fiction
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 2, Semester 2

KWB108	Introduction To Literary Studies
KWB206	Youth and Children's Writing
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 3, Semester 1

KWB211	Stylistics and Poetics
KWB207	Great Books: Creative Writing Classics
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Year 3, Semester 2

KWB102	Media Writing
KWB106	Corporate Writing and Editing
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Year 4, Semester 1

KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Year 4, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Course structure for students who commenced in 2009

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 2, Semester 1

KWB103	Persuasive Writing
KWB107	Creative Non-Fiction
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 2, Semester 2

KWB108	Introduction To Literary Studies
KWB206	Youth and Children's Writing
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 3, Semester 1

KWB211	Stylistics and Poetics
KWB207	Great Books: Creative Writing Classics
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Year 3, Semester 2

KWB102	Media Writing
KWB106	Corporate Writing and Editing
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Year 4, Semester 1

KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Year 4, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry
SELECT:	Business Faculty Major Unit
SELECT:	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

Advertising Major

Year 1 Semester 1

BSB113	Economics
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 1

AMB201	Marketing and Audience Research
BSB111	Business Law and Ethics

Year 3 Semester 2

AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2

AMB339	Advertising Campaigns
BSB123	Data Analysis

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB124	Working in Business

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

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

Remaining Faculty Core Units	
	Student must complete both remaining Faculty Core units:
BSB119	Global Business
BSB126	Marketing

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	
BSB119	Global Business
BSB123	Data Analysis

Year 3 Semester 1	
EFB210	Finance 1
EFB222	Quantitative Methods For Economics and Finance

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	
BSB119	Global Business
BSB123	Data Analysis

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	
BSB119	Global Business
BSB126	Marketing

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	
AYB227	International Accounting
MGB225	Intercultural Communication and Negotiation Skills

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

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

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: 2010
Admissions: Yes
CRICOS code: 064813M
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,600 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409952
Past rank cut-off: 84
Past OP cut-off: 9
Assumed knowledge: English (4, SA) and for accountancy, finance, economics, and marketing majors, Maths A, B or C (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Course coordinator: Head, Undergraduate Studies (Creative Industries); 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 Kavoos Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)
Campus: Gardens Point and Kelvin Grove

Course Design

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

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. You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations. Accountancy students will complete 10 major units and 6 Faculty core units in order to meet professional recognition requirements.

Overview

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 equipped to take advantage of the growing range of career opportunities available within the creative industries, whether that be as a creative practitioner, a business professional, or by applying your creative skills within a business environment.

You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations.

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.

Professional Recognition

Business component: Students may be eligible for membership to a number of professional bodies depending on choice of major and unit selection. Details on professional recognition can be found under the individual majors of the Bachelor of Business (BS05)

Why choose this course?

This course incorporates cutting-edge approaches to devising, directing and designing live performance. You will be encouraged to explore new performance forms that incorporate technology, new media, film and installation.

There is an emphasis on the entrepreneurial artist. You will develop skills in event production and project management, and learn how you can secure funding for your projects.

You will develop transferable skills such as leadership and collaboration, as well as presentation skills including vocal technique and command of a space—skills which prepare you for the workforce in many careers.

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 for students who commenced in 2010

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 1, Semester 2

KKB102 Creative Industries: Making Connections
KTB104 Performance Innovation
SELECT: Business Faculty Core Unit
SELECT: Business Faculty Core Unit

Year 2, Semester 1

KTB102 Process Drama
KTB103 Performing Skills 1: Character and Scene
SELECT: Business Faculty Core Unit
SELECT: Business Faculty Core Unit

Year 2, Semester 2

KTB105 Production 1: Story Making
KTB106 Performing Skills 2: Style and Form
SELECT: Business Faculty Core Unit
SELECT: Business Faculty Core Unit

Year 3, Semester 1

KTB205 Production 2: The Collaborative Artist
SELECT Either KTB206 or KTB210:
KTB206 The Creating Body
KTB210 Creative Industries Management
SELECT: Business Faculty Major Unit
SELECT: Business Faculty Major Unit

Year 3, Semester 2

KTB207 Staging Australia
SELECT Either KTB209 or KTB211:
KTB209 Applied Performance
KTB211 Creative Industries Events and Festivals
SELECT: Business Faculty Major Unit
SELECT: Business Faculty Major Unit

Year 4, Semester 1

KTB204 Understanding Performance
SELECT Either KTB301 or KTB306:
KTB301 Performing Self
KTB306 Directing for Performance Events and Festivals
SELECT: Business Faculty Major Unit
SELECT: Business Faculty Major Unit

Year 4, Semester 2

KTB303 Production 3: Interpreting and Adapting
KTB305 The Entrepreneurial Artist
SELECT: Business Faculty Major Unit
SELECT: Business Faculty Major Unit

Course structure for students who commenced in 2009

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
SELECT Either KTB206 or KTB210:
KTB206 The Creating Body
KTB210 Creative Industries Management
Business Faculty Major Unit
Business Faculty Major Unit

Year 3, Semester 2

KTB207 Staging Australia
SELECT Either KTB209 or KTB211:
KTB209 Applied Performance
KTB211 Creative Industries Events and Festivals
Business Faculty Major Unit
Business Faculty Major Unit

Year 4, Semester 1

KTB204 Understanding Performance
SELECT Either KTB301 or KTB306:
KTB301 Performing Self
KTB306 Directing for Performance Events and Festivals
Business Faculty Major Unit
Business Faculty Major Unit

Year 4, Semester 2

KTB303 Production 3: Interpreting and Adapting
KTB305 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
AYB321	Strategic Management Accounting

Year 4 Semester 2

AYB301	Audit and Assurance
AYB311	Financial Accounting Issues

Advertising Major

Year 1 Semester 1

BSB113	Economics
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 1

AMB201	Marketing and Audience Research
BSB111	Business Law and Ethics

Year 3 Semester 2

AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2

AMB339	Advertising Campaigns
BSB123	Data Analysis

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB124	Working in Business

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

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

Remaining Faculty Core Units

Student must complete both remaining Faculty Core units:

BSB119	Global Business
BSB126	Marketing

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

BSB119	Global Business
BSB123	Data Analysis

Year 3 Semester 1

EFB210	Finance 1
EFB222	Quantitative Methods For Economics and Finance

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

BSB119	Global Business
BSB123	Data Analysis

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

BSB119	Global Business
BSB126	Marketing

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

AYB227	International Accounting
MGB225	Intercultural Communication and Negotiation Skills

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

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

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

Accountancy Major - Students who commenced in 2007-2008

Year 1 Semester 1

BSB110	Accounting
BSB115	Management

Year 1 Semester 2

BSB114	now replaced by BSB124 Working in Business
BSB122	now replaced by BSB123 Data Analysis

Year 2 Semester 1

BSB111	Business Law and Ethics
BSB113	Economics

Year 2 Semester 2

AYB200	Financial Accounting
AYB230	Corporations Law

Year 3 Semester 1

AYB225	Management Accounting
AYB340	Company Accounting

Year 3 Semester 2

AYB219	Taxation Law
AYB221	Computerised Accounting Systems

Year 4 Semester 1

AYB301	Audit and Assurance
AYB311	Financial Accounting Issues
	or
AYB321	Strategic Management Accounting

Year 4 Semester 2

EFB101	now replaced by EFB222 Quantitative Methods for Economics and Finance
EFB210	Finance 1

Notes:

Please contact the School of Accountancy for further information.

Advertising Major - Students who commenced in 2007-2008

Year 1 Semester 1

BSB122	now replaced by BSB123 Data Analysis
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB114	now replaced by BSB124 Working in Business
BSB119	Global Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 2

AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2

AMB202	Integrated Marketing Communication
AMB339	Advertising Campaigns

International Business Major - Students who commenced in 2007-2008

Year 1 Semester 1

BSB119	Global Business
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB114	now replaced by BSB124 Working in Business
BSB122	now replaced by BSB123 Data Analysis

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

EFB240	Finance for International Business
IBB208	Please contact the School of AMPR regarding alternative unit
	or
IBB217	Please contact the School of AMPR regarding alternative unit

Year 3 Semester 2

AMB210	Importing and Exporting
IBB308	now replaced by MGB340 International Business in the Asia-Pacific
	or
IBB317	now replaced by MGB340 International Business in the Asia-Pacific

Year 4 Semester 1

AMB336	International Marketing

MGB225	Intercultural Communication and Negotiation Skills

Year 4 Semester 2

AMB303	International Logistics
AMB369	International Business Strategy

Marketing Major - Students who commenced in 2007-2008

Year 1 Semester 1

BSB123	Data Analysis
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB124	Working in Business
BSB119	Global Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management

Year 3 Semester 2

AMB200	Consumer Behaviour
AMB335	E-marketing Strategies

Year 4 Semester 1

AMB202	Integrated Marketing Communication
AMB340	Services Marketing

Year 4 Semester 2

AMB359	Strategic Marketing
AMB252	Business Decision Making
	or
AMB336	International Marketing

Public Relations Major - Students who commenced in 2007-2008

Year 1 Semester 1

BSB122	now replaced by BSB123 Data Analysis
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB114	now replaced by BSB124 Working in Business
BSB119	Global Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

AMB201	Marketing and Audience Research
AMB260	now replaced by AMB263 Introduction to Public Relations

Year 3 Semester 2

AMB261	Please contact the School of AMPR regarding alternative unit
AMB262	Please contact the School of AMPR regarding alternative unit

Year 4 Semester 1

AMB373	Corporate Communication
AMB374	Global Public Relations Cases

Year 4 Semester 2

AMB371	Corporate Communication Strategies
AMB379	Public Relations Campaigns

Notes:

Please contact the School of AMPR for further information.

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: 2010
Admissions: Yes
CRICOS code: 064813M
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,600 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Course coordinator: Head, Undergraduate Studies (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 Anup Basu (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

Professional Recognition

Business component: Students may be eligible for membership to a number of professional bodies depending on choice of major and unit selection. Details on professional recognition can be found under the individual majors of the Bachelor of Business (BS05).

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

OP Guarantee

The OP Guarantee does not apply to this course.

Overview

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 equipped to take advantage of the growing range of career opportunities available within the creative industries, whether that be as a creative practitioner, a business professional, or by applying your creative skills within a business environment.

You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations.

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.

Course Design

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

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. You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations. Accountancy students will complete 10 major units and 6 Faculty core units in order to meet professional recognition requirements.

Deferment

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

Course structure for students who commenced in 2010

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	
KFB106	Unspeakable Beauty: A History of Fashion and Style
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1	
KFB101	Design Studio 1
KFB107	Drawing For Fashion
	Business Faculty Core Unit

	Business Faculty Core Unit

Year 2, Semester 2

KFB102	Design Studio 2
KFB104	Sustainability: The Materiality of 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	Fashioning Futures
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KFB302	Design Studio 6
	Business Faculty Major Unit
	Business Faculty Major Unit

Course structure for students who commenced in 2009

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

KFB106	Unspeakable Beauty: A History of Fashion and Style
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

KFB101	Design Studio 1
KFB107	Drawing For Fashion
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KFB102	Design Studio 2
KFB104	Sustainability: The Materiality of 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	Fashioning Futures
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KFB302	Design Studio 6
	Business Faculty Major Unit
	Business Faculty Major Unit

Course structure for students who commenced in 2008

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

KFB106	Unspeakable Beauty: A History of Fashion and Style
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

SELECT	A Creative Industries Unit Option
KFB101	Design Studio 1
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KFB102	Design Studio 2
SELECT	Either KCB203 or KFB207:

KCB203	Consumption Matters: Consumer Cultures and Identity
KFB207	Contemporary Fashion
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 3, Semester 1

SELECT	A Creative Industries Unit Option
KFB200	Design Studio 3
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 3, Semester 2

KFB202	Design Studio 4
KKB341	Workplace Learning 1
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KFB301	Design Studio 5
KFB303	Fashioning Futures
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KFB302	Design Studio 6
	Business Faculty Major Unit
	Business Faculty Major Unit

Course structure for students who commenced in 2007

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

KFB106	Unspeakable Beauty: A History of Fashion and Style
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

SELECT	A Creative Industries Unit Option
KFB101	Design Studio 1
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KFB102	Design Studio 2
SELECT	Either KCB203 or KFB207:
KCB203	Consumption Matters: Consumer Cultures and Identity
KFB207	Contemporary Fashion
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 3, Semester 1

SELECT	A Creative Industries Unit Option
KFB200	Design Studio 3
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 3, Semester 2

KFB202	Design Studio 4
KKB341	Workplace Learning 1
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KFB301	Design Studio 5
KFB303	Fashioning Futures
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KFB302	Design Studio 6
	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

Advertising Major

Year 1 Semester 1

BSB113	Economics
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 1

AMB201	Marketing and Audience Research
BSB111	Business Law and Ethics

Year 3 Semester 2

AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2

AMB339	Advertising Campaigns
BSB123	Data Analysis

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB124	Working in Business

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

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

Remaining Faculty Core Units

	Student must complete both remaining Faculty Core units:
BSB119	Global Business
BSB126	Marketing

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

BSB119	Global Business
BSB123	Data Analysis

Year 3 Semester 1

EFB210	Finance 1
EFB222	Quantitative Methods For Economics and Finance

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

BSB119	Global Business
BSB123	Data Analysis

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

BSB119	Global Business
BSB126	Marketing

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

AYB227	International Accounting
MGB225	Intercultural Communication and Negotiation Skills

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

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

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: 2010
Admissions: Yes
CRICOS code: 064813M
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,600 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409312
Past rank cut-off: 86
Past OP cut-off: 8
Assumed knowledge: English (4, SA) and for accountancy, finance, economics, and marketing majors, Maths A, B or C (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Course coordinator: Head, Undergraduate Studies (Creative Industries); 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 Anup Basu (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

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 Interactive and Visual Design) comprises 192 credit points.

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. You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations. Accountancy students will complete 10 major units and 6 Faculty core units in order to meet professional recognition requirements.

Overview

Visual and interaction design plays a pivotal role in the rapidly expanding fields of contemporary communication, marketing and new technology.

Careers in this area provide the opportunity to design for print and electronic media, Web and mobile media, computer games and interactive exhibitions.

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 and interactive design, you will choose study pathways to develop a specialist focus in graphic design, animation, 3D computer graphics and/or interaction design for tangible media.

Professional Recognition

Business component: Students may be eligible for membership to a number of professional bodies depending on choice of major and unit selection. Details on professional recognition can be found under the individual majors of the Bachelor of Business (BS05).

Why choose this course?

With its emphasis on creative and experimental approaches to design for new technologies, this course will take you beyond vocational design courses. You will gain an understanding of established design principles and technical skills. Our studio approach will also support you to develop a strong conceptual understanding of design innovation, which you will apply through exploration in a choice of media and technologies.

You will develop creative approaches to designing visual and interactive media through your studio work. You will specialise your design interests in the areas of graphic design or interaction design for physical computing.

You can also complement your design studies with options in 3D computer graphics, film production, visual arts, sound design, game design, information technology or business to diversify your employment options.

You will build a portfolio of individual design practice, as well as experiencing industry-based, interdisciplinary team projects, which you can consolidate through research opportunities and industry placements.

Career Outcomes

This course will prepare you for a range of careers in the creative industries such as advertising and marketing, Web design and electronic publishing, multimedia entertainment design, games design, and interactive exhibition design.

Graduates work in traditional design companies in areas 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 industries. Games companies employ graduates to work on content production, interaction design, visual design and real-time and virtual environments modelling. Film and television production companies employ graduates to work in visual effects and post-production.

Multimedia design and interactive installation production is also a growth area in museums and other cultural

institutions. Visualisation companies also increasingly provide opportunities across industries as diverse as mining, architectural and medical visualisation.

Course structure for students who commenced in 2010

Notes	
	From year 2, students are recommended to take one of the following pathways:
	* Visual Communication (comprising KIB230, KVB204, KIB335 and KIB338); OR
	* Interactive Media Design (comprising KKB216 {not offered in 2010 so students should select KIB230}, KIB205, KIB309 and KIB314)

Year 1, Semester 1	
KIB103	Introduction to Web Design and Development
KKB101	Creative Industries: People and Practices
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 1, Semester 2	
KIB101	Visual Communication
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1	
KIB104	Digital Media
KVB105	Drawing for Design
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2	
KIB102	Visual Interactions
KIB105	Animation and Motion Graphics
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 3, Semester 1	
KIB214	Design for Interactive Media
SELECT:	Either KIB230 or KKB216 (Note that KKB216 will not be offered in 2010 so students should select KIB230):
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
SELECT:	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1	
KIB315	Contemporary Issues in Digital Media
SELECT:	Either KIB309 or KIB335:
KIB309	Embodied Interactions
KIB335	Typography and Illustration
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2	
KIB322	Design Project
SELECT:	Either KIB314 or KIB338:
KIB314	Tangible Media
KIB338	Print Media
	Business Faculty Major Unit
	Business Faculty Major Unit

Course structure for students who commenced in 2009

Notes	
	From year 2, students are recommended to take one of the following pathways:
	* Visual Communication (comprising KIB230, KVB204, KIB335 and KIB338); OR
	* Interactive Media Design (comprising KKB216 {not offered in 2010 so students should select KIB230}, KIB205, KIB309 and KIB314)

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	
KIB103	Introduction to Web Design and Development
KVB105	Drawing for Design
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2	
KIB104	Digital Media
KIB105	Animation and Motion Graphics

	Business Faculty Core Unit
	Business Faculty Core Unit

Year 3, Semester 1

KIB214	Design for Interactive Media
SELECT:	Either KIB230 or KKB216 (Note that KKB216 will not be offered in 2010 so students should select KIB230):
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
SELECT:	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KIB315	Contemporary Issues in Digital Media
SELECT:	Either KIB309 or KIB335:
KIB309	Embodied Interactions
KIB335	Typography and Illustration
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KIB322	Design Project
SELECT:	Either KIB314 or KIB338:
KIB314	Tangible Media
KIB338	Print 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

Advertising Major

Year 1 Semester 1

BSB113	Economics
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 1

AMB201	Marketing and Audience Research
BSB111	Business Law and Ethics

Year 3 Semester 2

AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2

AMB339	Advertising Campaigns
BSB123	Data Analysis

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB124	Working in Business

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

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

Remaining Faculty Core Units

	Student must complete both remaining Faculty Core units:
BSB119	Global Business
BSB126	Marketing

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

BSB119	Global Business
BSB123	Data Analysis

Year 3 Semester 1

EFB210	Finance 1
EFB222	Quantitative Methods For Economics and Finance

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

BSB119	Global Business
BSB123	Data Analysis

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

BSB119	Global Business
BSB126	Marketing

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

AYB227	International Accounting
MGB225	Intercultural Communication and Negotiation Skills

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

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

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: 2010
Admissions: Yes
CRICOS code: 064813M
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,600 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Course coordinator: Head, Undergraduate Studies (Creative Industries); 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 Kavoos Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)
Campus: Gardens Point and Kelvin Grove

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

Course Structure

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

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. You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations. Accountancy students will complete 10 major units and 6 Faculty core units in order to meet professional recognition requirements.

Overview

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 equipped to take advantage of the growing range of career opportunities available within the creative industries, whether that be as a creative practitioner, a business professional, or by applying your creative skills within a business environment.

You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations.

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.

OP Guarantee

The OP Guarantee does not apply to this course.

Professional Recognition

Business component: Students may be eligible for membership to a number of professional bodies depending on choice of major and unit selection. Details on professional recognition can be found under the individual majors of the Bachelor of Business (BS05).

Why choose this course?

Because we embrace an open-studio model, you will be encouraged to explore independent approaches to art practice across a variety of media. There is an emphasis on innovative thinking and a strong conceptual approach. This allows you to tailor your training to your career aspirations.

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. In the past three years four of our graduates have been awarded Australia Council residencies in international studios, and in 2008 the Queensland Premier's New Media Award and the Qantas Spirit of Youth Award for visual art were both won by QUT visual arts graduates.

Whether you are planning to become a professional artist, teacher or art professional such as curator or arts manager, you will benefit from substantial studio experience while receiving training in your specialist area. You can combine your studio training with study areas such as interaction design, event management, entrepreneurship, or business to equip you for a range of careers in the creative economy.

Career Outcomes

This course will allow you to choose your career outcome. 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.

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 taken in combination with a Graduate Diploma in Education (Senior Years), this course will enable you to become a qualified teacher.

Limits on grades of 3

A new policy concerning grades of 3 came into effect from 1 January 2009 (QUT MOPP C/5.2). With effect from this date grades of 3 are no longer considered a conceded or low pass but are classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. Further information is available on the Student Services website

Course structure for students who commenced in 2010

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KVB102	Modernism
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KVB103	Australian Art
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 2, Semester 1	
KVB120	Studio Art Practice 1
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 2, Semester 2	
KVB121	Studio Art Practice 2
SELECT:	Business Faculty Core Unit
SELECT:	Business Faculty Core Unit

Year 3, Semester 1	
KVB220	Studio Art Practice 3
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Year 3, Semester 2	
KVB221	Studio Art Practice 4
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Year 4, Semester 1	
KIB104	Digital Media
KVB304	Contemporary Art Issues
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Year 4, Semester 2	
SELECT	Either KVB108 or KVB211:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
SELECT	Either KVB306 or KVB307:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture
SELECT:	Business Faculty Major Unit
SELECT:	Business Faculty Major Unit

Course structure for students who commenced in 2009

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

SELECT	Either KVB108 or KVB211:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art
SELECT	Either KVB306 or KVB307:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture
	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

Advertising Major

Year 1 Semester 1

BSB113	Economics
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 1

AMB201	Marketing and Audience Research
BSB111	Business Law and Ethics

Year 3 Semester 2

AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2

AMB339	Advertising Campaigns
BSB123	Data Analysis

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB123	Data Analysis
BSB124	Working in Business

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

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

Remaining Faculty Core Units

Student must complete both remaining Faculty Core units:

BSB119 Global Business

BSB126 Marketing

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

BSB119 Global Business

BSB123 Data Analysis

Year 3 Semester 1

EFB210 Finance 1

EFB222 Quantitative Methods For Economics and Finance

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

BSB119 Global Business

BSB123 Data Analysis

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

BSB119 Global Business

BSB126 Marketing

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

AYB227	International Accounting
MGB225	Intercultural Communication and Negotiation Skills

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

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

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: 2010
Admissions: Yes
CRICOS code: 059598M
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,600 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409172
Past rank cut-off: 92
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: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr Erica French (Business)
Discipline coordinator: Susan Hetherington (Journalism); Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr Tommy Tang (Economics); Dr Anup Basu (Finance); Mr Greg Southey (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 professional course links journalism with business studies and is the choice of about one-third of commencing journalism students. 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.

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.

Course Design

Students are required to complete 384 credit points comprised of 192 credit points from the Bachelor of Business program and 192 credit points from the Bachelor of Journalism program. Students will undertake the two components of the double degree concurrently.

Business component:
Studens must complete the 96 credit point Faculty Core Units in the Business program together with a 96 credit point Major. Accountancy students will undertaken 6 Faculty Core units and 10 Major Core units in order to meet the professional recognition.

You will undertake two creative industries foundation units and 14 specialist units in journalism which will provide a broad range of journalism knowledge. Your business degree component comprises eight business core units, and eight business major units. You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations.

Professional Recognition

The Journalism degree is recognised by the Australian Journalists' Association (AJA) section of the Media Entertainment and Arts Alliance (MEAA).

Business component: Students may be eligible for membership to a number of professional bodies depending on choice of major and unit selection. Details on professional recognition can be found under the individual majors of the Bachelor of Business (BS05).

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

Important Information for Business Students

Faculty of Business rules and procedures are outlined in the Faculty Undergraduate Guidelines booklet.
Other useful information can be found on the Student Services website.

Course structure for students who commenced in 2010

Year 1, Semester 1	
KJB101	Digital Journalism
KKB101	Creative Industries: People and Practices
	Business Faculty Core Unit

	Business Faculty Core Unit

Year 1, Semester 2

KJB120	Newswriting
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

KCB102	Media Myth Busting 1
KJB121	Journalistic Inquiry
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KCB103	Strategic Speech Communication
SELECT:	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

KJB224	Feature Writing
KPB101	Introduction to Film, TV and New Media Production
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 3, Semester 2

KJB211	Layout and Design
KJB222	Online Journalism 1
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KJB239	Journalism Ethics and Issues
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

Course structure for students who commenced in 2009

Year 1, Semester 1

KJB101	Digital Journalism
KKB101	Creative Industries: People and Practices
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 1, Semester 2

KJB120	Newswriting
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

KCB102	Media Myth Busting 1
KJB121	Journalistic Inquiry
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KCB103	Strategic Speech Communication
SELECT	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

KJB224	Feature Writing
KPB101	Introduction to Film, TV and New Media Production
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 3, Semester 2

KJB211	Layout and Design
KJB222	Online Journalism 1
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KJB239	Journalism Ethics and Issues
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

Course structure for students who commenced in 2008

Year 1, Semester 1

KJB120	Newswriting

KKB101	Creative Industries: People and Practices
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 1, Semester 2

KJB101	Digital Journalism
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

KJB121	Journalistic Inquiry
KPB101	Introduction to Film, TV and New Media Production
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KJB211	Layout and Design
KJB224	Feature Writing
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 3, Semester 1

KJB239	Journalism Ethics and Issues
KJB304	Sub-Editing
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 3, Semester 2

KJB235	Radio and Television Journalism 1
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KJB336	Radio and Television Journalism 2
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KKB175	Creative Industries Legal Issues
SELECT	Either KJB280 or KJB337:
KJB280	International Journalism
KJB337	Public Affairs Reporting
	Business Faculty Major Unit
	Business Faculty Major Unit

Course structure for students who commenced in 2007

Year 1, Semester 1

	Creative Industries Core Unit
KJB120	Newswriting
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 1, Semester 2

	Creative Industries Core Unit
KJB101	Digital Journalism
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1

KJB121	Journalistic Inquiry
KPB101	Introduction to Film, TV and New Media Production
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2

KJB224	Feature Writing
KJB232	Radio and Television Journalism 1
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 3, Semester 1

KJB239	Journalism Ethics and Issues
KJB304	Sub-Editing
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 3, Semester 2

KJB211	Layout and Design
KJB222	Online Journalism 1
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1

KJB336	Radio and Television Journalism 2
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2

KKB175	Creative Industries Legal Issues
SELECT	Either KJB280 or KJB337:
KJB280	International Journalism
KJB337	Public Affairs Reporting
	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

Advertising Major

Year 1 Semester 1	
BSB126	Marketing
BSB113	Economics

Year 1 Semester 2	
BSB110	Accounting
BSB115	Management

Year 2 Semester 1	
BSB124	Working in Business
BSB119	Global Business

Year 2 Semester 2	
AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 1	
AMB201	Marketing and Audience Research
BSB111	Business Law and Ethics

Year 3 Semester 2	
AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1	
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2	
AMB339	Advertising Campaigns
BSB123	Data Analysis

Economics Major

Year 1 Semester 1	
BSB113	Economics
BSB115	Management

Year 1 Semester 2	
BSB124	Working in Business
BSB123	Data Analysis

Year 2 Semester 1	
BSB110	Accounting
BSB111	Business Law and Ethics

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

Important Information	
	Note: BSB126 and BSB119 are the remaining Faculty Core units which must be completed.

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

Accountancy Major - Students who commenced in 2007 and 2008

Year 1 Semester 1

BSB110	Accounting
BSB115	Management, People and Organisations

Year 1 Semester 2

BSB122	Quantitative Analysis and Finance
BSB114	Government, Business and Society

Year 2 Semester 1

BSB111	Business Law and Ethics
BSB113	Economics

Year 2 Semester 2

AYB121	Financial Accounting
AYB223	Law of Business Associations

Year 3 Semester 1

AYB225	Management Accounting
AYB220	Company Accounting

Year 3 Semester 2

AYB221	Computerised Accounting Systems
AYB325	Taxation Law

Year 4 Semester 1

AYB301	Auditing
AYB311	Financial Accounting Issues
	or
AYB321	Strategic Management Accounting

Year 4 Semester 2

EFB101	Data Analysis for Business
EFB210	Finance 1

Important Note for Business Students

Note: Please refer to "Course Updates - List of re-coded and replacement Business units" to check for course structure changes.

Advertising Major - Student who commenced in 2007 and 2008

Year 1 Semester 1

BSB122	Quantitative Analysis and Finance
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management, People and Organisations

Year 2 Semester 1

BSB114	Government, Business and Society
BSB119	International and Electronic Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 2

AMB221	Advertising Copywriting
AMB222	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Strategy and Planning

Year 4 Semester 2

AMB321	Advertising Campaigns
AMB202	Integrated Marketing Communication

Important Note for Business Students

Note: Please refer to "Course Updates - List of re-coded and replacement Business units" to check for course structure changes.

Banking and Finance Major - Students who commenced in 2007 and 2008

Year 1 Semester 1

BSB113	Economics
BSB115	Management, People and Organisations

Year 1 Semester 2

BSB114	Government, Business and Society
BSB126	Marketing

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

Year 2 Semester 2

BSB122	Quantitative Analysis and Finance
BSB119	International and Electronic Business

Year 3 Semester 1

EFB101	Data Analysis for Business
EFB210	Finance 1

Year 3 Semester 2

EFB102	Economics 2
EFB307	Finance 2

Year 4 Semester 1

EFB200	Applied Regression Analysis
EFB318	Portfolio and Security Analysis

Year 4 Semester 2

EFB312	International Finance
EFB201	Financial Markets

Important Note for Business Students

Note: Please refer to "Course Updates - List of re-coded and replacement Business units" to check for course structure changes.

Economics Major - Students who commenced in 2007

and 2008

Year 1 Semester 1	
BSB113	Economics
BSB115	Management, People and Organisations

Year 1 Semester 2	
BSB114	Government, Business and Society
BSB126	Marketing

Year 2 Semester 1	
BSB110	Accounting
EFB102	Economics 2

Year 2 Semester 2	
BSB122	Quantitative Analysis and Finance
BSB119	International and Electronic Business

Year 3 Semester 1	
EFB211	Firms, Markets and Resources
EFB202	Business Cycles and Economic Growth

Year 3 Semester 2	
EFB101	Data Analysis for Business
EFB328	Public Economics and Finance - Replaced with any Economics unit

Year 4 Semester 1	
BSB111	Business Law and Ethics
EFB200	Applied Regression Analysis

Year 4 Semester 2	
EFB329	Contemporary Applications of Economics Theory
EFB314	International Trade and Economic Competitiveness

Important Note for Business Students	
	Note: Please refer to "Course Updates - List of re-coded and replacement Business units" to check for course structure changes.

Human Resource Management Major - Students who commenced in 2007 and 2008

Year 1 Semester 1	
BSB113	Economics
BSB115	Management, People and Organisations

Year 1 Semester 2	
BSB114	Government, Business and Society
BSB126	Marketing

Year 2 Semester 1	
BSB110	Accounting
BSB111	Business Law and Ethics

Year 2 Semester 2	
BSB122	Quantitative Analysis and Finance
BSB119	International and Electronic Business

Year 3 Semester 1	
MGB207	Human Resource Issues and Strategy
MGB220	Management Research Methods

Year 3 Semester 2	
MGB200	Leading Organisations
	HRM Option Unit

Year 4 Semester 1	
MGB221	Performance and Reward
MGB331	Training and Development

Year 4 Semester 2	
MGB320	Recruitment and Selection
	HRM Option Unit

HRM Option Unit List:	
	HRM students must choose two from the above list (one must be a Level 3 unit).
MGB201	The Legal Context of Employment Relations
MGB210	Production and Service Management
MGB212	Sustainability in a Changing Environment
MGB309	Strategic Management
MGB314	Organisational Consulting and Change
MGB315	Personal and Professional Development
MGB335	Project Management

Important Note for Business Students	
	Note: Please refer to "Course Updates - List of re-coded and replacement Business units" to check for course structure changes.

International Business Major - Students who commenced in 2007 and 2008

Year 1 Semester 1	
BSB119	International and Electronic Business
BSB126	Marketing

Year 1 Semester 2	
BSB110	Accounting
BSB115	Management, People and Organisations

Year 2 Semester 1	
BSB114	Government, Business and Society
BSB122	Quantitative Analysis and Finance

Year 2 Semester 2	
BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

IBB202	Fundamentals of International Finance
IBB217	Asian Business Development
	or
IBB208	European Business Development

Year 3 Semester 2

IBB210	Export Management
IBB317	Contemporary Business in Asia
	or
IBB308	Contemporary Business in Europe

Year 4 Semester 1

IBB213	International Marketing
IBB205	Cross-Cultural Communication and Negotiation

Year 4 Semester 2

IBB300	International Business Strategy
IBB303	International Logistics

Important Note

Note: For IBB217 and IBB208 units please contact the School of AMPR regarding alternative unit.

Note: Please refer to "Course Updates - List of re-coded and replacement Business units" to check for course structure changes.

Management Major - Students who commenced in 2007 and 2008

Year 1 Semester 1

BSB113	Economics
BSB115	Management, People and Organisations

Year 1 Semester 2

BSB114	Government, Business and Society
BSB126	Marketing

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

Year 2 Semester 2

BSB122	Quantitative Analysis and Finance
MGB200	Leading Organisations

Year 3 Semester 1

MGB210	Production and Service Management
MGB223	Creating New Enterprises

Year 3 Semester 2

BSB119	International and Electronic Business
MGB212	Sustainability in a Changing Environment

Year 4 Semester 1

MGB309	Strategic Management
	Management Option Unit

Year 4 Semester 2

MGB335	Project Management
	Management Option Unit

Management Option Unit List:

Management students must choose two from the above list (one must be a Level 3 unit).

MGB201	The Legal Context of Employment Relations
MGB218	Venture Skills
MGB314	Organisational Consulting and Change
MGB315	Personal and Professional Development
IBB205	Cross-Cultural Communication and Negotiation

Important Note for Business Students

Note: Please refer to "Course Updates - List of re-coded and replacement Business units" to check for course structure changes.

Marketing Major - Students who commenced in 2007 and 2008

Year 1 Semester 1

BSB122	Quantitative Analysis and Finance
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management, People and Organisations

Year 2 Semester 1

BSB114	Government, Business and Society
BSB119	International and Electronic Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

AMB200	Consumer Behaviour
AMB240	Marketing Planning and Management

Year 3 Semester 2

AMB201	Marketing and Audience Research
AMB241	E-Marketing Strategies

Year 4 Semester 1

AMB340	Services Marketing
AMB202	Integrated Marketing Communication

Year 4 Semester 2

AMB341	Strategic Marketing
AMB352	Marketing Decision Making
	or
IBB213	International Marketing

Important Note for Business Students

Note: Please refer to "Course Updates - List of re-coded and replacement Business units" to check for course structure changes.

Public Relations Major - Students who commenced in 2007 and 2008

Year 1 Semester 1

BSB122	Quantitative Analysis and Finance
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management, People and Organisations

Year 2 Semester 1

BSB114	Government, Business and Society
BSB119	International and Electronic Business

Year 2 Semester 2

BSB111	Business Law and Ethics
BSB113	Economics

Year 3 Semester 1

AMB201	Marketing and Audience Research
AMB260	Public Relations Theory and Practice

Year 3 Semester 2

AMB261	Media Relations and Publicity
AMB262	Public Relations Writing

Year 4 Semester 1

AMB360	Corporate Communication Management
AMB370	Public Relations Cases

Year 4 Semester 2

AMB361	Public Relations Campaigns
AMB371	Corporate Communication Strategies

Important Note for Business Students

Note: Please refer to "Course Updates - List of re-coded and replacement Business units" to check for course structure changes.

Course Updates - List of re-coded and replacement Business units

Faculty Core units

BSB114	is replaced by BSB124 Working in Business
BSB115	now retitled BSB115 Management
BSB119	now retitled BSB119 Global Business
BSB122	is replaced by BSB123 Data Analysis

Accountancy Core units

AYB121	is now AYB200 Financial Accounting AYB121
AYB220	is now AYB340 Company Accounting AYB220
AYB301	now retitled AYB301 Audit and Assurance

Advertising Core units

AMB221	is now AMB318 Advertising Copywriting
AMB222	is now AMB319 Media Planning
AMB321	is now AMB339 Advertising Campaigns

Banking and Finance Core units

EFB101	is replaced by EFB222 Quantitative Methods for Economics and Finance
EFB102	now retitled EFB223 Economics 2

Economics Core units

EFB101	is replaced by EFB222 Quantitative Methods for Economics and Finance
EFB102	now retitled EFB223 Economics 2
EFB202	is replaced by EFB330 Intermediate Macroeconomics
EFB211	is replaced by EFB331 Intermediate Microeconomics
EFB314	is replaced by EFB336 International Economics
EFB329	is now EFB338 Contemporary Application of Economic

Electronic Business Core units

BSB212	is replaced by AYB114 Business Technologies
BSB213	is replaced by AYB115 Governance Issus and Fraud
BSB314	is replaced by Forensic and Business Intelligence
ITB233	is now INB312 Enterprise Systems Application
ITB823	is now INB830 Web Sites for E-Commerce
ITB239	is now INB342 Enterprise Data Mining

Human Resource Management Core units

MGB220	now retitled MGB220 Business Research Methods
MGB221	is now MGB339 Performance and Reward

International Business Core units

IBB202	is replaced by EFB240 Finance for International Business
IBB208	IBB208 is no longer offered. Please contact the School of AMPR regarding a replacement unit. (Email: ampradmin@qut.edu.au)
IBB210	is now replaced by AMB210 Importing and Exporting
IBB213	is now AMB336 International Marketing
IBB217	IBB217 is no longer offered. Please contact the

	School of AMPR regarding a replacement unit. (Email: ampradmin@qut.edu.au)
IBB300	is now AMB369 International Business Strategy
IBB308	is replaced by MGB340 International Business in the Asia-Pacific

Management Core units

MGB310	Sustainability in a Changing Environment was formerly known as MGB212 and MGB334

Marketing Core units

AMB241	is now AMB335 E-Marketing Strategies
AMB341	is now AMB359 Strategic Marketing

Public Relations Core units

AMB260	is replaced by AMB263 Introduction to Public Relations
AMB360	is replaced by AMB373 Corporate Communication
AMB361	is replaced by AMB379 Public Relations Campaigns

Business Law and Tax Extended Major (BLX)

AYB223	replaced by AYB230 Corporations Law
AYB325	is now AYB219 Taxation Law
AYB305	is replaced by AYB205 Law of Business Entities
AYB312	is now AYB232 Financial Institutions

Professional Accounting Extended Major (PAX)

AYB223	is replaced by AYB230 Corporations Law
AYB325	is now AYB219 Taxation Law

Advertising Extended Major (ADX)

AMB230	now retitled AMB230 Digital Promotions
AMB330	now retitled AMB330 Advertising Planning Portfolio

Banking Extended Major (BFX)

AYB312	is now AYB232 Financial Institutions Law
EFB200	is replaced by EFB333 Introductory Econometrics
EFB318	is replaced by EFB335 Investments

Financial Economics Extended Major (FEX) (for Banking & FInance Students)

EFB200	is replaced by EFB333 Introductory Econometrics
EFB202	is replaced by EFB330 Intermediate Macroeconomics
EFB211	is replaced by EFB331 Intermediate Microeconomics
EFB325	is replaced by EFB336 International Economics
EFB318	is replaced by EFB335 Investments
EFB324	isreplaced by EFB337 Game Theory and Applications

Financial Economics Extended Major (FEX) (for Economics Students)

EFB200	s replaced by EFB333 Introductory Econometrics
EFB324	is replaced by EFB201 Financial Markets
EFB325	is replaced by EFB337 Game Theory and Applications

Funds Management Extended Major (FDX)

EFB318	is replaced by EFB335 Investments
AYB312	is now AYB232 Financial Institutions Law
EFB200	is eplaced by EFB333 Introductory Econometrics

Human Resource Management Extended Major (HRX)

MGB315	is now MGB370 Peronsal and Professional Development
IBB205	is now MGB225 Intercultural Communication and Negotiation Skills
MGB310	Sustainability in a Changing Environment was formerly known as MGB212 and MGB334

International Business Extended Major (IBX)

IBB205	is now MGB225 Intercultural Communication and Negotiation Skills
IBB303	is now AMB303 International Logistics
AMB230	now retitled AMB230 Digital Promotions
IBB312	is replaced by AMb300 Independent Project 1

Management Extended Major (MNX)

IBB205	is now MGB225 Intercultural Communication and Negotiation Skills
MGB218	is now MGB324 Managing Business Growth
MGB315	is now MGB370 Personal & Professional Development
IBB210	is replaced by AMB210 Importand and Exporting
IBB303	is now AMB303 International Logistics

Marketing Extended Major (MKX)

AMB251	now retitled AMB251 Innovation and Brand Management
AMB260	is replaced by AMB263 Introduction to Public Relations
AMB351	is now AMB209 Tourism Marketing
AMB352	is replaced by AMB252 Business Decision Making
AMB354	is now AMB208 Events Marketing
IBB213	is now AMB336 International Marketing
IBB303	is now AMB303 International Logistics

Public Relations Extended Major (PRX)

AMB370	is replaced by AMB374 Global Public Relations Cases

AMB371	is replaced by AMB375 Public Relations Management

Business Law and Tax Specialisation (BLS)

AYB223	is replaced by AYB230 Corporations Law
AYB325	is now AYB219 Taxation Law
AYB305	is now AYB205 Company Law & Practice
AYB312	is now AYB232 Financial Institutions Law
BSB213	is now AYB115 Governance Issues in E-Business

Electronic Business Specialisation (EUS)

BSB212	is replaced by AYB114 Business Technologies
BSB213	is replaced by AYB115 Governance Issues and Fraud
BSB314	is replaced by AYB341 Forensic and Business Intelligence
ITB233	is now INB312 Enterprise Systems Applications
ITB823	is now INB830 Web Sites for E-Commerce
ITB239	is now INB342 Enterprise Data Mining

Financial Economics Specialisation (FES)

EFB102	is replaced by EFB223 Economics 2
EFB202	is replaced by EFB330 Intermediate Macroeconomics
EFB211	is replaced by EFB331 Intermediate Microeconomics
EFB329	is now 338 Contemporary Applications of Economics
EFB314	is replaced by EB336 International Economics
EFB324	is replaced by EFB201 Financial Markets
EFB325	is replaced by EFB337 Game Theory and Applications

Integrated Marketing Communication Specialisation (IMS)

AMB260	is replaced by AMB263 Introduction to Public Relations
AMB230	now retitled AMB230 Digital Promotions
AMB354	is now AMB208 Events Marketing

International Logistics Specialisation (ILG)

IBB303	is now AMB303 International Logistics
BSB314	is replaced by AYB341 Forensic and Business Intelligence
IBB210	is replaced by AMB210 Importing and Exporting
EFB213	is replaced by AMB252 Business Decision Making (offered Sem 2); OR MGB335 Project Management (offered Sem 1 & 2)

Sales Specialisation (SALES)

AMB230	now retitled AMB230 Digital Promotion
AMB250	is replaced by MGB225 Intercultural Communication and Negotiation Skills

International Exchange Specilisation (IEX)

IBB205	is now MGB225 Intercultural Communication and Negotiation Skills

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: 2010
Admissions: No
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP rate 2010 available July 2009
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: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Arts: Contact Eve Teague - e.teague@qut.edu.au; Head, Undergraduate Studies (Creative Industries)
Campus: Kelvin Grove

COURSE STRUCTURE - OVERVIEW

YEAR 1 SEMESTER 1	
BCI	Core unit
BCI	Core unit
BA	Major unit
SWB106	Applied Skills and Scholarship

YEAR 1 SEMESTER 2	
BCI	Core unit
BCI	Mandated discipline unit
BA	Major unit
BA	Discipline unit or Elective unit

YEAR 2 SEMESTER 1	
BCI	Mandated discipline unit
BCI	Mandated discipline unit
BA	Major unit
BA	Discipline unit or Elective unit

YEAR 2 SEMESTER 2	
BCI	Mandated discipline unit
BCI	Mandated discipline unit
BA	Major unit
BA	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
BA	Discipline unit or Minor unit or Elective unit

YEAR 4 SEMESTER 1	
BCI	Mandated discipline unit
BCI	Unit Option
BA	Major unit
BA	iscipline unit or Minor unit or Elective unit

YEAR 4 SEMESTER 2	
BCI	Mandated discipline unit
BCI	Unit Option
BA	Major unit
BA	Discipline unit or Elective unit

Creative Writing course structure for students who commenced in 2007

Year 1, Semester 1	
SELECT	A Creative Industries Core Unit
KWB101	Introduction to Creative Writing

Year 1, Semester 2	
SELECT	A Creative Industries Core Unit
KWB104	Creative Writing: The Short Story

Year 2, Semester 1	
KWB107	Creative Non-Fiction
SELECT	Either KWB102 or KWB103:
KWB102	Media Writing
KWB103	Persuasive Writing

Year 2, Semester 2	
KWB204	Writing for Performance
SELECT	Either KJB224 or KWB106:
KJB224	Feature Writing
KWB106	Corporate Writing and Editing

Year 3, Semester 1	
SELECT	A Creative Industries Unit Option
KWB207	Great Books: Creative Writing Classics

Year 3, Semester 2	
SELECT	A Creative Industries Unit Option
KWB206	Youth and Children's Writing

Year 4, Semester 1	
KWB211	Stylistics and Poetics
KWB313	Novel and Memoir

Year 4, Semester 2	
KWB205	Creative Writing Project 1

KWB303	Writing and Publishing Industry

NOTES:

* If you have done both KWB204 Creative Non-fiction: Life Writing and KWB203 Creative Writing: The Novel then you cannot enroll in KWB313 Novel and Memoir. But if you have completed only one of KWB204 Creative Non-fiction: Life Writing or KWB203 Creative Writing: The Novel, you can and must do KWB313 Novel and Memoir.

* If you have not successfully completed KWB204, you must enrol one of the following units: KWB102, KWB103 or KJB224

Communication Design course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KIB101	Visual Communication

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KIB102	Visual Interactions

Year 2, Semester 1

SELECT	A Creative Industries Unit Option
KIB103	Introduction to Web Design and Development

Year 2, Semester 2

SELECT	A Creative Industries Unit Option
KIB104	Digital Media

Year 3, Semester 1

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

KIB216	Advanced Web Design
SELECT	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design

Year 4, Semester 1

KIB315	Contemporary Issues in Digital Media
SELECT	Either KIB309 or KIB335:
KIB309	Embodied Interactions
KIB335	Typography and Illustration

Year 4, Semester 2

KIB322	Design Project
SELECT	Either KIB314 or KKB338:
KIB314	Tangible Media
KIB338	Print Media

Dance course structure for students who commenced in 2007

Year 1, Semester 1

KDB103	Dance Technique Studies 1
SELECT	A Creative Industries Core Unit

Year 1, Semester 2

KDB104	Dance Technique Studies 2
SELECT	A Creative Industries Core Unit

Year 2, Semester 1

KDB105	Architecture of the Body
KDB213	Dance Technique Studies 3

Year 2, Semester 2

KDB107	Choreographic Studies 1
KDB214	Dance Technique Studies 4

Year 3, Semester 1

KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2

Year 3, Semester 2

KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB208	Integrated Professional Skills

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
KDB108	World Dance

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
KDB204	Australian Dance

Drama course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KTB101	20th Century Performance

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KTB104	Performance Innovation

Year 2, Semester 1

KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 2, Semester 2

KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 3, Semester 1

SELECT	A Creative Industries Unit Option
KTB206	The Creating Body

Year 3, Semester 2

SELECT	A Creative Industries Unit Option
KTB207	Staging Australia

Year 4, Semester 1

KTB204	Understanding Performance
KTB301	Performing Self

Year 4, Semester 2

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist

Interdisciplinary course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
SELECT	Sub-Major 1: First Unit

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
SELECT	Sub-Major 1: Second Unit

Year 2, Semester 1

SELECT	Sub-Major 1: Third Unit
SELECT	Sub-Major 2: First Unit

Year 2, Semester 2

SELECT	Sub-Major 1: Fourth Unit
SELECT	Sub-Major 2: Second Unit

Year 3, Semester 1

SELECT	Sub-Major 1: Fifth Unit
SELECT	Sub-Major 2: Third Unit

Year 3, Semester 2

SELECT	Sub-Major 1: Sixth Unit
SELECT	Sub-Major 2: Fourth Unit

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
SELECT	Sub-Major 2: Fifth Unit

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
SELECT	Sub-Major 2: Sixth Unit

Please note: At least eight of your sub-major units must be K-coded units

Media and Communication course structure for students who commenced in 2007

Year 1, Semester 1

KCB101	Introduction to Media and Communication: Texts
SELECT	A Creative Industries Core Unit

Year 1, Semester 2

KCB104	Introduction to Media and Communications: Industries
SELECT	A Creative Industries Core Unit

Year 2, Semester 1

KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication

Year 2, Semester 2

KCB105	Media Myth Busting 2
KCB202	New Media 2: Applications and Implications

Year 3, Semester 1

KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication

Year 3, Semester 2

KCB203	Consumption Matters: Consumer Cultures and Identity
KCB304	Managing Communication Resources

Year 4, Semester 1

KCB301	Media Audiences
SELECT	Either KCB205 or a Creative Industries Unit Option:
KCB205	Professional Communication
	A Creative Industries Unit Option

Year 4, Semester 2

KCB303	Brisbane Media Map
SELECT	Either KKB341, KKB343, KKB345 or a Creative Industries Unit Option:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
	A Creative Industries Unit Option

Music course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
SELECT	Either KMB003 or KMB005-1:

KMB003	Sex Drugs Rock 'n' roll
KMB005-1	Group Music

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KMB105	Music and Sound Technology
SELECT	KMB005-2 if KMB005-1 was completed in semester 1:
KMB005-2	Group Music

Year 2, Semester 1

KMB130	Core Musicianship 1
SELECT	Either KMB110 or KMB120:
KMB110	Music Production 1
KMB120	Music Performance 1

Year 2, Semester 2

KMB131	Core Musicianship 2
SELECT	Either KMB111 or KMB121:
KMB111	Music Production 2
KMB121	Music Performance 2

Year 3, Semester 1

SELECT	A Music Unit Option (List A)
KMB214-1	Music and Sound: Principal Study A

Year 3, Semester 2

SELECT	A Music Unit Option (List B)
KMB214-2	Music and Sound: Principal Study A

Year 4, Semester 1

SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List A)

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
SELECT	A Music Unit Option (List B)

LIST A: Music Unit Options

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB108	Sound Recording and Acoustics
KMB113	Multi-Instrumental Music A
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB200	Music Scenes and Subcultures
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
KMB209	Conducting
KMB213	Multi-Instrumental Music B

LIST B: Music Unit Options

KMB002	Music and Spirituality
KMB106	Music and Sound for Multimedia
KMB107	Sound, Image, Text
KMB108	Sound Recording and Acoustics
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB212	Arranging
KMB301	The Music Industry

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Television course structure for students who commenced in 2007

Year 1, Semester 1

SELECT	A Creative Industries Core Unit
KPB101	Introduction to Film, TV and New Media Production

Year 1, Semester 2

SELECT	A Creative Industries Core Unit
KPB104	Film and Television Production Resource Management

Year 2, Semester 1

KPB106	Australian Television
KWB102	Media Writing

Year 2, Semester 2

SELECT	A Creative Industries Elective
KPB107	Television's Greatest Hits

Year 3, Semester 1

KCB301	Media Audiences
KPB202	Film and Television Business Skills: Entrepreneurship and Investment

Year 3, Semester 2

KKB175	Creative Industries Legal Issues
KPB207	Film and Television Scriptwriting

Year 4, Semester 1

KPB302	Project Development and Script Editing for Television
KPB303	Critical Thinking About Television

Year 4, Semester 2

SELECT	A Creative Industries Unit Option
KPB304	Television Practice

Visual Arts course structure for students who commenced in 2007

Year 1, Semester 1	
SELECT	A Creative Industries Core Unit
KVB100	Research and Creativity in the Visual Arts

Year 1, Semester 2	
SELECT	A Creative Industries Core Unit
KVB104	Photomedia and Artistic Practice

Year 2, Semester 1	
KVB102	Modernism
KVB110	2D Media and Processes

Year 2, Semester 2	
SELECT	A Creative Industries Elective
KVB111	3D Media and Processes

Year 3, Semester 1	
KVB200	Exhibition and Display in the Visual Arts
KVB213	Graphic Investigation

Year 3, Semester 2	
KVB103	Australian Art
KVB211	Post 1945 Art

Year 4, Semester 1	
SELECT	A Creative Industries Unit Option
SELECT	Either KVB212 or KVB304:
KVB212	Australian Art, Architecture and Design
KVB304	Contemporary Art Issues

Year 4, Semester 2	
KVB306	Video Art and Culture
SELECT	Either KVB108 or KVB307:
KVB108	Contemporary Asian Visual Culture
KVB307	Theories of Spatial Culture

Creative Industries Sub-Majors

Art and Visual Culture (KAV)	
	Instructions: Complete any six of the below units.
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Art History, Architecture and Design (KAA)	
	Instructions: Complete any six of the below units.
DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DAB525	Architecture and the City
DEB102	Introducing Design History
KVB102	Modernism
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB307	Theories of Spatial Culture

Communication (KCN)	
	Instructions: Complete any six of the below units.
KCB101	Introduction to Media and Communication: Texts
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB302	Political Communication
KKB004	Indigenous Creative Industries
SELECT	Either KWB102 or KWB106:
KWB102	Media Writing
KWB106	Corporate Writing and Editing

Computational Arts (KKC)	
	Instructions: Complete any six of the below units.
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KIB105	Animation and Motion Graphics
KMB107	Sound, Image, Text
KMB129	Music and Sound Production 2
KVB211	Post 1945 Art
	Note: ITB001, ITB003,KKB210, KKB211 and KVB202 are permitted to count towards this sub-major.

Creative and Professional Writing (KCW)	
	Instructions: Complete any six of the below units.
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
	Note: KWB204 is permitted to count towards this sub-major.

Creative Industries Management (KCI)	
	Instructions: Complete any six of the below units.

BSB115	Management
BSB126	Marketing
KTB104	Performance Innovation
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
MGB223	Entrepreneurship and Innovation

Dance (KDN)

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

Digital Media (KDM)

Instructions: Complete any six of the below units.

KCB102	Media Myth Busting 1
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KPB110	The Movie, TV & New Media Business
KVB306	Video Art and Culture

Fashion, Art and Communication (KFA)

Instructions: Complete any six of the below units.

KCB203	Consumption Matters: Consumer Cultures and Identity
KFB103	Introduction to Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB212	Australian Art, Architecture and Design

Note: KFB203 is permitted to count towards this sub-major.

Indigenous Studies (KIS)

Instructions: Complete any six of the below units.

EDB007	Culture Studies: Indigenous Education
EDB038	Indigenous Australian Culture Studies
EDB039	Indigenous Politics and Political Culture
EDB040	Indigenous Knowledge: Research Ethics and Protocols
EDB041	Indigenous Australia: Country, Kin and Culture
KWB109	Writing Australia

Note: JSB352, KKB004 and KWB307 are permitted to count towards this sub-major.

Interaction Design (KIN)

Instructions: Complete any six of the below units.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB230	Interface and Information Design

Note: KIB210 (24 cps) is permitted to count towards this sub-major.

Journalism (KJO)

Instructions: Complete any six of the below units.

KFB205	Fashion and Style Journalism
KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Literary and Cultural Studies (KLC)

Instructions: Complete any six of the below units.

KWB103	Persuasive Writing
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

Music and Sound Studies (KMS)

Instructions: Complete any six of the below units.

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1

KMB129	Music and Sound Production 2
KMB301	The Music Industry
	Note: KMB002, KMB007, KMB104 and KMB204 are permitted to count towards this sub-major.

Performance Studies (KTP)

	Instructions: Complete any six of the below units.
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB209	Applied Performance

Screen Studies (KSC)

	Instructions: Complete any six of the below units.
KPB109	Film and TV History
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Television (KTV)

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB303	Critical Thinking About Television

IMPORTANT

Where it allows, students can take a maximum of 8 units outside the Creative Industries Faculty (depending on the course the student is currently enrolled in). The following submajors/minors are offered through the Faculty of Business. Students may take only ONE of these as a complete submajor. For information about availability of non-Creative Industries Units, contact the Course Coordinator

Advertising (KAD)

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
BSB126	Marketing

Entrepreneurship (KEN)

	Instructions: Complete any six of the below units.
AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
	Note: BSB212 and AMB202 are permitted to be counted towards this sub-major if completed in 2009 or earlier.

Public Relations (KPR)

AMB201	Marketing and Audience Research
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
BSB126	Marketing
	Note: AMB261 and AMB262 are permitted to count towards this sub-major if completed in 2009 or earlier.

Creative Industries Faculty Undergraduate Open Unit Options

Creative Industries Faculty Undergraduate Open Unit Options

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 Unit Options 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 Unit Options 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

Major - International and Global Studies
Multidisciplinary Major

International and Global Studies	
	Seven (7) units are required for an International and Global Studies (IGS) Major. These can include units completed in the IGS Major up to 2009 as well as any completed from the following list.
BSB119	Global Business
CLB049	The Global Teacher
CLB104	Colonialism and Independence in Asia-Pacific
CLB105	Australia and the South Pacific
CLB106	Modern China
CLB108	Nations and Nationalism in Modern Europe
CLB109	World Regions
CLB112	South East Asia in Focus
MDB454	Science, Technology and Society
SCB110	Science Concepts and Global Systems

Students may select one language unit as an elective in the IGS Major. Students may also undertake a combined Major in Languages/International and Global Studies comprising: 3 units from the IGS list plus 4 units in one chosen language. (Indonesian, Japanese, French, Mandarin, German).

Major - Ethics & Human Rights Multidisciplinary Major

Ethics and Human Rights

Seven (7) units are required for an Ethics and Human Rights Major. These can include units completed in the Ethics and Human Rights Major up to 2009 as well as any completed from the following list.

JSB171	Justice and Society
JSB175	Social Ethics and the Justice System
LWS101	Ethics Law and Health Care
NSB113	Diversity and Health: Introduction to Indigenous and Multicultural Perspectives
PUB486	Ethics and the Law in Health Service Delivery
SWB105	Introduction to Human Rights and Ethics
SWB219	Ethical and Legal Dimensions of Human Services and Social Work

Major - Society and Change Multidisciplinary Major

Society and Change

Seven (7) units are required for a Society and Change Major. These can include units completed in teh Society and Change Major up to 2009 as well as any completed from the following list.

CLB107	The Classical World
CLB110	Environment and Society
CLB111	Environmental Hazards
JSB171	Justice and Society
KMB003	Sex Drugs Rock 'n' roll
MDB454	Science, Technology and Society
PUB209	Health, Culture and Society
PYB067	Human Sexuality
SCB110	Science Concepts and Global Systems
SWB102	The Human Condition
SWB104	Interpersonal Communication
SWB212	Community Work
SWB214	Team Practice and Group Processes
SWB222	Advanced Communication for Human Services and Social Work
SWB223	People, Society and Social Work
SWB302	Social Policy Processes

Major - Community Studies Multidisciplinary Major

Community Studies

Seven (7) units are required for a Community Studies Major. These can include units completed in the Community Studies Major up to 2009 as well as any completed from the following list.

EDB040	Indigenous Knowledge: Research Ethics and Protocols
EDB041	Indigenous Australia: Country, Kin and Culture
SWB100	Introduction to Human Services and Social Work
SWB102	The Human Condition
SWB103	Contemporary Social and Community Issues
SWB104	Interpersonal Communication
SWB204	Child and Family Services: Introduction
SWB206	Disability Services: Introduction
SWB207	Services to Young People: Introduction
SWB212	Community Work
SWB214	Team Practice and Group Processes
SWB216	The Human Dimensions of Space
SWB219	Ethical and Legal Dimensions of Human Services and Social Work
SWB220	Practice Theories
SWB221	Social Work Processes and Methods
SWB222	Advanced Communication for Human Services and Social Work
SWB302	Social Policy Processes
SWB304	Child and Family Services: Advanced
SWB305	Community and Youth Corrections
SWB306	Disability Services: Advanced
SWB307	Services to Young People: Advanced
SWB308	Child Protection Intervention Skills

Major - Australian Studies Multidisciplinary Major

Australian Studies

Seven (7) units are required for an Australian Studies Major. These can include units completed in the Australian Studies Major up to 2009 as well as any completed from the following list.

CLB101	Australian Society and Culture
CLB102	Australian Historical Studies
CLB105	Australia and the South Pacific
CLB113	Australian Geographical Studies
EDB038	Indigenous Australian Culture Studies
EDB039	Indigenous Politics and Political Culture
EDB041	Indigenous Australia: Country, Kin and Culture
PUB557	Health Needs of Indigenous Australians and Other Populations

Discipline Major - Geography and Environmental Studies

Geography and Environmental Studies

Six (6) units are required for a Geography and Environmental Studies Discipline Major. These

can include units completed in the Geography and Environmental Studies Discipline Major up to 2009 as well as any completed from the following list.

CLB109	World Regions
CLB110	Environment and Society
CLB111	Environmental Hazards
CLB112	South East Asia in Focus
CLB113	Australian Geographical Studies
CLB114	Geography in the Field
SCB110	Science Concepts and Global Systems
UDB164	Population and Urban Studies
UDB281	Geographic Information Systems
UDB282	Remote Sensing

Discipline Major - Social Science

Six (6) units are required for a Social Science Discipline Major which comprises Sociology units and Political Studies units. These can include units completed in the Social Science Discipline Major up to 2009 as well as any completed from the following list.

Sociology

CLB403	Gender And Sexuality Issues For Teachers
JSB272	Theories of Crime
JSB378	Drugs and Crime
JSB971	Gender Crime and the Criminal Justice System
KMB003	Sex Drugs Rock 'n' roll
MDB454	Science, Technology and Society
PYB067	Human Sexuality
PUB209	Health, Culture and Society
SWB216	The Human Dimensions of Space

Political Studies

EDB039	Indigenous Politics and Political Culture
JSB271	Policy Governance and Justice
KCB302	Political Communication
SWB218	Social Change, Politics, Policy and Activism
SWB302	Social Policy Processes

Discipline Major - History

History

Six (6) units are required for a History Discipline Major. These can include units completed in the History Discipline Major up to 2009 as well as any completred from the following list.

CLB101	Australian Society and Culture
CLB102	Australian Historical Studies
CLB103	Interpreting the Past
CLB104	Colonialism and Independence in Asia-Pacific
CLB105	Australia and the South Pacific
CLB106	Modern China
CLB107	The Classical World
CLB108	Nations and Nationalism in Modern Europe

Units - Languages Disciplinary Major

LANGUAGES

All Language units, apart from Mandarin and the Overseas Units, are now taught at the University of Queensland. QUT students study at UQ though cross institutional enrolment. Any queries on the Language units should be directed to the Faculty of Business

Mandarin

Six sequenced units are required for a Mandarin Discipline Major. These can include units completed in the Mandarin Discipline Major up to 2009 as well as those from the following list:

AMB030	Mandarin for Chinese
AMB031	Mandarin 1
AMB032	Mandarin 2
AMB033	Mandarin 3
AMB034	Mandarin 4
AMB035	Mandarin 5
AMB036	Mandarin 6
AMB037	Mandarin 7
AMB038	Mandarin 8

Overseas Units - All Languages

AMB041	International Intensive Program
AMB042	International Summer School or Equivalent
AMB043	In-Country Study - A
AMB044	In-Country Study - B

French

The following units are taught at UQ. Six sequenced units are required for a French Discipline Major. These can include units completed in the French Discipline Major up to 2009 as well as those from the following list:

FREN1010	French 1/Introductory French A
FREN1020	French 2/Introductory French B
FREN2010	French 3/Intermediate French A *
	OR
FREN3112	French Language A *
FREN2020	French 4/Intermediate French B
	OR
FREN3113	French Language B
FREN311	French 5/French Language C

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FREN3115 French 6/French Language D

FREN3116 French 7/Advanced French Language **

OR

FREN3330 French for Business

OR

FREN3360 Le cinema en Francais

FREN3120 French 8/Advanced Oral French

OR

FREN3210 Litterature et Modernite

OR

FREN3310 Introduction to French > English Translation

OR

FREN3350 Litterature Contemporaine

* FREN2010 is third semester French for students who have done HHB061 and HHB062 (senester 1 abd 2 of beginner French). FREN3112 is first semester French for students who have successfully completed Year 12 French in the last three years.

Students who have already completed HHB066 French 6 at QUT should not enrol in FREN3116

German

The following units are taught at UQ. Six sequenced units are required for a German Discipline Major. These can include units completed in the German Discipline Major up to 2009 as well as those from the following list:

GRMN1010 German 1/Introductory to German Language 1

GRMN1020 German 2/Introductory German Language 2

GRMN2010 German 3/Continuing German Language 1

GRMN2020 German 4/Continuing German Language 2

GRMN3010 German 5/Advanced German Language 1

GRMN3020 German 6/Advanced German Language 2

GRMN3110 German 7/Advanced German Language 3

GRMN3120 German 8/Advanced German Language 4

Japanese

The following units are taught at UQ. Six sequenced units are required for a Japanese Discipline Major. These can include units completed in the Japanese Discipline Major up to 2009 as well as those from the following list:

JAPN1011 Japanese 1/Introductory Japanese 1

JAPN2011 Japanese 2/Introductory Japanese 2

JAPN2101 Japanese 3/Intermediate Japanese 1

JAPN3001 Japanese 4/Intermediate Japanese 2

JAPN3101 Japanese 5/Continuing Japanese 3

JAPN3102 Japanese 6/Continuing Japanese 4

JAPN3200 Japanese 7/Multimedia Japanese

OR

JAPN3240 Modern Literary Texts

OR

JAPN3210 Polite Japanese Written & SPoken Styles

JAPN3500 Japanese 8/Language and Society in Japan

Indonesian

The following units are taught at UQ. Six sequenced units are required for a Indonesian Discipline Major. These can include units completed in the Indonesian Discipline Major up to 2009 as well as those from the following list:

INDN1000 Indonesian 1/Introductory Indonesian A

INDN1001 Indonesian 2/Introductory Indonesian B

INDN2000 Indonesian 3/Intermediate Indonesian A

INDN2001 Indonesian 4/Intermediate Indonesian B

INDN3000 Indonesian 5/Advanced Indonesian A

INDN3001 Indonesian 6/Advanced Indonesian B

INDN3003 Indonesian 7/Indonesian Through the Media

INDN3005 Indonesian 8/Indonesian Translation B

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: 2010
Admissions: Yes
CRICOS code: 058291E
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 429062
Past rank cut-off: 84
Past OP cut-off: 9
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Ms Jenny Felton (Human Services); Human Services enrolment queries to email: swhs.enquiries@qut.edu.au or phone: 07 3138 4697.
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, aged, youth or child and family services with studies from a range of creative industries majors, including animation; art and design history; creative and professional writing; dance; digital media; drama; entertainment industries; fashion; film, television and screen; game design; interactive and visual design; journalism, media and communication; literary studies; or music.

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, cultural development, youth arts and disability 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.

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.

Other course requirements

Blue Card
As required by the Commission for Children and Young People and Child Guardian Act (2000), studens 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

Hepatitis vaccination
Students considering undertaking a placement in a Queensland Health facility should note that a Hepatitis B vaccination is mandatory before commencement of the placement.

Further information

For information about this course, please call Social Work and Human Services on +61 7 3138 4697 or email swhs.enquiries@qut.edu.au

Course Structure for students who commenced in 2010

Year 1, Semester 1	
SWB105	Introduction to Human Rights and Ethics
SWB100	Introduction to Human Services and Social Work
KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2	
SWB103	Contemporary Social and Community Issues
SWB104	Interpersonal Communication
KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections

Year 2, Semester 1	
SWB208	Introduction to Practice
SWB209	Developing Professional Frameworks
KKB221	Approaching Interdisciplinarity
SELECT	Creative Industries major: First Unit

Year 2, Semester 2	
ELECTIVE	One Unit from Human Services Elective Options List
ELECTIVE	One Unit from Human Services Introductory Service Options List
KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries major: Second Unit

Year 3, Semester 1	
SWB220	Practice Theories
SWB221	Social Work Processes and Methods
SELECT	Creative Industries major: Third Unit
SELECT	Creative Industries major: Fourth Unit

Year 3, Semester 2	
SWB219	Ethical and Legal Dimensions of Human Services and Social Work
SELECT	Creative Industries major: Fifth Unit
SELECT	Creative Industries major: Sixth Unit
SELECT	A Transitions to New Professional Environments Unit

Year 4, Semester 1	
ELECTIVE	One Unit from Human services Advanced Service Options List
ELECTIVE	One Unit from Human Services Elective Options List
SELECT	Creative Industries major: Seventh Unit
SELECT	A Transitions to New Professional Environments Unit

Year 4, Semester 2	
SWB301	Advanced Professional Practice
SELECT	Creative Industries major: Eighth Unit

Course structure for students who commenced in 2009

Year 1, Semester 1	
SWB105	Introduction to Human Rights and Ethics
SWB100	Introduction to Human Services and Social Work
KKB101	Creative Industries: People and Practices
SELECT	Either KPB150 or KVB104:
KPB150	Foundations of Multi-platform Production
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2	
SWB103	Contemporary Social and Community Issues
SWB104	Interpersonal Communication
KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections

Year 2, Semester 1	
SWB208	Introduction to Practice
SWB209	Developing Professional Frameworks
KKB221	Approaching Interdisciplinarity
SELECT	Creative Industries major: First Unit

Year 2, Semester 2	
ELECTIVE	One Unit from Human Services Elective Options List
ELECTIVE	One Unit from Human Services Introductory Service Options List
KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries major: Second Unit

Year 3, Semester 1	
SWB220	Practice Theories
SWB221	Social Work Processes and Methods
SELECT	Creative Industries major: Third Unit
SELECT	Creative Industries major: Fourth Unit

Year 3, Semester 2	
SWB219	Ethical and Legal Dimensions of Human Services and Social Work
SELECT	Creative Industries major: Fifth Unit
SELECT	Creative Industries major: Sixth Unit
SELECT	A Transitions to New Professional Environments Unit

Year 4, Semester 1	
ELECTIVE	One Unit from Human services Advanced Service Options List

ELECTIVE	One Unit from Human Services Elective Options List
SELECT	Creative Industries major: Seventh Unit
SELECT	A Transitions to New Professional Environments Unit

Year 4, Semester 2

SWB301	null
SELECT	Creative Industries major: Eighth Unit

Drama course structure for students who commenced in 2008

Year 1, Semester 1

SWB100	Introduction to Human Services and Social Work
SWB105	Introduction to Human Rights and Ethics
KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance

Year 1, Semester 2

SWB103	Contemporary Social and Community Issues
SWB104	Interpersonal Communication
KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation

Year 2, Semester 1

SWB208	Introduction to Practice
SWB209	Developing Professional Frameworks
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 2, Semester 2

ELECTIVE	One Unit from Human Services Elective Options List
ELECTIVE	One Unit from Human Services Introductory Service Options List
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 3, Semester 1

SWB220	Practice Theories
SWB221	Social Work Processes and Methods
SELECT	A Creative Industries Unit Option
KTB206	The Creating Body

Year 3, Semester 2

SWB219	Ethical and Legal Dimensions of Human Services and Social Work
SELECT	A Creative Industries Unit Option
KTB207	Staging Australia
KTB303	Production 3: Interpreting and Adapting

Year 4, Semester 1

ELECTIVE	One Unit from Human services Advanced Service Options List
ELECTIVE	One Unit from Human Services Elective Options List
KTB204	Understanding Performance
KTB301	Performing Self

Year 4, Semester 2

SWB301	Advanced Professional Practice
KTB305	The Entrepreneurial Artist

Interdisciplinary course structure for students who commenced in 2008

Year 1, Semester 1

SWB105	Introduction to Human Rights and Ethics
SWB100	Introduction to Human Services and Social Work
KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
KVB104	Photomedia and Artistic Practice

Year 1, Semester 2

SWB103	Contemporary Social and Community Issues
SWB104	Interpersonal Communication
KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

SWB208	Introduction to Practice
SWB209	Developing Professional Frameworks
KKB221	Approaching Interdisciplinarity
SELECT	Creative Industries co-major: First Unit

Year 2, Semester 2

ELECTIVE	One Unit from Human Services Elective Options List
ELECTIVE	One Unit from Human Services Introductory Service Options List
KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries co-major: Second Unit

Year 3, Semester 1

SWB220	Practice Theories
SWB221	Social Work Processes and Methods
SELECT	Creative Industries co-major: Third Unit
SELECT	Creative Industries co-major: Fourth Unit

Year 3, Semester 2

SWB219	Ethical and Legal Dimensions of Human Services and Social Work
SELECT	Creative Industries co-major: Fifth Unit

SELECT	Creative Industries co-major: Sixth Unit
SELECT	A Transitions to New Professional Environments Unit

Year 4, Semester 1

ELECTIVE	One Unit from Human services Advanced Service Options List
ELECTIVE	One Unit from Human Services Elective Options List
SELECT	Creative Industries co-major: Seventh Unit
SELECT	A Transitions to New Professional Environments Unit

Year 4, Semester 2

SWB301	Advanced Professional Practice
SELECT	Creative Industries co-major: Eighth Unit

Drama course structure for students who commenced in 2007

Year 1, Semester 1

HHB100	Introduction to Human Services and Social Work
HHB114	Introduction To Human Rights And Ethics
SELECT	A Creative Industries Core Unit
KTB101	20th Century Performance

Year 1, Semester 2

HHB103	Contemporary Social And Community Issues
HHB113	Interpersonal Communication
SELECT	A Creative Industries Core Unit
KTB104	Performance Innovation

Year 2, Semester 1

HHB208	Introduction To Practice
HHB209	Developing Professional Frameworks
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 2, Semester 2

BHS	One Unit from Human Services Elective Options List
BHS	One Unit from Human Services Introductory Service Options List
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 3, Semester 1

HHB278	Practice Theories
HHB279	Social Work Processes and Methods
SELECT	A Creative Industries Option
KTB206	The Creating Body

Year 3, Semester 2

HHB277	Ethical and Legal Dimensions of Human Services and Social Work
SELECT	A Creative Industries Unit Option
KTB207	Staging Australia
KTB303	Production 3: Interpreting and Adapting

Year 4, Semester 1

BHS	One Unit from Human services Advanced Service Options List
BHS	One Unit from Human Services Elective Options List
KTB204	Understanding Performance
KTB301	Performing Self

Year 4, Semester 2

KTB305	The Entrepreneurial Artist
HHB301	Advanced Professional Practice

Interdisciplinary course structure for students who commenced in 2007

Year 1, Semester 1

SWB105	Introduction to Human Rights and Ethics
SWB100	Introduction to Human Services and Social Work
SELECT	A Creative Industries Core Unit
SELECT	Sub-major 1: First Unit

Year 1, Semester 2

SWB103	Contemporary Social and Community Issues
SWB104	Interpersonal Communication
SELECT	A Creative Industries Core Unit
SELECT	Sub-major 1: Second Unit

Year 2, Semester 1

SWB208	Introduction to Practice
SWB209	Developing Professional Frameworks
SELECT	Sub-major 1: Third Unit
SELECT	Sub-major 2: First Unit

Year 2, Semester 2

ELECTIVE	One Unit from Human Services Elective Options List
ELECTIVE	One Unit from Human Services Introductory Service Options List
SELECT	Sub-major 1: Fourth Unit
SELECT	Sub-major 2: Second Unit

Year 3, Semester 1

SWB220	Practice Theories
SWB221	Social Work Processes and Methods
SELECT	Sub-major 1: Fifth Unit
SELECT	Sub-major 2: Third Unit

Year 3, Semester 2

SWB219	Ethical and Legal Dimensions of Human Services and Social Work
SELECT	Sub-major 1: Sixth Unit
SELECT	Sub-major 2: Fourth Unit
SELECT	A Creative Industries Unit Option

Year 4, Semester 1

ELECTIVE	One Unit from Human services Advanced Service Options List
ELECTIVE	One Unit from Human Services Elective Options List
SELECT	Sub-major 2: Fifth Unit
SELECT	A Creative Industries Unit Option

Year 4, Semester 2

SWB301	Advanced Professional Practice
SELECT	Sub-major 2: Sixth Unit

Creative Industries Major Options

INSTRUCTIONS FOR 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 major, following semester of offer and unit requisites (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.

Animation

Description: This major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 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 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 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

Creative and Professional Writing

Description: The aim of this 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 major.

Instructions: Of the eight units you need to complete, you must select at least three units coded 200 or above.

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 Studies

Description: This 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 major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

*KDB205 will not be offered in 2010.

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This 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 major.

KCB101	Introduction to Media and Communication: Texts
SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The 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 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 major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment?Practice:?Balancing?Entertainment?and?Creativity
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour

KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Fashion

Description: This 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 major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 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 organisational 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 major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Interactive and Visual Design

Description: This major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This 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 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries

KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this 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 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

Music

Description: This major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:

KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and

	Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry
	* KMB200 will be offered from 2011.

Online Environments

	Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this second major.
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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing
	Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Sub-Majors

Art and Visual Culture (KAV)

	Instructions: Complete any six of the below units.
KVB102	Modernism
KVB103	Australian Art
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture

Art History, Architecture and Design (KAA)

	Instructions: Complete any six of the below units.
DAB325	Architecture in the 20th Century
DAB420	Architecture, Culture and Space
DAB525	Architecture and the City
DEB102	Introducing Design History
KVB102	Modernism
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB307	Theories of Spatial Culture

Communication (KCN)

	Instructions: Complete any six of the below units.
KCB101	Introduction to Media and Communication: Texts
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB302	Political Communication
KKB004	Indigenous Creative Industries
SELECT	Either KWB102 or KWB106:
KWB102	Media Writing
KWB106	Corporate Writing and Editing

Computational Arts (KKC)

	Instructions: Complete any six of the below units.
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KIB105	Animation and Motion Graphics
KMB107	Sound, Image, Text
KMB129	Music and Sound Production 2
KVB211	Post 1945 Art
	Note: ITB001, ITB003,KKB210, KKB211 and KVB202 are permitted to count towards this sub-major.

Creative and Professional Writing (KCW)

Instructions: Complete any six of the below units.

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

Note: KWB204 is permitted to count towards this sub-major.

Creative Industries Management (KCI)

Instructions: Complete any six of the below units.

BSB115	Management
BSB126	Marketing
KTB104	Performance Innovation
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
MGB223	Entrepreneurship and Innovation

Dance (KDN)

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance

Digital Media (KDM)

Instructions: Complete any six of the below units.

KCB102	Media Myth Busting 1
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KPB110	The Movie, TV & New Media Business
KVB306	Video Art and Culture

Fashion, Art and Communication (KFA)

Instructions: Complete any six of the below units.

KCB203	Consumption Matters: Consumer Cultures and Identity
KFB103	Introduction to Fashion
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KVB104	Photomedia and Artistic Practice
KVB108	Contemporary Asian Visual Culture
KVB212	Australian Art, Architecture and Design

Note: KFB203 is permitted to count towards this sub-major.

Indigenous Studies (KIS)

Instructions: Complete any six of the below units.

EDB007	Culture Studies: Indigenous Education
EDB038	Indigenous Australian Culture Studies
EDB039	Indigenous Politics and Political Culture
EDB040	Indigenous Knowledge: Research Ethics and Protocols
EDB041	Indigenous Australia: Country, Kin and Culture
KWB109	Writing Australia

Note: JSB352, KKB004 and KWB307 are permitted to count towards this sub-major.

Interaction Design (KIN)

Instructions: Complete any six of the below units.

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB214	Design for Interactive Media
KIB230	Interface and Information Design

Note: KIB210 (24 cps) is permitted to count towards this sub-major.

Journalism (KJO)

Instructions: Complete any six of the below units.

KFB205	Fashion and Style Journalism
KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Literary and Cultural Studies (KLC)

Instructions: Complete any six of the below units.

KWB103	Persuasive Writing
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

Music and Sound Studies (KMS)

Instructions: Complete any six of the below units.

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB301	The Music Industry

Note: KMB002, KMB007, KMB104 and KMB204 are permitted to count towards this sub-major.

Performance Studies (KTP)

Instructions: Complete any six of the below units.

KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene
KTB104	Performance Innovation
KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB209	Applied Performance

Screen Studies (KSC)

Instructions: Complete any six of the below units.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Television (KTV)

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB303	Critical Thinking About Television

IMPORTANT

Where it allows, students can take a maximum of 8 units outside the Creative Industries Faculty (depending on the course the student is currently enrolled in). The following submajors/minors are offered through the Faculty of Business. Students may take only ONE of these as a complete submajor. For information about availability of non-Creative Industries Units, contact the Course Coordinator

Advertising (KAD)

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
BSB126	Marketing

Entrepreneurship (KEN)

Instructions: Complete any six of the below units.

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth

Note: BSB212 and AMB202 are permitted to be counted towards this sub-major if completed in 2009 or earlier.

Public Relations (KPR)

AMB201	Marketing and Audience Research
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
BSB126	Marketing

Note: AMB261 and AMB262 are permitted to count towards this sub-major if completed in 2009 or earlier.

Creative Industries Transitions to New Professional Environments Unit Options

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
KKB350	Creative Industries International Study Tour

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

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

KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Human Services Elective Options Lists

Human Services Introductory Service Options - Semester 2

SWB204	Child and Family Services: Introduction
SWB206	Disability Services: Introduction
SWB207	Services to Young People: Introduction
NOTE:	Students taking the Corrective Services pathway select one of these units or any other corrective services introductory unit approved by the Course Coordinator

Human Services Elective Options

EDB041	Indigenous Australia: Country, Kin and Culture
SWB211	Casework and Case Management
SWB212	Community Work
SWB302	Social Policy Processes
SWB214	Team Practice and Group Processes
SWB216	The Human Dimensions of Space
SWB222	Advanced Communication for Human Services and Social Work
SWB308	Child Protection Intervention Skills
SWB401	Research Methods for Professional Practice

Human Services Advanced Service Options - Semester 1

SWB304	Child and Family Services: Advanced
SWB305	Community and Youth Corrections
SWB306	Disability Services: Advanced

SWB307	Services to Young People: Advanced
NOTE	Students taking the Corrective Services pathway should select SWB305

Health Unit prerequisites/corequisites

For information on prereqs & coreqs visit:
www.hlth.qut.edu.au/study/forcurrentstudents/

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: 2010
Admissions: No
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,100 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Ms Melinda Service (Health Science); Health Science enrolment queries to email: sph.studentcentre @qut.com or phone: 07 3138 3368.
Discipline coordinator: Dr Stephen Harrington (Media and Communication)
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 Unit Options.

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.

Limits on grades of 3

A new policy concerning grades of 3 came into effect from 1 January 2009 (QUT MOPP C/5.2). With effect from this date grades of 3 are no longer considered a conceded or low pass but are classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. Further information is available on the Student Services website

Course structure for students who commenced in 2008

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
SCB111	Chemistry 1
LSB142	Human Anatomy and Physiology

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
SCB121	Chemistry 2
PUB201	Food and Nutrition

Year 2, Semester 1	
KCB102	Media Myth Busting 1
SELECT	Either KJB120 or KWB103 or a K-coded Unit Option (if approved by the Media and Communication Coordinator):
KJB120	Newswriting
KWB103	Persuasive Writing
	A Unit Option (K-coded) (if approved by the Media and Communication Coordinator)
PUB474	Food Science
LQB381	Biochemistry: Structure and Function

Year 2, Semester 2	
KCB202	New Media 2: Applications and Implications
SELECT	Either KJB224 or KWB106 or a K-coded Unit Option (if approved by the Media and Communication Coordinator):
KJB224	Feature Writing
KWB106	Corporate Writing and Editing
	A Unit Option (K-coded) (if approved by the Media and Communication Coordinator)
PUB251	Contemporary Public Health
LSB250	Human Physiology

Year 3, Semester 1	
KCB201	New Media 1: Information and Knowledge
KCB205	Professional Communication
PUB326	Epidemiology
PUB530	Health Education and Behaviour Change

Year 3, Semester 2	
KCB103	Strategic Speech Communication
KCB203	Consumption Matters: Consumer Cultures and Identity
PUB648	Diet, Nutrition and Chronic Disease
PUB405	Nutrition Science

Year 4, Semester 1	
KCB301	Media Audiences
KCB302	Political Communication
PUB509	Community and Public Health Nutrition
PUB514	Contract/Project Management

Year 4, Semester 2	
KCB303	Brisbane Media Map
SELECT	Either KKB341 or KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
PUB875	Professional Practice
PUB436	Evidence Based Practice

Course structure for students who commenced in 2007

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
SELECT	A Creative Industries Core Unit
SCB111	Chemistry 1
PUB474	Food Science

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries

SELECT	A Creative Industries Core Unit
SCB121	Chemistry 2
PUB251	Contemporary Public Health

Year 2, Semester 1

KCB102	Media Myth Busting 1
SELECT	Either KJB120 or KWB103 or a K-coded Unit Option (if approved by the Media and Communication Coordinator):
KJB120	Newswriting
KWB103	Persuasive Writing
	A K-coded Unit Option (if approved by the Media and Communication Coordinator)
LSB142	Human Anatomy and Physiology
LQB381	Biochemistry: Structure and Function

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
SELECT	Either KJB224 or KWB106 or a K-coded Unit Option (if approved by the Media and Communication Coordinator):
KJB224	Feature Writing
KWB106	Corporate Writing and Editing
	A K-coded Unit Option (if approved by the Media and Communication Coordinator)
PUB201	Food and Nutrition
LSB250	Human Physiology

Year 3, Semester 1

KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
PUB326	Epidemiology
PUB530	Health Education and Behaviour Change

Year 3, Semester 2

KCB203	Consumption Matters: Consumer Cultures and Identity
KCB303	Brisbane Media Map
PUB648	Diet, Nutrition and Chronic Disease
PUB405	Nutrition Science

Year 4, Semester 1

KCB301	Media Audiences
KCB302	Political Communication
PUB514	Contract/Project Management
PUB509	Community and Public Health Nutrition

Year 4, Semester 2

KCB205	Professional Communication
SELECT	Either KKB341 or KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
PUB436	Evidence Based Practice
PUB875	Professional Practice

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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
	* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History

KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Health Unit prerequisites/corequisites

For information on prereqs & coreqs visit:
www.hlth.qut.edu.au/study/forcurrentstudents/

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: 2010
Admissions: No
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,100 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Ms Melinda Service (Health Science); Health Science enrolment queries to email: sph.studentcentre @qut.com or phone: 07 3138 3368.
Discipline coordinator: Dr Stephen Harrington (Media and Communication)
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; communicationm 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 Unit Options.

The Health Science component is made up of 180 credit points of specified Health Science units and a 12 credit point Unit Option.

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.

Course structure for students who commenced in 2008

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
PUB251	Contemporary Public Health
LSB111	Understanding Disease Concepts

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
PUB209	Health, Culture and Society
PYB012	Psychology

Year 2, Semester 1	
KCB102	Media Myth Busting 1
SELECT	Either KJB120 or KWB103 or a K-coded Unit Option (if approved by the Media and Communication Coordinator):
KJB120	Newswriting
KWB103	Persuasive Writing
	A Unit Option (K-coded) (if approved by the Media and Communication Coordinator)
PUB326	Epidemiology
PUB332	Sustainable Environments for Health

Year 2, Semester 2	
KCB202	New Media 2: Applications and Implications
SELECT	Either KJB224 or KWB106 or a K-coded Unit Option (if approved by the Media and Communication Coordinator):
KJB224	Feature Writing
KWB106	Corporate Writing and Editing
	A Unit Option (K-coded) (if approved by the Media and Communication Coordinator)
PUB201	Food and Nutrition
PUB215	Public Health Practice

Year 3, Semester 1	
KCB201	New Media 1: Information and Knowledge
KCB205	Professional Communication
PUB530	Health Education and Behaviour Change
PUB557	Health Needs of Indigenous Australians and Other Populations
	OR
PUB565	International Health

Year 3, Semester 2	
KCB103	Strategic Speech Communication
KCB203	Consumption Matters: Consumer Cultures and Identity
PUB436	Evidence Based Practice
	Public Health Elective chosen from List A

Year 4, Semester 1	
KCB301	Media Audiences
KCB302	Political Communication
PUB514	Contract/Project Management
PUB545	Health Policy, Planning and Advocacy
	OR
PUB561	Statistical Methods in Health

Year 4, Semester 2	
KCB303	Brisbane Media Map
SELECT	Either KKB341 or KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
PUB406	Health Promotion Practice
PUB875	Professional Practice

List A - Public Health Electives	
PUB336	Women's Health
PUB436	Evidence Based Practice
PUB611	Risk Management

Course structure for students who commenced in 2007

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
SELECT	A Creative Industries Core Unit
PUB251	Contemporary Public Health

LSB111	Understanding Disease Concepts

Year 1, Semester 2

KCB104	Introduction to Media and Communications: Industries
SELECT	A Creative Industries Core Unit
PUB209	Health, Culture and Society
PYB012	Psychology

Year 2, Semester 1

KCB102	Media Myth Busting 1
SELECT	Either KJB120 or KWB103 or a K-coded Unit Option (if approved by the Media and Communication Coordinator):
KJB120	Newswriting
KWB103	Persuasive Writing
	A Unit Option (K-coded) (if approved by the Media and Communication Coordinator)
PUB326	Epidemiology
PUB332	Sustainable Environments for Health

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
SELECT	Either KJB224 or KWB106 or a K-coded Unit Option (if approved by the Media and Communication Coordinator):
KJB224	Feature Writing
KWB106	Corporate Writing and Editing
	A Unit Option (K-coded) (if approved by the Media and Communication Coordinator)
PUB201	Food and Nutrition
PUB486	Ethics and the Law in Health Service Delivery

Year 3, Semester 1

KCB103	Strategic Speech Communication
KCB201	New Media 1: Information and Knowledge
PUB530	Health Education and Behaviour Change
PUB565	International Health
	OR
PUB557	Health Needs of Indigenous Australians and Other Populations

Year 3, Semester 2

KCB203	Consumption Matters: Consumer Cultures and Identity
KCB303	Brisbane Media Map
PUB436	Evidence Based Practice
	Public Health Elective chosen from List A

Year 4, Semester 1

KCB301	Media Audiences
KCB302	Political Communication
PUB514	Contract/Project Management
PUB545	Health Policy, Planning and Advocacy
	OR
PUB561	Statistical Methods in Health

Year 4, Semester 2

KCB205	Professional Communication
SELECT	Either KKB341 or KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
PUB406	Health Promotion Practice
PUB875	Professional Practice

Public Health Electives

PUB336	Women's Health
PUB416	Advanced Research Methods
PUB461	Qualitative Inquiry in Public Health
PUB611	Risk Management

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2

KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Health Unit prerequisites/corequisites

For information on prereqs & coreqs visit:
www.hlth.qut.edu.au/study/forcurrentstudents/

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: 2010
Admissions: Yes
CRICOS code: 059227E
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,300 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409872
Past rank cut-off: 84
Past OP cut-off: 9
OP Guarantee: Yes
Assumed knowledge: English (4,SA), Maths A, B or C (4,SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); IT: Mr Richard Thomas (enquiry.scitech@qut.edu.au)
Campus: Gardens Point and Kelvin Grove

Course Overview

This double degree allows you to complement your technical skills with creative skills through digital media and film production. You will learn to merge the creative and imaginative with the technical to develop sophisticated and innovative digital products. You can choose to complement your skill set through a range of information technology and creative industries areas of interest to diversify your studies, including:

- animation
- art and design history
- creative and professional writing
- dance studies
- digital media
- entertainment industries
- entrepreneurship
- fashion
- film, television and screen game design
- interactive and visual design
- journalism, media and communication
- literary studies
- music
- online environments

Career Outcomes

As a graduate you can enjoy the more creative side of information technology careers including digital media programmer, simulation designer or developer, games producer or designer, sound designer, mobile entertainment and communications developer, user interface developer, knowledge worker in music and sound, web developer and digital product strategist.

Professional Recognition

This course is accredited by the Australian Computer Society (ACS). ACS accreditation is internationally recognised by the Seoul Accord.

Course Design

You will undertake the Bachelor of Creative Industries core units as well as one creative industries major. Your information technology degree component comprises eight core units, four breadth units, and four units in your information technology specialisation.

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 Societies
- 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
Secondary Fields: C
OP Guarantee: Yes

Pathways to Futher 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.

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).

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.

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.

Limits on grades of 3

A new policy concerning grades of 3 came into effect from 1 January 2009 (QUT MOPP C/5.2). With effect from this date grades of 3 are no longer considered a conceded or low pass but are classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. Further information is available on the Student Services website

Further Information

For Further information about this course please contact the following:

Science and Technology Coordinator
Richard Thomas
Phone: +61 7 3138 2782
Email: enquiri.scitech@qut.edu.au

Creative Industries Coordinator
Phone +61 7 3138 8114
Fax +61 7 3138 8116
Email: creativeindustries@qut.edu.au

Course structure for students who commenced in 2010

Year 1, Semester 1	
INB101	Impact of IT
INB102	Emerging Technology
KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
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	Creative Industries Major: First Unit

Year 2, Semester 2	
	IT Breadth Option Unit
	IT Breadth Option Unit
KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries Major: Second Unit

Year 3, Semester 1	
INB201	Scalable Systems Development
	IT Specialisation Option Unit
SELECT	Creative Industries Major: Third Unit
SELECT	Creative Industries Major: Fourth Unit

Year 3, Semester 2	
INB300	Professional Practice in IT
	IT Specialisation Option Unit
SELECT	Creative Industries Major: Fifth Unit
SELECT	Creative Industries Major: Sixth Unit

Year 4, Semester 1	
INB301	The Business of IT
	IT Specialisation Option Unit
SELECT	Creative Industries Major: Seventh Unit
SELECT	Transitions to New Professional Environments Unit

Year 4, Semester 2	
INB302	Capstone Project
	IT Specialisation Option Unit
SELECT	Creative Industries Major: Eighth Unit
SELECT	Transitions to New Professional Environments Unit

Course structure for students who commenced in 2009

Year 1, Semester 1	
INB101	Impact of IT

INB102	Emerging Technology
KKB101	Creative Industries: People and Practices
SELECT	Either KPB150 or KVB104:
KPB150	Foundations of Multi-platform Production
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	Creative Industries Major: First Unit

Year 2, Semester 2

	IT Breadth Option Unit
	IT Breadth Option Unit
KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries Major: Second Unit

Year 3, Semester 1

INB201	Scalable Systems Development
	IT Specialisation Option Unit
SELECT	Creative Industries Major: Third Unit
SELECT	Creative Industries Major: Fourth Unit

Year 3, Semester 2

INB300	Professional Practice in IT
	IT Specialisation Option Unit
SELECT	Creative Industries Major: Fifth Unit
SELECT	Creative Industries Major: Sixth Unit

Year 4, Semester 1

INB301	The Business of IT
	IT Specialisation Option Unit
SELECT	Creative Industries Major: Seventh Unit
SELECT	Transitions to New Professional Environments Unit

Year 4, Semester 2

INB302	Capstone Project
	IT Specialisation Option Unit
SELECT	Creative Industries Major: Eighth Unit
SELECT	Transitions to New Professional Environments Unit

Creative Industries Major Options

INSTRUCTIONS FOR 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 major, following semester of offer and unit requisites (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.

Animation

Description: This major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 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 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 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

Creative and Professional Writing

Description: The aim of this 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 major.

Instructions: Of the eight units you need to complete, you must select at least three units coded 200 or above.

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 Studies

Description: This 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 major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

*KDB205 will not be offered in 2010.

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This 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 major.

KCB101	Introduction to Media and Communication: Texts
SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The 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 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 major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment?Practice:?Balancing?Entertainment?and?Creativity
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Fashion

Description: This 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 major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 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 organisational 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 major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Interactive and Visual Design

Description: This major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This 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 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this 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 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

Music

Description: This major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

Creative Industries Transitions to New Professional Environments Unit Options

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
KKB350	Creative Industries International Study Tour

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.	BUSINESS PROCESS MANAGEMENT:
INB320	Business Process Modelling
INB321	Business Process Management
INB322	Information Systems Consulting
INB123	Project Management Practice
2.	DATA WAREHOUSING:
INB340	Database Design
INB341	Software Development With Oracle
INB342	Enterprise Data Mining
INB343	Advanced Data Mining and Data Warehousing
	Please note: INB343 not offered in 2010
3.	DIGITAL ENVIRONMENTS:
INB345	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB335	Information Resources
4.	ENTERPRISE SYSTEMS:
INB123	Project Management Practice
INB221	Technology Management
INB311	Enterprise Systems
INB312	Enterprise Systems Applications
5.	NETWORK SYSTEMS:
INB350	Internet Protocols and Services
INB351	Computer Network Administration
INB352	Network Planning and Deployment
INB353	Wireless and Mobile Networks
6.	SOFTWARE ENGINEERING:
INB370	Software Development
INB371	Data Structures and Algorithms
INB372	Agile Software Development
INB374	Enterprise Software Architecture
7.	WEB TECHNOLOGIES:
INB313	Electronic Commerce Site Development
INB373	Web Application Development
INB374	Enterprise Software Architecture
INB385	Multimedia Systems
INB386	Advanced Multimedia Systems
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

Please note:

INB343 & INB323 are not offered in 2010

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: 2010
Admissions: Yes
CRICOS code: 066291E
Course duration (full-time): 5.5 years
Domestic fees (indicative): 2010: CSP $3,800 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409192
Past rank cut-off: 92
Past OP cut-off: 5
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 528
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); 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 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 double degree combines practical skills and contextual understanding of the media and communication industries with the skills to work as a legal practitioner.

As a student at the QUT School of Law you will benefit from innovative teaching methods and facilities and will be taught by a dedicated, highly experienced team of professionals: full-time academics with solid professional and community experience and practising legal professionals with specialised expertise.

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. Approximately 90 per cent of QUT law graduates gain employment or continue with further studies such as the QUT Legal Practice Course for admission as legal practitioners.

Course Structure

Your media and communication degree comprises 14 units to build your expertise in this area, alongside two creative industries foundation units. You will study a combination of law and media and communication units in the first four years and for the remainder of your course you will concentrate on law studies.

You will have the opportunity to specialise in media law and policy, commercial law, corporate law, taxation law, medico-legal issues, alternative dispute resolution, public international law, Asian legal systems, feminist theories of law or environmental law.

Professional Recognition

The QUT Bachelor of Laws course is an approved degree for the purposes of the Legal Practitioners Admissions Rules, subject to final approval. It will enable you to satisfy the academic requirements for admission to practise as a solicitor and/or barrister in all Australian states and territories.

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

Course structure for students who commenced in 2010

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
LWB145	Legal Foundations A
LWB147	Torts A

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
LWB146	Legal Foundations B
LWB148	Torts B

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
LWB136	Contracts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2	
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
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
KCB205	Professional Communication
LWB241	Trusts
LWB244	Property Law B

Year 4, Semester 1	
KCB301	Media Audiences
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
LWB242	Constitutional Law
LWB432	Evidence

Year 4 Semester 2	
KCB303	Brisbane Media Map
SELECT	Either KKB341, KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
LWB334	Corporate Law
SELECT	Law Elective

Year 5, Semester 1	
LWB335	Administrative Law
LWB431	Civil Procedure
SELECT	Law Elective
SELECT	Law Elective

Year 5, Semester 2	
LWB433	Professional Responsibility
SELECT	Law Elective
SELECT	Law Elective
SELECT	Law Elective

Year 6, Semester 1	
SELECT	Law Elective
SELECT	Law Elective
SELECT	Law Elective
SELECT	Law Elective

Law Electives	
	Further information regarding Law Electives can be found at: http://www.law.qut.edu.au/study/courses/ugrad/lselect.jsp

Course structure for students who commenced in 2009

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
LWB145	Legal Foundations A
LWB147	Torts A

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
LWB146	Legal Foundations B
LWB148	Torts B

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
LWB136	Contracts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2	
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
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
KCB205	Professional Communication
LWB241	Trusts
LWB244	Property Law B

Year 4, Semester 1	
KCB301	Media Audiences
SELECT	Either KCB304 or a Creative Industries Unit Option:

KCB304	Managing Communication Resources
	A Creative Industries Unit Option
LWB242	Constitutional Law
LWB432	Evidence

Year 4 Semester 2	
KCB303	Brisbane Media Map
SELECT	Either KKB341, KKB343, or KKB345:
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	
LWB433	Professional Responsibility
	Law Elective
	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

Transitional notes for Law units for students who have transferred from IF10 to IX66

Transitional notes for Law units for students who have transferred from IF10 to IX66	
*	LWB142 and LWB144 are now law contextual elective units.
*	LWB145 Legal Foundations A was LWB141 Legal Institutions and Method.
*	LWB146 Legal Foundations B was LWB143 Legal Research and Writing (prerequisite LWB141).
*	LWB147 Torts A was LWB138 Fundamentals of Torts.
*	LWB148 Torts B was LWB139 Select Issues in Torts (prerequisite LWB138).
*	LWB242 Constitutional Law was LWB231 Introduction to Public Law and LWB235 Australian Federal Constitutional Law.
*	LWB243 Property Law was LWB236 Real Property A (prerequisite LWB143 & LWB240).
*	LWB244 Property Law B was LWB237 Real Property B (prerequisite LWB236).
*	LWB333 Theories of Law is now an elective unit.
*	LWB335 Administrative Law was LWB331 Administrative is now (prerequisite LWB231).
*	LWB434 Advanced Research and Legal Reasoning is now LWB435 Legal Research in Practice (prerequisite LWB143/LWB145) and it is now an elective unit.
*	Due to the restructure of the law course and the changes to the units required for admission purposes, the total number of elective units that students will be permitted to undertake will vary depending on the year of commencement and the number of units completed to date.
	If you have not followed the standard course structure up to this point in time or are uncertain as to the correct number of electives available please contact the Law School Enquiries on (07)3138 2707 or email: law_enquiries@qut.edu.au.

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: 2010
Admissions: Yes
CRICOS code: 064809G
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,600 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409132
Past rank cut-off: 81
Past OP cut-off: 10
OP Guarantee: Yes
Assumed knowledge: English (4, SA) and for accountancy, economics, finance, and marketing majors: Maths A, B or C (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); 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 Kavoos Mohannak (Management); Mr Bill Proud (Marketing); and Ms Amisha Mehta (Public Relations)
Campus: Gardens Point and Kelvin Grove

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.

Career Outcomes

Graduates use their skills for a variety of professional functions across all industry sectors. Many work in marketing communications, public relations or corporate communications. Others apply their broad media knowledge in the media function of advertising, either as sales executives for media outlets or as media planners and buyers for advertising agencies.

Careers exist in audience and market research, collating and analysing audience data to help media outlets better understand who their audiences are and how they are interacting with their product. Graduates also find employment in media policy development in the public sector and private enterprise. Pathways exist to prepare you for further study including honours.

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 Design

You are required to complete 384 credit points comprised of 192 credit points from the Bachelor of Business program and 192 credit points from the Bachelor of Media and Communication program. You will undertake the two components of the double degree concurrently.

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.

You will choose a business major from accounting, advertising, economics, finance, human resource management, international business, management, marketing or public relations. You must complete 96 credit point Faculty Core Units in the Business program together with a 96 credit point Major.

Professional Recognition

Business component: Students may be eligible for membership to a number of professional bodies depending on choice of major and unit selection. Details on professional recognition can be found under the individual majors of the Bachelor of Business (BS05).

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

Course structure for students who commenced in 2010

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2	
KCB105	Media Myth Busting 2
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	Consumption Matters: Consumer Cultures and Identity
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1	
KCB301	Media Audiences
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 2	
KCB303	Brisbane Media Map
	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

Course structure for students who commenced in 2009

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
	Business Faculty Core Unit
	Business Faculty Core Unit

Year 2, Semester 2	
KCB105	Media Myth Busting 2
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	Consumption Matters: Consumer Cultures and Identity
	Business Faculty Major Unit
	Business Faculty Major Unit

Year 4, Semester 1	
KCB301	Media Audiences
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
	Business Faculty Major Unit

	Business Faculty Major Unit

Year 4, Semester 2

KCB303	Brisbane Media Map
SELECT	Either KKB341, KKB343, KKB345:
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

Advertising Major

Year 1 Semester 1

BSB113	Economics
BSB126	Marketing

Year 1 Semester 2

BSB110	Accounting
BSB115	Management

Year 2 Semester 1

BSB119	Global Business
BSB124	Working in Business

Year 2 Semester 2

AMB200	Consumer Behaviour
AMB220	Advertising Theory and Practice

Year 3 Semester 1

AMB201	Marketing and Audience Research
BSB111	Business Law and Ethics

Year 3 Semester 2

AMB318	Advertising Copywriting
AMB319	Media Planning

Year 4 Semester 1

AMB320	Advertising Management
AMB330	Advertising Planning Portfolio

Year 4 Semester 2

AMB339	Advertising Campaigns
BSB123	Data Analysis

Economics Major

Year 1 Semester 1

BSB113	Economics
BSB115	Management

Year 1 Semester 2

BSB124	Working in Business
BSB123	Data Analysis

Year 2 Semester 1

BSB110	Accounting
BSB111	Business Law and Ethics

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

Important Information
BSB119 and BSB126 are the remaining Business Faculty units which must be completed.

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, 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: 2010
Admissions: Yes
CRICOS code: 066295A
Course duration (full-time): 5.5 years
Domestic fees (indicative): 2010: CSP $3,500 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409472
Past rank cut-off: 92
Past OP cut-off: 5
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 528
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr William Dixon Director Undergraduate Law Programs
Discipline coordinator: Professor Philip Neilson (Creative and Professional Writing)
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. 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.

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Why choose this course?

QUT offers the largest and most comprehensive undergraduate writing course in South-East Queensland with the broadest range of units on offer. There is also a strong honours and postgraduate program. You will graduate with advanced writing and communication competence, a rare skill keenly sought by employers.

You will be taught by highly experienced, published authors, experts in professional writing and distinguished scholars in

the fields of creative writing and literary studies. You will gain a unique perspective on writing as both a vocation and creative practice. You will be encouraged to submit your creative work to journals and competitions including the QUT Writing Prize, in which you may win $2000 or the opportunity to be published in QUT's annual creative writing anthology.

You will have exposure to industry through our major sponsorship of the Brisbane Writers Festival, internships with literary events and publishing houses, and through opportunities to perform at public readings and festivals. Writers, novelists, editors and publishers regularly provide guest lectures.

Course structure for students who commenced in 2010

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

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

Course structure for students who commenced in 2009

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

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

Transitional notes on Law units for students who have transferred from IF93 to IX68

Transitional notes on Law units for students who have transferred from IF93 to IX68:

* LWB142 and LWB144 are now law contextual elective units.
* LWB145 Legal Foundations A was LWB141 Legal Institutions and Method.
* LWB146 Legal Foundations B was LWB143 Legal Research and Writing (prerequisite LWB141).
* LWB147 Torts A was LWB138 Fundamentals of Torts.
* LWB148 Torts B was LWB139 Select Issues in Torts (prerequisite LWB138)
* LWB242 Constitutional Law was LWB231 Introduction to Public Law and LWB235 Australian Federal Constitutional Law.
* LWB243 Property Law was LWB236 Real Property A (prerequisite LWB143 & LWB240).
* LWB244 Property Law B was LWB237 Real Property B (prerequisite LWB236).
* LWB333 Theories of Law is now an elective unit.
* LWB335 Administrative Law was LWB331 Administrative is now (prerequisite LWB231).
* LWB434 Advanced Research and Legal Reasoning is now LWB435 Legal Research in Practice (prerequisite LWB143/LWB145) and it is now an elective unit.
* If you have not followed the standard course structure up to this point in time or are uncertain as to the correct number of electives available please contact the Law School Enquiries on (07)3138 2707 or email: law_enquiries@qut.edu.au.
* Due to the restructure of the law course and the changes to the units required for admission purposes, the total number of elective units that students will be permitted to undertake will vary depending on the year of commencement and the number of units completed to date.

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: 2010
Admissions: Yes
CRICOS code: 064812A
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,500 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409612
Past rank cut-off: 86
Past OP cut-off: 8
OP Guarantee: Yes
Assumed knowledge: English (4 SA), Maths A, B or C (4 SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Course coordinator: Head, Undergraduate Studies (Creative Industries); Mr Richard Thomas (Science and Technology)
Discipline coordinator: Mr Gavin Sade (Interactive and Visual Design)
Campus: Gardens Point and Kelvin Grove

Course Structure

This course is made up of 384 credit points. Each component (i.e. Information Technology, and Interactive and Visual Design) comprises 192 credit points.

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

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

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.

Visual and interaction design plays a pivotal role in the rapidly expanding fields of contemporary communication, marketing and new technology.

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 and interactive design, you will choose study pathways to develop a specialist focus in graphic design, animation, 3D computer graphics and/or interaction design for tangible media.

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 Futher 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.

Why choose this course?

With its emphasis on creative and experimental approaches to design for new technologies, this course will take you beyond vocational design courses. You will gain an understanding of established design principles and technical skills. Our studio approach will also support you to develop a strong conceptual understanding of design innovation, which you will apply through exploration in a choice of media and technologies.

You will develop creative approaches to designing visual and interactive media through your studio work. You will specialise your design interests in the areas of graphic design or interaction design for physical computing.

You can also complement your design studies with options in 3D computer graphics, film production, visual arts, sound design, game design, information technology or business to diversify your employment options.

You will build a portfolio of individual design practice, as well as experiencing industry-based, interdisciplinary team projects, which you can consolidate through research opportunities and industry placements.

Career outcomes

This course will prepare you for a range of careers in the creative industries such as advertising and marketing, Web design and electronic publishing, multimedia entertainment design, games design, and interactive exhibition design.

Graduates work in traditional design companies in areas 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 industries. Games companies employ graduates to work on content production, interaction design, visual design and real-time and virtual environments modelling. Film and television production companies employ graduates to work in visual effects and post-production.

Multimedia design and interactive installation production is also a growth area in museums and other cultural institutions. Visualisation companies also increasingly provide opportunities across industries as diverse as mining, architectural and medical visualisation.

Further Information

For Further information about this course, please contact the following:

Science and Technology Coordinator
Richard Thomas
Phone: +61 7 3138 2782
Email: enquiry.scitech@qut.edu.au

Creative Industries Coordinator
Phone +61 7 3138 8114
Fax +61 7 3138 8116
Email: creativeindustries@qut.edu.au

Course structure for students who commenced in 2010

Notes	
	From year 2, students are recommended to take one of the following pathways:
	* Visual Communication (comprising KIB230, KVB204, KIB335 and KIB338); OR
	* Interactive Media Design (comprising KKB216, KIB205, KIB309 and KIB314)

Year 1, Semester 1	
INB101	Impact of IT
INB102	Emerging Technology
KIB103	Introduction to Web Design and Development
KKB101	Creative Industries: People and Practices

Year 1, Semester 2	
INB103	Industry Insights
INB104	Building IT Systems
KIB101	Visual Communication
KKB102	Creative Industries: Making Connections

Year 2, Semester 1	
	IT Breadth Option Unit
	IT Breadth Option Unit
KIB104	Digital Media
KVB105	Drawing for Design

Year 2, Semester 2	
	IT Breadth Option Unit
	IT Breadth Option Unit
KIB102	Visual Interactions
KIB105	Animation and Motion Graphics

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

Course structure for students who commenced in 2009

Notes	
	From year 2, studentsare recommended to take one of the following pathways:
	* Visual Communication (comprising KIB230, KVB204, KIB335 and KIB338); OR
	* Interactive Media Design (comprising KKB216, KIB205, KIB309 and KIB314)

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
KIB104	Digital Media
KVB105	Drawing for Design

Year 2, Semester 2	
	IT Breadth Option Unit
	IT Breadth Option Unit
KIB102	Visual Interactions
KIB105	Animation and Motion Graphics

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.	BUSINESS PROCESS MANAGEMENT:
INB320	Business Process Modelling
INB321	Business Process Management
INB322	Information Systems Consulting
INB123	Project Management Practice
2.	DATA WAREHOUSING:
INB340	Database Design
INB341	Software Development With Oracle
INB342	Enterprise Data Mining
INB343	Advanced Data Mining and Data Warehousing
	Please note: INB343 not offered in 2010
3.	DIGITAL ENVIRONMENTS:
INB345	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB335	Information Resources
4.	ENTERPRISE SYSTEMS:
INB123	Project Management Practice
INB221	Technology Management
INB311	Enterprise Systems
INB312	Enterprise Systems Applications
5.	NETWORK SYSTEMS:
INB350	Internet Protocols and Services
INB351	Computer Network Administration
INB352	Network Planning and Deployment
INB353	Wireless and Mobile Networks
6.	SOFTWARE ENGINEERING:
INB370	Software Development
INB371	Data Structures and Algorithms
INB372	Agile Software Development
INB374	Enterprise Software Architecture
7.	WEB TECHNOLOGIES:
INB313	Electronic Commerce Site Development
INB373	Web Application Development
INB374	Enterprise Software Architecture
INB385	Multimedia Systems
INB386	Advanced Multimedia Systems
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

Please note:	
	INB343 & INB323 are not offered in 2010

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: 2010
Admissions: Yes
CRICOS code: 064907E
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,200 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 429512
Past rank cut-off: 81
Past OP cut-off: 10
OP Guarantee: Yes
Assumed knowledge: English (4, SA), Maths B (4, SA), and Chemistry (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Ms Melinda Service (Health Science); Health Science enrolment queries to email: sph.studentcentre @qut.com or phone: 07 3138 3368.
Discipline coordinator: Dr Stephen Harrington (Media and Communication)
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 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.

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 two Faculty Foundation units and 14 specialist units in media and communication.

The Nutrition component is made up of 192 credit points of specified Health Science units.

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.

Professional Membership

Graduates are eligible for membership of the Public Health Association of Australia (PHAA) and the Australian Health Promotion Association (AHPA).

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

Further Information

For information about this course, please call the Public Health and Optometry Student Centre on +61 7 3138 3368 or email sph.studentcentre@qut.com OR contact the Creative Industries Faculty phone +617 3138 8114 or email creativeindustries@qut.com

Course structure for students who commenced in 2010

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
SCB111	Chemistry 1
LSB142	Human Anatomy and Physiology

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
SCB121	Chemistry 2
PUB201	Food and Nutrition

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
PUB474	Food Science
LQB381	Biochemistry: Structure and Function

Year 2, Semester 2	
KCB105	Media Myth Busting 2
KCB205	Professional Communication
PUB251	Contemporary Public Health
LSB250	Human Physiology

Year 3, Semester 1	
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication
PUB326	Epidemiology
PUB530	Health Education and Behaviour Change

Year 3, Semester 2	
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
PUB648	Diet, Nutrition and Chronic Disease
PUB405	Nutrition Science

Year 4, Semester 1	
KCB301	Media Audiences
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
PUB509	Community and Public Health Nutrition
PUB514	Contract/Project Management

Year 4, Semester 2	
KCB303	Brisbane Media Map
SELECT	Either KKB341, KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
PUB875	Professional Practice
PUB436	Evidence Based Practice

Course structure for students who commenced in 2009

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
SCB111	Chemistry 1
LSB142	Human Anatomy and Physiology

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
SCB121	Chemistry 2
PUB201	Food and Nutrition

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
PUB474	Food Science
LQB381	Biochemistry: Structure and Function

Year 2, Semester 2	
KCB105	Media Myth Busting 2
KCB205	Professional Communication
PUB251	Contemporary Public Health
LSB250	Human Physiology

Year 3, Semester 1

KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication
PUB326	Epidemiology
PUB530	Health Education and Behaviour Change

Year 3, Semester 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
PUB648	Diet, Nutrition and Chronic Disease
PUB405	Nutrition Science

Year 4, Semester 1

KCB301	Media Audiences
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
PUB509	Community and Public Health Nutrition
PUB514	Contract/Project Management

Year 4, Semester 2

KCB303	Brisbane Media Map
SELECT	Either KKB341, KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
PUB875	Professional Practice
PUB436	Evidence Based Practice

Health Unit prerequisites/corequisites

For information on prereqs & coreqs visit:
www.hlth.qut.edu.au/study/forcurrentstudents/

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: 2010
Admissions: Yes
CRICOS code: 064907E
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,200 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 429512
Past rank cut-off: 81
Past OP cut-off: 10
OP Guarantee: Yes
Assumed knowledge: English (4 SA) and for nutrition: Maths B (4 SA) and Chemistry (4 SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 384
Course coordinator: Head, Undergraduate Studies (Creative Industries); Ms Melinda Service (Health Science); Health Science enrolment queries to email: sph.studentcentre @qut.com or phone: 07 3138 3368.
Discipline coordinator: Dr Stephen Harrington (Media and Communication)
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.

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 two of Faculty Foundation units and 14 specialist units in media and communication.

The Health Science component is made up of 180 credit points of specified Health Science units and a 12 credit point Unit Option.

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; communicationm 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.

Professional Membership

Graduates are eligible for membership of the Public Health Association of Australia (PHAA) and the Australian Health Promotion Association (AHPA).

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

Further Information

For information about this course, please call the Public Health and Optometry Student Centre on +61 7 3138 3368 or email sph.studentcentre@qut.com OR contact the Creative Industries Faculty phone +617 3138 8114 or email creativeindustries@qut.com

Course structure for students who commenced in 2010

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
PUB251	Contemporary Public Health
LSB111	Understanding Disease Concepts

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
PUB209	Health, Culture and Society
PYB012	Psychology

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
PUB326	Epidemiology
PUB332	Sustainable Environments For Health

Year 2, Semester 2	
KCB105	Media Myth Busting 2
KCB205	Professional Communication
PUB201	Food and Nutrition
PUB215	Public Health Practice

Year 3, Semester 1	
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication
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	Consumption Matters: Consumer Cultures and Identity
PUB461	Qualitative Inquiry in Public Health
	Public Health Elective chosen from List A

Year 4, Semester 1	
KCB301	Media Audiences
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
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	Brisbane Media Map
SELECT	Either KKB341, KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
PUB406	Health Promotion Practice
PUB875	Professional Practice

List A - Public Health Electives	
PUB336	Women's Health
PUB436	Evidence Based Practice
PUB611	Risk Management

Course structure for students who commenced in 2009

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KKB101	Creative Industries: People and Practices
PUB251	Contemporary Public Health
LSB111	Understanding Disease Concepts

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KKB102	Creative Industries: Making Connections
PUB209	Health, Culture and Society
PYB012	Psychology

Year 2, Semester 1	
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
PUB326	Epidemiology
PUB332	Sustainable Environments For Health

Year 2, Semester 2	
KCB105	Media Myth Busting 2
KCB205	Professional Communication
PUB201	Food and Nutrition
PUB215	Public Health Practice

Year 3, Semester 1	
KCB201	New Media 1: Information and Knowledge
KCB302	Political Communication
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	Consumption Matters: Consumer Cultures and Identity
PUB461	Qualitative Inquiry in Public Health
	Public Health Elective chosen from List A

Year 4, Semester 1	
KCB301	Media Audiences
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
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	Brisbane Media Map
SELECT	Either KKB341, KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
PUB406	Health Promotion Practice
PUB875	Professional Practice

List A - Public Health Electives	
PUB336	Women's Health
PUB436	Evidence Based Practice
PUB611	Risk Management

Health Unit prerequisites/corequisites

For information on prereqs & coreqs visit:
www.hlth.qut.edu.au/study/forcurrentstudents/

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: 2010
Admissions: Yes
CRICOS code: 066293C
Course duration (full-time): 5.5 years
Domestic fees (indicative): 2010: CSP $3,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 409772
Past rank cut-off: 92
Past OP cut-off: 5
OP Guarantee: Yes
Total credit points: 528
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr Bill Dixon (Law)
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.

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

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Course structure for students who commenced in 2010

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
KVB104	Photomedia and Artistic Practice
LWB145	Legal Foundations A
LWB147	Torts A

Year 1, Semester 2	
KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
LWB146	Legal Foundations B
LWB148	Torts B

Year 2, Semester 1	
KKB221	Approaching Interdisciplinarity
SELECT	Creative Industries Major: First unit

LWB136	Contracts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries Major: Second unit
LWB137	Contracts B
LWB239	Criminal Responsibility

Year 3, Semester 1

SELECT	Creative Industries Major: Third unit
SELECT	Creative Industries Major: Fourth unit
LWB240	Principles of Equity
LWB243	Property Law A

Year 3, Semester 2

SELECT	Creative Industries Major: Fifth unit
SELECT	Transitions to New Professional Environments unit
LWB241	Trusts
LWB244	Property Law B

Year 4, Semester 1

SELECT	Creative Industries Major: Sixth unit
SELECT	Transitions to New Professional Environments unit
LWB242	Constitutional Law
LWB432	Evidence

Year 4, Semester 2

SELECT	Creative Industries Major: Seventh unit
SELECT	Creative Industries Major: Eighth unit
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

Year 6, Semester 1

	Law Elective
	Law Elective
	Law Elective
	Law Elective

Course structure for students who commenced in 2009

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	Either KPB150 or KVB104:
KPB150	Foundations of Multi-platform Production
KVB104	Photomedia and Artistic Practice
LWB145	Legal Foundations A
LWB147	Torts A

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
LWB146	Legal Foundations B
LWB148	Torts B

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT	Creative Industries Major: First unit
LWB136	Contracts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT	Creative Industries Major: Second unit
LWB137	Contracts B
LWB239	Criminal Responsibility

Year 3, Semester 1

SELECT	Creative Industries Major: Third unit
SELECT	Creative Industries Major: Fourth unit
LWB240	Principles of Equity
LWB243	Property Law A

Year 3, Semester 2

SELECT	Creative Industries Major: Fifth unit
SELECT	Transitions to New Professional Environments unit
LWB241	Trusts
LWB244	Property Law B

Year 4, Semester 1

SELECT	Creative Industries Major: Sixth unit
SELECT	Transitions to New Professional Environments unit
LWB242	Constitutional Law
LWB432	Evidence

Year 4, Semester 2

SELECT	Creative Industries Major: Seventh unit
SELECT	Creative Industries Major: Eighth unit
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

Year 6, Semester 1

	Law Elective
	Law Elective
	Law Elective
	Law Elective

Creative Industries Major Options

INSTRUCTIONS FOR 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 major, following semester of offer and unit requisites (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.

Animation

Description: This major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 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 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 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

Creative and Professional Writing

Description: The aim of this 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 major.

Instructions: Of the eight units you need to complete, you must select at least three units coded 200 or above.

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 Studies

Description: This 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 major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

*KDB205 will not be offered in 2010.

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This 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 major.

KCB101	Introduction to Media and Communication: Texts
SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The 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 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 major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Entertain ment and Creativity
KXB301	Entertainment Industries Map

LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Fashion

Description: This 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 major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 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 organisational 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 major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Interactive and Visual Design

Description: This major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This 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 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism

KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this 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 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

Music

Description: This major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

Creative Industries Transitions to New Professional Environments Unit Options

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
KKB350	Creative Industries International Study Tour

Law Elective Information

Law Electives

Further information regarding Law Electives can be found at: http://www.law.qut.edu.au/study/courses/ugrad/lselect.jsp

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: 2010
Admissions: Yes
CRICOS code: 066296M
Course duration (full-time): 5.5 Years
Domestic fees (indicative): 2010: CSP $3,500 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 528
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies (Creative Industries); Dr. William Dixon Director, Undergraduate Programs (Law)
Discipline coordinator: Susan Hetherington (Journalism)
Campus: Gardens Point and Kelvin Grove

OP Guarantee

The OP Guarantee will apply to this course.

Overview

This professional double degree is in high demand.

As media consumption moves from mass publications to incorporate individually streamed mobile content, there has never been a more exciting time to consider a career in journalism.

From free newspapers at the railway station, to hand-picked content delivered to your PC, news is more available in a wider variety of formats. With long-standing success in print and broadcast and a commitment to online and mobile technology, QUT can prepare you for the full range of journalism career options.

As a student at the QUT School of Law you will benefit from innovative teaching methods and facilities and will be taught by a dedicated, highly experienced team of professionals: full-time academics with solid professional and community experience and practising legal professionals with specialised expertise.

Approximately 90 per cent of QUT law graduates gain employment or continue with further studies such as the QUT Legal Practice Course for admission as legal practitioners.

You will have the opportunity to specialise in commercial law, corporate law, taxation law, medico-legal issues, alternative dispute resolution, public international law, Asian legal systems, feminist theories of law or environmental law.

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. You could find employment in the legal environment as a solicitor, barrister or in-house lawyer, with the journalism component enhancing your employability with extra writing and communication skills.

Many journalism graduates work as journalists for newspapers, magazines, television, radio and online publications. Others seek employment successfully in public relations, media management and corporate communications.

Course Structure

You will undertake 13 journalism specific units, and have a broad creative industries perspective from the two foundation units. Your journalism studies are designed to provide a broad range of journalism knowledge. 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.

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

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.
Find out more on deferment.

Course structure for students who commenced in 2010

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 Myth Busting 1
KJB120	Newswriting
LWB136	Contracts A
LWB238	Fundamentals of Criminal Law

Year 2, Semester 2	
KPB101	Introduction to Film, TV and New Media Production
SELECT:	Either KKB175 (strongly recommended) or KJB337
KKB175	Creative Industries Legal Issues
KJB337	Public Affairs Reporting
LWB137	Contracts B
LWB239	Criminal Responsibility

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	
LWB335	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 Electives	
	Further information regarding Law Electives can be found at: http://www.law.qut.edu.au/study/courses/ugrad/lselect.jsp

Course structure for students who commenced in 2009

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 Myth Busting 1
KJB120	Newswriting
LWB136	Contracts A

LWB238	Fundamentals of Criminal Law

Year 2, Semester 2

KPB101	Introduction to Film, TV and New Media Production
SELECT:	Either KKB175 (strongly recommended) or KJB337:
KKB175	Creative Industries Legal Issues
KJB337	Public Affairs Reporting
LWB137	Contracts B
LWB239	Criminal Responsibility

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

LWB335	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 Electives

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: 2010
Admissions: Yes
CRICOS code: 048322G
Course duration (full-time): 3 semesters
Course duration (part-time): 6 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,750 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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

Overview

Creative advertising is all about ideas.

Join our intensive creative advertising postgraduate program to learn the practical skills required to derive and execute your own great advertising ideas.

A unique suite of units offered by the Creative Industries and Business faculties provides you with the skills to create stunning, original and thought-provoking communications involving strategy, planning and creativity.

Throughout this challenging hands-on course, taught by industry professionals, you will learn to unleash your creativity from week one. You will develop your skills in copywriting, art direction and creative campaign production all within a theoretical perspective. From idea conception to delivery, you will learn how to work to a client's brief and how to present your ideas effectively.

If you are looking to freshen up your skills or make a career move into the exciting world of creative advertising, this is the ideal place to develop your skills to industry standard. You will devise campaigns for real products in a wide range of media, resulting in a thorough and professional portfolio.

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. Previous tertiary study, grade point average and relevant professional experience at an advanced level will be considered.

Course Structure

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

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.

Full time and Part time course structure

February Entry

Semester 1

	*Part time students will complete two units per semester.
AMN420	Advertising Management
KIP424	Advertising Creative: Introduction
SELECT	Either KIP401 or KWP401:
KIP401	Visual Communication
KWP401	Media Writing
SELECT	A 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
SELECT	Either KIP401 or KWP401:
KIP401	Visual Communication
KWP401	Media Writing
SELECT	A 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

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Advertising Professional, Art Project Manager, Media Industry Specialist.

Graduate Certificate in Research Commercialisation (IX97)

Year offered: 2010
Admissions: Yes
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): 2010: $9,600 per semester
International Fees (indicative): 2010: $10,800 (indicative) per semester
Course coordinator: Professor Rod Wissler
Campus: Internet

course structure

Course structure	
IFP100	Knowledge Transfer and Research Commercialisation
IFP101	Leadership and Workplace Communication
IFP102	Project Management and Research
IFP103	Public Policy and Research
IFP104	Entrepreneurial Foundations
IFP106	Managing Research Careers
IFP105	Principles and Practice of Research Management
IFP107	Global Sustainability
IFP108	Strategic Issues in Research Management

Potential Careers:

Academic, Administrator, Arts 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.

Master of Research and Development Management (IX99)

Year offered: 2010
Admissions: Yes
Course duration (full-time): 3 semesters.
Course duration (part-time): 6 semesters.
Domestic fees (indicative): 2010: $9,600 per semester
International Fees (indicative): 2010: $10,800 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.

Important Note

This course is an online course and there is no requirement for a face to face session.

Course Enquiries

research.enrolment@qut.edu.au
This course is offered jointly by the 5 ATN universities - Curtin University of Technology ; Queensland University of Technology; RMIT University; University of South Australia ; University of Technology Sydney

Full-time students

Full-time students should enrol in IFP100, IFP105, IFP108, IFP109, IFP110 and 7 other units to complete 144 credit points in three semesters.

Part-time students

Part- time students can enrol in one or two units per semester for up to six semesters maximum.

Early Exit Options

Graduate Certificate and Diploma exit points are available following completion of four and eight units.

Advanced Standing

Students with appropriate prior qualifications and/or professional experience may apply for advanced standing of up to 48CP towards the Master of R&D Management. Recognition for concurrent Professional Development activities may be possible. Registered members of professional societies may be eligible to receive advanced standing for approved professional development activities completed during enrolment in the award.

Concurrent Enrolment

Research students are allowed to enrol concurrently in the Graduate Certificate and in their research course subject to the approval of the Research Degrees Committee.

Research students may apply for leave of absence from their research course for the period of full time enrolment in the Graduate Certificate.
For further information relating to enrolment into a Research and Development Course, including pathways, please refer to Research and Development Courses - Enrolment website

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: 2010
Admissions: Yes
CRICOS code: 064644A
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,800 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February and July
QTAC code: 421132
Past rank cut-off: 81
Past OP cut-off: 10
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Dr Stephen Harrington
Campus: Kelvin Grove

Overview

Have you ever wondered who decides what kind of content you can download to your mobile phone, or the style of Google ads that display on your friends' blog sites? Are you interested in media technologies or exploring the many ways in which we communicate, both organisationally or individually?

This course is centred on the distribution of creative content, including television, radio, print, the Internet, mobile technologies, movies, advertising, public relations and music. It also encompasses media research and media policy, so you will understand how the media works, its impacts on society, and the issues which shape public debate about the media.

Why choose this course?

You will graduate with specialist skills in a growth area, and understand the practicalities and influence of the media industry. You will gain an appreciation of the many jobs which exist, including the transferability of your skills across a range of industries.

In your third year you will investigate and map the local media sector for the industry - acclaimed Brisbane Media Map project. You will interview key media people and build your professional networks. View Brisbane Media Map at www.bmm.qut.edu.au

You will also gain industry exposure through internships and work placements in government departments and agencies as well as media, advertising and public relations organisations.

In 2008, students completed placements with Network Ten, Brisbane Festival, Hyperplex Cinemas and BBSPR.

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.

Career outcomes

Graduates use their skills for a variety of professional functions across all industry sectors. Many work in marketing communications, public relations or corporate communications. Others apply their broad media knowledge in the media function of advertising, either as sales executives for media outlets or as media planners and buyers for advertising agencies.

Careers exist in audience and market research, collating and analysing audience data to help media outlets better understand who their audiences are and how they are interacting with their product. Graduates also find employment in media policy development in the public sector and private enterprise. Pathways exist to prepare you for further study including honours.

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.

Other course options

Studies in Media and Communication are also available through:
* IX67 Bachelor of Business/Bachelor of Media and Communication
* IX66 Bachelor of Media and Communication/ Bachelor of Laws
* IX70 Bachelor of Health Science (Nutrition or Public Health)/Bachelor of Media and Communication
* KK33 Bachelor of Creative Industries with a journalism, media and communication major or digital media major

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.

Further information is available at Applying for deferment

Course structure for students who commenced in 2010

Course Requirements
In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options

below:

* A Second Major
* Two Minors
* A Minor PLUS 48 credit points of Unit Options

Notes

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

Year 1, Semester 1

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KKB102	Creative Industries: Making Connections
SELECT	A Complementary Studies unit

Year 2, Semester 1

KCB206	New Media: Internet, Self and Beyond
KCB205	Professional Communication
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KCB207	Exploring New Media Worlds
KCB203	Consumption Matters: Consumer Cultures and Identity
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
SELECT	A Complementary Studies unit

Year 3, Semester 2

KCB303	Brisbane Media Map
SELECT	Either KKB341 or KKB345 (KKB343 may count if completed in 2010 or earlier):
KKB341	Workplace Learning 1
KKB345	Creative Industries Project 1
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* A Second Major
* Two Minors
* A Minor PLUS 48 credit points of Unit Options

Notes

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

Year 1, Semester 1

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KKB102	Creative Industries: Making Connections
SELECT	A Complementary Studies unit

Year 2, Semester 1

KCB201	New Media 1: Information and Knowledge
KCB205	Professional Communication
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KWB103:
KCB304	Managing Communication Resources
KWB103	Persuasive Writing
SELECT	A Complementary Studies unit

Year 3, Semester 2

KCB303	Brisbane Media Map
SELECT	Either KKB341, KKB343 or KKB345:
KKB341	Workplace Learning 1
KKB343	Service Learning 1
KKB345	Creative Industries Project 1
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment

KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed

either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103	Strategic Speech Communication

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business

KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis

KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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 Servant, Publishing Professional, Teacher, Web Designer.

Bachelor of Journalism (KJ32)

Year offered: 2010
Admissions: Yes
CRICOS code: 040293F
Course duration (full-time): 3 Years
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February and July
QTAC code: 421222
Past rank cut-off: 92
Past OP cut-off: 5
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Susan Hetherington
Campus: Kelvin Grove

Overview

As media consumption moves from mass publications to incorporate individually streamed mobile content, there has never been a more exciting time to consider a career in journalism.

From free newspapers at the railway station, to hand-picked content delivered to your PC, news is more available in a wider variety of formats. With long-standing success in print and broadcast and a commitment to online and mobile technology, QUT can prepare you for the full range of journalism career options.

Why choose this course?

Graduates from QUT's journalism degree successfully land high-profile graduate jobs, and employers tell us our graduates are job ready. You will have access to industry standard equipment and facilities, including dedicated newsrooms, radio and TV studios, editing suites and production offices.

QUT's journalism degree offers the most comprehensive mix of print, radio, television and online, including cutting-edge online journalism options which include reporting, editing and production.

You will gain practical skills across a range of media from your very first semester. In your second and third years you will have the opportunity to contribute to QUT News bulletins for television and radio, produce print journalism for kuRB magazine, and write and present online news for QUT News online. Our links with industry mean your reporting may also be incorporated in professional news outlets.

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/

If you want to build your career through industry links, you can consider an internship. International placements and exchanges are also available. QUT organises an annual international reporting trip. In 2008, students reported from the Olympic broadcast centre in Beijing.

In 2006 QUT TV News won the 'Best News and Current Affairs' 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 ABC's Andrew Olle Scholarship.

Course Structure

In order to complete this course, you must undertake two Creative Industries Foundation units, 13 units from the Journalism major and 96 credit points (normally 8 units) of Complementary studies comprising:

* Radio, Television and Print Journalism Practice Minor or Online and Print Journalism Practice Minor; PLUS a Minor or 48 credit points of Unit Options
* A Second Major
* Two Minors
* A Minor PLUS 48 credit points of Unit Options

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 Journalists' 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 IF74 Bachelor of Journalism/Bachelor of Laws.

You may also be interested in a Bachelor of Creative Industries with a journalism, media and communication second major.

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

Limits on grades of 3

A new policy concerning grades of 3 came into effect from 1 January 2009 (QUT MOPP C/5.2). With effect from this date grades of 3 are no longer considered a conceded or low pass but are classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. Further information is available on the Student Services website

Course structure for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* Radio, Television and Print Journalism Practice Minor or Online and Print Journalism Practice Minor; PLUS a Minor or 48 credit points of Unit Options

* A Second Major

* Two Minors

* A Minor PLUS 48 credit points of Unit Options

Notes

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

Year 1, Semester 1

KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KCB103	Strategic Speech Communication
KJB121	Journalistic Inquiry
KKB102	Creative Industries: Making Connections
SELECT	Either KKB175 or KJB337 (KKB175 is strongly recommended):
KKB175	Creative Industries Legal Issues
KJB337	Public Affairs Reporting

Year 2, Semester 1

KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KPB101	Introduction to Film, TV and New Media Production
SELECT	A Complementary Studies unit

Year 2, Semester 2

KJB211	Layout and Design
KJB222	Online Journalism 1
KJB235	Radio and Television Journalism 1

Year 3, Semester 1

KJB304	Sub-Editing
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Radio, Television and Print Journalism Practice Minor

Requisite(s): Successful completion (grade of 4 or higher) in KJB235 Radio and Television Journalism 1 PLUS an overall course GPA of 5 or higher.

Anti-requisite(s): Online and Print Journalism Practice Minor

Year 3, Semester 1

KJB336	Radio and Television Journalism 2

Year 3, Semester 2

SELECT	Either KJB280 or KJB337:
KJB280	International Journalism
KJB337	Public Affairs Reporting
SELECT	Either KKB341 or KKB345:
KKB341	Workplace Learning 1
KKB345	Creative Industries Project 1

Complementary Studies Option - Online and Print Journalism Practice Minor

Requisite(s): Successful completion (grade of 4 or higher) in KJB222 Online Journalism 1

Anti-requisite(s): Radio, Television and Print Journalism Practice Minor

Year 3, Semester 1

KJB323	Online Journalism 2

KKB345	Creative Industries Project 1

Year 3, Semester 2

SELECT	Either KJB280 or KJB337:
KJB280	International Journalism
KJB337	Public Affairs Reporting
SELECT	Either KKB341 or KKB346:
KKB341	Workplace Learning 1
KKB346	Creative Industries Project 2

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below: :

* Radio, Television and Print Journalism Practice or Online and Print Journalism Practice; PLUS a Minor or 48 credit points of Unit Options

* A Second Major

* Two Minors

* A Minor PLUS 48 credit points of Unit Options

Notes

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

Year 1, Semester 1

KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KCB103	Strategic Speech Communication
KJB121	Journalistic Inquiry
KKB102	Creative Industries: Making Connections
SELECT	Either KKB175 or KJB337 (KKB175 is strongly recommended):
KKB175	Creative Industries Legal Issues
KJB337	Public Affairs Reporting

Year 2, Semester 1

KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KPB101	Introduction to Film, TV and New Media Production
SELECT	A Complementary Studies unit

Year 2, Semester 2

KJB222	Online Journalism 1
KJB211	Layout and Design
KJB235	Radio and Television Journalism 1

Year 3, Semester 1

SELECT	A Complementary Studies unit
KJB304	Sub-Editing
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Radio, Television and Print Journalism

Requisite(s): Successful completion (grade of 4 or higher) in KJB235 Radio and Television Journalism 1 PLUS an overall course GPA of 5 or higher.

Anti-requisite(s): Online and Print Journalism Practice Minor

Year 3, Semester 1

KJB336	Radio and Television Journalism 2

Year 3, Semester 2

SELECT	Either KJB280 or KJB337:
KJB280	International Journalism
KJB337	Public Affairs Reporting
SELECT	Either KKB341 or KKB345:
KKB341	Workplace Learning 1
KKB345	Creative Industries Project 1

Complementary Studies Option - Online and Print Journalism Practice

Requisite(s): Successful completion (grade of 4 or higher) in KJB222 Online Journalism 1

Anti-requisite(s): Radio, Television and Print Journalism Practice Minor

Year 3, Semester 1

KJB323	Online Journalism 2
KKB345	Creative Industries Project 1

Year 3, Semester 2

SELECT	Either KJB280 or KJB337:
KJB280	International Journalism
KJB337	Public Affairs Reporting
SELECT	Either KKB341 or KKB346:
KKB341	Workplace Learning 1
KKB346	Creative Industries Project 2

Course structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 120 credit points from the Complementary Studies options below:

* A Second Major PLUS 24 credit points of Unit Options

* Two Minors PLUS 24 credit points of Unit Options

* A Minor PLUS 72 credit points of Unit Options

* 120 credit points of Unit Options

Notes

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

* Students must enrol in at least four Unit Options outside their discipline area.

Year 1, Semester 1

KJB101	Digital Journalism
KJB120	Newswriting
KKB101	Creative Industries: People and Practices
	A Complementary Studies unit *

Year 1, Semester 2

KJB121	Journalistic Inquiry
KKB102	Creative Industries: Making Connections
KKB175	Creative Industries Legal Issues
	A Complementary Studies unit *

Year 2, Semester 1

KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KPB101	Introduction to Film, TV and New Media Production
	A Complementary Studies unit*

Year 2, Semester 2

KJB235	Radio and Television Journalism 1
	A Complementary Studies unit *
	A Complementary Studies unit *

Year 3, Semester 1

KJB336	Radio and Television Journalism 2
	A Complementary Studies unit *
	Choose one from the following two units:
KJB304	Sub-Editing
	A Complementary Studies unit *

Year 3, Semester 2

KJB211	Layout and Design
	Choose either KJB280 or KJB337:
KJB337	Public Affairs Reporting
KJB280	International Journalism
	A Complementary Studies unit *
	A Complementary Studies unit *

Course structure for students who commenced in 2007

Course Requirements

In addition to the mandatory units in this course, you must complete 120 credit points from the Complementary Studies options below:

* A Creative Industries Sub-Major PLUS 48 credit points of Unit Options

* Two Minors PLUS 24 credit points of Unit Options

* A Minor PLUS 72 credit points of Unit Options

* 120 credit points of Unit Options

Semester 1, Year 1

KJB101	Digital Journalism
KJB120	Newswriting
SELECT	A Creative Industries Core Unit
SELECT	A Complementary Studies unit *

Semester 2, Year 1

KJB121	Journalistic Inquiry
KKB175	Creative Industries Legal Issues
SELECT	A Creative Industries Core Unit
SELECT	A Complementary Studies unit *

Semester 1, Year 2

KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KPB101	Introduction to Film, TV and New Media Production
SELECT	A Creative Industries Core Unit

Semester 2, Year 2

KJB232	Radio and Television Journalism 1
SELECT	A Creative Industries Core Unit
SELECT	A Complementary Studies unit *
SELECT	A Complementary Studies unit *

Semester 1, Year 3

KJB336	Radio and Television Journalism 2
SELECT	A Complementary Studies unit *
SELECT	Either KJB304 or a Complementary Studies unit *
KJB304	Sub-Editing
	A Complementary Studies unit *

Semester 2, Year 3

KJB211	Layout and Design

SELECT	Either KJB208 or KJB337:
KJB280	International Journalism
KJB337	Public Affairs Reporting
SELECT	A Complementary Studies unit *
SELECT	A Complementary Studies unit *

NOTE:

* Students must enrol in at least four Unit Options outside of their discipline area.

Course structure for students who commenced in 2006 or earlier

Important Notice

Students who commenced this course in 2006 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of

historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to

provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning

AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1

KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media

formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
Admissions: Yes
CRICOS code: 040323E
Course duration (full-time): 1 Semester
Course duration (part-time): 2 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Klaebe
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. 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 Graduate Certificate will allow you to develop the fundamental skills of journalism. This course will inspire creativity and help you prepare for a career in the media and related industries.

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.

Other Course Options

This course articulates into the Master of Journalism. All units in the Graduate Certificate may be counted towards a Master of Journalism.

Full-time Course structure

Semester 1	
KJP401	Newswriting
KJP402	Journalistic Inquiry
SELECT	One unit from List A
SELECT	Either KJB239 or KKB175:
KJB239	Journalism Ethics and Issues
KKB175	Creative Industries Legal Issues

Part-time Course structure

Semester 1	
KJP401	Newswriting
KJP402	Journalistic Inquiry

Semester 2	
SELECT	One unit from List A
SELECT	Either 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
KJB304	Sub-Editing
KJB323	Online Journalism 2
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1

Potential Careers:

Art Writer, Journalist, Media Industry Specialist.

Graduate Diploma in Journalism (KJ36)

Year offered: 2010
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): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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

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 Graduate Certificate will allow you to develop the fundamental skills of journalism. This course will inspire creativity and help you prepare for a career in the media and related industries.

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.

Other Course Options

This course articulates into the Master of Journalism. All units in the Graduate Certificate may be counted towards a Master of Journalism.

Course structure for full-time students who commenced in 2008

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

Course structure for part-time students who commenced in 2008

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

Course structure for students who commenced in 2007 or earlier

Important Notice	
	Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

List A - Journalism Unit Options

Journalism Units	
KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB280	International Journalism
KJB304	Sub-Editing
KJB323	Online Journalism 2

KJP403	Feature Writing
KJP404	Radio and Television Journalism 1

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Creative Industries Faculty Postgraduate Open Unit Options

Creative Industries Postgraduate - University Wide Units

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

Creative Industries students may choose Unit Options from the following list OR from outside the Faculty area subject to the following guidelines:

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

* you cannot select a unit that forms part of the compulsory units of your course.

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

* the offering of Unit Options is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

Media and Communication Discipline	
KCP402	New Media Studies

Interactive and Visual Design Discipline	
KIP401	Visual Communication
KIP403	Introduction to Web Design and Development
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KIP424	Advertising Creative: Introduction

Journalism Discipline	
KJP401	Newswriting
KJP403	Feature Writing

Faculty	
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP407	Creative Industries in Asia

Performance Studies Discipline	
KTP401	Contemporary Performance

Visual Arts Discipline	
KVP402	Photomedia and Creative Practice

Creative Writing and Literary Studies Discipline	
KWP401	Media Writing
KWP402	Persuasive Writing
KWP403	Creative Writing: The Short Story
KWP405	Corporate Writing and Editing
KWP407	Great Books: the Literary Classics

Potential Careers:

Art Writer, Journalist, Media Industry Specialist.

Master of Journalism (KJ42)

Year offered: 2010
Admissions: Yes
CRICOS code: 053491D
Course duration (full-time): 1.5 years
Course duration (part-time): 3 years
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 a Unit Option.

Previously Studied Pathway

If your undergraduate degree is in journalism, you can apply for the Previously Studied Pathway. This option allows you to apply for advanced standing so it is possible to complete your Master of Journalism in just one year full-time.

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 Course Structure

Units to be completed:	
	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	Newswriting
SELECT	Either KKP001 or KKP002:
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KJP402	Journalistic Inquiry
SELECT	Either KJB239 or KKB175:
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
SELECT	One List A Unit Option
SELECT	One List B Unit Option

Course structure for students who commenced in 2008 or earlier

Important Notice	
	Students who commenced this course in 2008 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

List A - Journalism Unit Options

Journalism Units	
KFB205	Fashion and Style Journalism
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB280	International Journalism
KJB304	Sub-Editing
KJB323	Online Journalism 2
KJP403	Feature Writing
KJP404	Radio and Television Journalism 1

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication

KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Art Writer, Journalist, Media Industry Specialist.

Bachelor of Creative Industries (KK33)

Year offered: 2010
Admissions: Yes
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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: 84. Caboolture: 74.
Past OP cut-off: Kelvin Grove: 9. Caboolture: 13.
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Head, Undergraduate Studies
Campus: Kelvin Grove and Caboolture

Overview

Interdisciplinarity is integral to the life of a creative professional. Increasingly, too, technology is central to your creative impulses, providing fresh ways of producing works, additional outlets for creative content, and opportunities to promote your skills, projects and performances.

The creative industries are continually evolving and, more and more, its 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 (BCI) degree provides diverse knowledge, creativity and practical skills across a range of industries and practice to prepare you for a career as a creative professional.

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 interests and 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.

Design your own degree

Bachelor of Creative Industries core units (8 units)
PLUS
Creative Industries major (8 units)
PLUS
1 minor (4 units) + 4 Unit Options OR
2 minors (4 units each) OR
Second major (8 units)

Your BCI core units provide you with well developed communication and digital media skills, an up-to-date insight into the creative economy, and an appreciation of interdisciplinarity and creative collaboration.

Creative Industries Transitions units in your final year will prepare you for your creative career as an entrepreneur, consultant, project manager or employee, or give you the hunger for higher degree research.

The BCI core units provide a backbone for your creative discipline studies. You will choose a creative industries major, and from there you may select an additional major to develop a significant depth of knowledge in two chosen discipline areas; alternatively, you may develop a wider breadth of knowledge across three or more study areas, by choosing two minors or a minor and four Unit Options.

Creative Industries majors are available in the following areas: Animation; Art and Design History; Creative and Professional Writing; Dance Studies; Digital Media; Drama; Entertainment Industries; Fashion; Film, Television and Screen; Interactive and Visual Design; Journalism, Media and Communication; Literary Studies; and Music.

Second majors are available in the following areas:
As per the above list of majors PLUS Advertising, Entrepreneurship, Game Design, Integrated Marketing Communication, Marketing, Mathematics, Online Environments, and Public Relations.

Other Course Options

This course is also available as part of the following double degree programs:
* IX34 Bachelor of Business/Bachelor of Creative Industries
* IX43 Bachelor of Creative Industries/ Bachelor of Human Services
* IX56 Bachelor of Creative Industries/ Bachelor of Information Technology
* IX73 Bachelor of Creative Industries/ Bachelor of Laws

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

We encourage you to foster your creative passion and shape your future career path through complementary study areas. Some examples are:
* an interactive and visual design or digital media major with minors in games design, music studies, sound studies or entrepreneurship to pursue an interest in the booming multimedia industry, including interactive entertainment and multimedia exhibitions
* a major in dance, drama or art and design history, alongside minors in audience and user research and performance events, to point you in the direction of a career in events, festival or creative industries management
* the new entertainment industries major with minors from media and communication, television, music studies, public relations or marketing to work as an executive producer, entertainment marketing professional, project manager, theme park executive, or digital entertainment specialist
* a creative and professional writing major with one of the literature-based 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 or professional writing to set you up to work in creative advertising
* studies in one of the business areas alongside your creative industries major to prepare you for employment in marketing and promotions, such as film distribution, media promotions, fashion wholesaling or performing arts marketing
* a career in early childhood, primary or secondary teaching (drama, music and visual arts only) by completing a Graduate Diploma in Education.

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

Course structure for students who commenced at Kelvin Grove in 2010

Notes

* Majors can be selected from 'Creative Industries Major Options'.

* Minors can be selected from 'Creative Industries Minor Options', 'University Wide Minor Options', or from 'Language Minor Options'.

* Unit Options can be selected from 'Creative Industries University Wide Unit Options', or from other faculties' university wide unit options.

* A maximum of 10 units can be selected from other faculties. This includes units completed as part of majors and minors.

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

Students are required to conform to one of the following three course structures:

STRUCTURE ONE

*Bachelor of Creative Industries core units (8 units)

*Creative Industries major (8 units)

*A minor (4 units)

* 48 credit points of Complementary Studies Unit Options

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
KVB104	Photomedia and Artistic Practice
SELECT	Major: First Unit
SELECT	Minor One: First Unit

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT	Major: Second Unit
SELECT	Minor One: Second Unit

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT	A Complementary Studies unit
SELECT	Major: Third Unit
SELECT	Minor One: Third Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT	A Complementary Studies unit
SELECT	Major: Fourth Unit
SELECT	Minor One: Fourth Unit

Year 3, Semester 1

SELECT	A Complementary Studies unit
SELECT	Major: Fifth Unit
SELECT	Major: Sixth Unit
SELECT	Transitions to New Professional Environments Unit

Year 3, Semester 2

SELECT	A Complementary Studies unit
SELECT	Major: Seventh Unit
SELECT	Major: Eighth Unit
SELECT	Transitions to New Professional Environments

Unit

STRUCTURE TWO

*Bachelor of Creative Industries core units (8 units)

*Creative Industries major (8 units)

*Two minors (4 units each)

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
KVB104	Photomedia and Artistic Practice
SELECT	Major: First Unit
SELECT	Minor One: First Unit

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT	Major: Second Unit
SELECT	Minor One: Second Unit

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT	Major: Third Unit
SELECT	Minor One: Third Unit
SELECT	Minor Two: First Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT	Major: Fourth Unit
SELECT	Minor One: Fourth Unit
SELECT	Minor Two: Second Unit

Year 3, Semester 1

SELECT	Major: Fifth Unit
SELECT	Major: Sixth Unit
SELECT	Minor Two: Third Unit
SELECT	Transitions to New Professional Environments Unit

Year 3, Semester 2

SELECT	Major: Seventh Unit
SELECT	Major: Eighth Unit
SELECT	Minor Two: Fourth Unit
SELECT	Transitions to New Professional Environments Unit

STRUCTURE THREE

*Bachelor of Creative Industries core units (8 units)

*Creative Industries major (8 units)

*A Second major (8 units)

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	Either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
KVB104	Photomedia and Artistic Practice
SELECT	Major One: First Unit
SELECT	Second Major One: First Unit

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT	Major One: Second Unit
SELECT	Second Major One: Second Unit

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT	Major One: Third Unit
SELECT	Major One: Fourth Unit
SELECT	Second Major One: Third Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT	Major One: Fixth Unit
SELECT	Major One: Sixth Unit
SELECT	Second Major One: Fourth Unit

Year 3, Semester 1

SELECT	Major One: Seventh Unit
SELECT	Second Major One: Fifth Unit
SELECT	Second Major One: Sixth Unit
SELECT	Transitions to New Professional Environments Unit

Year 3, Semester 2

SELECT	Major One: Eighth Unit
SELECT	Second Major One: Seventh Unit
SELECT	Second Major One: Eighth Unit
SELECT	Transitions to New Professional Environments Unit

Course structure for students who commenced at Caboolture in Semester 1 2010

Notes

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

Year 1, Semester 1 (February)

KKB101	Creative Industries: People and Practices

KPB101	Introduction to Film, TV and New Media Production
SELECT	A Caboolture Unit Option
SELECT	A Caboolture Unit Option

Year 1, Semester 2 (July)

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT	A Caboolture Unit Option
SELECT	A Caboolture Unit Option

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 major (96 cps), one minor (48 cps) and four Unit options (48 cps).

Structure 2: KKB221, KKB222, two Transitions to New Professional Environments units, one major (96 cps), and two minors (48 cps each).

Structure 3: KKB221, KKB222, two Transitions to New Professional Environments units, and two majors (96 cps each).

Course structure for students who commenced at Caboolture in Semester 2 2010

Notes

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

Year 1, Semester 2 (July)

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT	A Caboolture Unit Option
SELECT	A Caboolture Unit Option

Year 2, Semester 1 (February)

KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production
SELECT	A Caboolture Unit Option
SELECT	A Caboolture Unit Option

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 major (96 cps), one minor (48 cps) and four Unit Options (48 cps).

Structure 2: KKB221, KKB222, two Transitions to New Professional Environments units, one major (96 cps), and two minors (48 cps each).

Structure 3: KKB221, KKB222, two Transitions to New Professional Environments units, and two majors (96 cps each).

Course structure for students who commenced at Kelvin Grove in 2009

Students are required to conform to one of the following three course structures:

STRUCTURE ONE

Course Requirements

* Interdisciplinary Major
* A Second Major
* A Minor
* 48 credit points of Complementary Studies Unit Options

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	Either KPB150 or KVB104:
KPB150	Foundations of Multi-platform Production
KVB104	Photomedia and Artistic Practice
SELECT	Second Major: First Unit
SELECT	Minor One: First Unit

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT	Second Major: Second Unit
SELECT	Minor One: Second Unit

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT	A Complementary Studies unit
SELECT	Second Major: Third Unit
SELECT	Minor One: Third Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT	A Complementary Studies unit
SELECT	Second Major: Fourth Unit
SELECT	Minor One: Fourth Unit

Year 3, Semester 1

SELECT	A Complementary Studies unit
SELECT	Second Major: Fifth Unit
SELECT	Second Major: Sixth Unit
SELECT	Transitions to New Professional Environments Unit

Year 3, Semester 2

SELECT	A Complementary Studies unit

SELECT	Second Major: Seventh Unit
SELECT	Second Major: Eighth Unit
SELECT	Transitions to New Professional Environments Unit

STRUCTURE TWO

Course Requirements

* Interdisciplinary Major
* A Second Major
* Two Minors

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	Either KPB150 or KVB104:
KPB150	Foundations of Multi-platform Production
KVB104	Photomedia and Artistic Practice
SELECT	Second Major: First Unit
SELECT	Minor One: First Unit

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT	Second Major: Second Unit
SELECT	Minor One: Second Unit

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT	Second Major: Third Unit
SELECT	Minor One: Third Unit
SELECT	Minor Two: First Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT	Second Major: Fourth Unit
SELECT	Minor One: Fourth Unit
SELECT	Minor Two: Second Unit

Year 3, Semester 1

SELECT	Second Major: Fifth Unit
SELECT	Second Major: Sixth Unit
SELECT	Minor Two: Third Unit
SELECT	Transitions to New Professional Environments Unit

Year 3, Semester 2

SELECT	Second Major: Seventh Unit
SELECT	Second Major: Eighth Unit
SELECT	Minor Two: Fourth Unit
SELECT	Transitions to New Professional Environments Unit

STRUCTURE THREE

Course Requirements

* Interdisciplinary Major
* Two Second Majors

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
SELECT	Either KPB150 or KVB104:
KPB150	Foundations of Multi-platform Production
KVB104	Photomedia and Artistic Practice
SELECT	Second Major A: First Unit
SELECT	Second Major B: First Unit

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT	Second Major A: Second Unit
SELECT	Second Major B: Second Unit

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT	Second Major A: Third Unit
SELECT	Second Major A: Fourth Unit
SELECT	Second Major B: Third Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT	Second Major A: Fifth Unit
SELECT	Second Major A: Sixth Unit
SELECT	Second Major B: Fourth Unit

Year 3, Semester 1

SELECT	Second Major A: Seventh Unit
SELECT	Second Major B: Fifth Unit
SELECT	Second Major B: Sixth Unit
SELECT	Transitions to New Professional Environments Unit

Year 3, Semester 2

SELECT	Second Major A: Eighth Unit
SELECT	Second Major B: Seventh Unit
SELECT	Second Major B: Eighth Unit
SELECT	Transitions to New Professional Environments Unit

Course structure for students who commenced at Caboolture in Semester 1 2009

Year 1, Semester 1 (February)

KKB101	Creative Industries: People and Practices
KPB150	Foundations of Multi-platform Production
SELECT:	Unit offered at Caboolture
SELECT:	Unit offered at Caboolture

Year 1, Semester 2 (July)

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 Second Major (96 cps), one minor (48 cps) and four Unit Options (48 cps).

Structure 2: KKB221, KKB222, two Transitions to New Professional Environments units, one Second Major (96 cps), and two minors (48 cps each).

Structure 3: KKB221, KKB222, two Transitions to New Professional Environments units, and two Second Majors (96 cps each).

Course structure for students who commenced at Caboolture in Semester 2 2009

Year 1, Semester 2 (July)

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT:	Unit offered at Caboolture
SELECT:	Unit offered at Caboolture

Year 2, Semester 1 (February)

KKB101	Creative Industries: People and Practices
KPB150	Foundations of Multi-platform Production
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 Unit Options (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 Major Options

INSTRUCTIONS FOR 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 major, following semester of offer and unit requisites (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.

Animation

Description: This major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 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 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 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

Creative and Professional Writing

Description: The aim of this 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 major.

Instructions: Of the eight units you need to complete, you must select at least three units coded 200 or above.

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 Studies

Description: This 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 major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

*KDB205 will not be offered in 2010.

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This 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 major.

KCB101	Introduction to Media and Communication: Texts
SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The 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 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 major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Entertain ment and Creativity
KXB301	Entertainment Industries Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Fashion

Description: This 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 major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 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 organisational 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 major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Interactive and Visual Design

Description: This major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This 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 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this 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 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

Music

Description: This major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment Industries Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth

SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list
	Advanced AMB Unit Options (AMB240 is mandatory):
AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing
	Advanced MGB Unit Options (MGB310 is mandatory):
MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment
	Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer
	*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion
	Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:

AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental

understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203 Introduction to 3D Computer Graphics

KIB221 Animation: CG Toolkit

KIB316 Virtual Environments

KIB325 Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

KKB216 Graphical Development Environments for Media Interaction

KIB205 Programming for Visual Designers and Artists

KIB309 Embodied Interactions

KIB314 Tangible Media

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105 Animation and Motion Graphics

KIB108 Animation History and Practices

KIB203 Introduction to 3D Computer Graphics

KIB225 Character Development, Conceptual Design and Animation Layout

KVB105 Drawing for Design

KVB106 Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

KVB102 Modernism

KVB103 Australian Art

KVB211 Post 1945 Art

KVB304 Contemporary Art Issues

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102 Media Myth Busting 1

KCB105 Media Myth Busting 2

KCB203 Consumption Matters: Consumer Cultures and Identity

KCB301 Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for

critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern,

cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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

Creative Industries Transitions to New Professional Environments Unit Options

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
KKB350	Creative Industries International Study Tour

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design	
KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism	
KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication	
KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound	
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies	
KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Caboolture Unit Options

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
BSB110	Accounting
BSB111	Business Law and Ethics
BSB113	Economics
BSB115	Management
BSB119	Global Business
BSB123	Data Analysis
BSB124	Working in Business
BSB126	Marketing
CLB005	Foundation: Wellness and Active Citizenship
EDB001	Teaching and Learning Studies 1: Teaching in New Times
EDB006	Learning Networks
EDB007	Culture Studies: Indigenous Education

KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KPB105	Narrative Production
MGB200	Leading Organisations
MGB210	Managing Operations
MGB223	Entrepreneurship and Innovation
MGB225	Intercultural Communication and Negotiation Skills

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, Organisational Communication Specialist, Policy Officer, Project Developer, Project Manager, Public Relations Officer/Consultant, 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: 2010
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 421052
Past rank cut-off: 84
Past OP cut-off: 9
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
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 Interdisiplinary units, 12 discipline or specified units relating to your major and eight Unit Options.

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.

Full time course structure for students who commenced in 2008

Course Requirements	
	In addition to the mandatory units in this course, you must complete 120 credit points from the Complementary Studies options below:
	* A Second Major (previously Co-Major) PLUS 24 credit points of Unit Options
	* Two Minors PLUS 24 credit points of Unit Options
	* A Minor PLUS 72 credit points of Unit Options
	* 120 credit points of Unit Options

Year 1, Semester 1	
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KKB101	Creative Industries: People and Practices
SELECT	A Complementary Studies unit

Year 1, Semester 2	
KIB102	Visual Interactions
KIB104	Digital Media
KKB102	Creative Industries: Making Connections
SELECT	A Complementary Studies unit

Year 2, Semester 1

KIB214	Design for Interactive Media
SELECT	Either KIB230 or KKB216:
KIB230	Interface and Information Design
KKB216	Graphical Development Environments for Media Interaction
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KIB216	Advanced Web Design
SELECT	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KIB315	Contemporary Issues in Digital Media
SELECT	Either KIB309 or KIB335:
KIB309	Embodied Interactions
KIB335	Typography and Illustration
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KIB322	Design Project
SELECT	Either KIB314 or KIB338:
KIB314	Tangible Media
KIB338	Print Media
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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

organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting

KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art

KVB304 Contemporary Art Issues

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102 Media Myth Busting 1

KCB105 Media Myth Busting 2

KCB203 Consumption Matters: Consumer Cultures and Identity

KCB301 Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126 Marketing

KWB102 Media Writing

KXB101 Introduction to Entertainment

KXB102 Global Entertainment

KXB201 Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

KFB103 Introduction to Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB206 Fashion and Modernity

KFB207 Contemporary Fashion

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural

contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment

KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
International Entry: February; July
QTAC code: 421452
Past rank cut-off: 84
Past OP cut-off: 9
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
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 Interdisciplinart units, 12 discipline or specified units relating to the major and eight Unit Options.

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.

Full time course structure for students who commenced in 2008

Course Requirements	
	In addition to the mandatory units in this course, you must complete 120 credit points from the Complementary Studies options below:
	* A Second Major (previously Co-Major) PLUS 24 credit points of Unit Options
	* Two Minors PLUS 24 credit points of Unit Options
	* A Minor PLUS 72 credit points of Unit Options
	* 120 credit points of Unit Options

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
KWB107	Creative Non-Fiction
SELECT	Either KWB102 or KWB103:
KWB102	Media Writing
KWB103	Persuasive Writing

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
SELECT	A Complementary Studies unit
SELECT	Either KJB224 or KWB106:
KJB224	Feature Writing
KWB106	Corporate Writing and Editing

Year 2, Semester 1	
KWB207	Great Books: Creative Writing Classics
SELECT	A Complementary Studies unit (K-coded unit)
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KWB206	Youth and Children's Writing
SELECT	A Complementary Studies unit (K-coded unit)
SELECT	A Complementary Studies unit
SELECT	Either KJB224, KPB207, or KWB106:
KJB224	Feature Writing
KPB207	Film and Television Scriptwriting
KWB106	Corporate Writing and Editing

Year 3, Semester 1	
KWB211	Stylistics and Poetics
KWB313	Novel and Memoir

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of

historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to

provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning

AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1

KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media

formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Past rank cut-off: 84
Past OP cut-off: 9
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
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 Unit Options.

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.

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Potential Careers:

Administrator, Arts Administrator, Choreographer, Dance Teacher, Dancer, Visual Artist.

Bachelor of Creative Industries (Drama) (KK33)

Year offered: 2010
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
International Entry: February; July
QTAC code: 421952
Past rank cut-off: 84
Past OP cut-off: 9
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
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 Unit Options.

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.

Course structure for students who commenced in 2008

Course Requirements	
	In addition to the mandatory units in this course, you must complete 120 credit points from the Complementary Studies options below:
	* A Second Major (previously Co-Major) PLUS 24 credit points of Unit Options
	* Two Minors PLUS 24 credit points of Unit Options
	* A Minor PLUS 72 credit points of Unit Options
	* 120 credit points of Unit Options

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 2, Semester 1	
KTB205	Production 2: The Collaborative Artist
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	Either KTB206 (strongly recommended) or KTB210 or Complementary Studies unit :
KTB206	The Creating Body
KTB210	Creative Industries Management
	A Complementary Studies unit

Year 2, Semester 2	
KTB207	Staging Australia
SELECT	A Complementary Studies unit

SELECT	A Complementary Studies unit
SELECT	Either KTB209 or KTB211 or Complementary Studies unit :
KTB209	Applied Performance
KTB211	Creative Industries Events and Festivals
	A Complementary Studies unit

Year 3, Semester 1

KTB204	Understanding Performance
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	Either KTB301 or KTB306:
KTB301	Performing Self
KTB306	Directing for Performance Events and Festivals

Year 3, Semester 2

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis

KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:

KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices

INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102 Media Myth Busting 1

KCB105 Media Myth Busting 2

KCB203 Consumption Matters: Consumer Cultures and Identity

KCB301 Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126 Marketing

KWB102 Media Writing

KXB101 Introduction to Entertainment

KXB102 Global Entertainment

KXB201 Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

KFB103 Introduction to Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB206 Fashion and Modernity

KFB207 Contemporary Fashion

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101 Visual Communication

KIB230 Interface and Information Design

KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical

underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art

KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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 (Interdisciplinary) (KK33)

Year offered: 2010
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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: 84. Caboolture: 74.
Past OP cut-off: Kelvin Grove: 9. Caboolture: 13.
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Head, Undergraduate Studies
Campus: Kelvin Grove and Caboolture

Overview

Interdisciplinarity is integral to the life of a creative professional. Increasingly, too, technology is central to your creative impulses, providing fresh ways of producing works, additional outlets for creative content, and opportunities to promote your skills, projects and performances.

The creative industries are continually evolving and, more and more, its 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 (BCI) degree provides diverse knowledge, creativity and practical skills across a range of industries and practice to prepare you for a career as a creative professional.

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 interests and 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.

Design your own degree

Bachelor of Creative Industries core units (8 units)
PLUS
Creative Industries major (8 units)
PLUS
Second major (8 units) OR
2 minors (4 units each) OR
1 minor (4 units) + 4 Unit Options (4 units)

Your BCI core units provide you with well developed communication and digital media skills, an up-to-date insight into the creative economy, and an appreciation of interdisciplinarity and creative collaboration.

Creative Industries Transitions units in your final year will prepare you for your creative career as an entrepreneur, consultant, project manager or employee, or give you the hunger for higher degree research.

The BCI core units provide a backbone for your creative discipline studies. You will choose a creative industries major, and from there you may select an additional major to develop a significant depth of knowledge in two chosen discipline areas; alternatively, you may develop a wider breadth of knowledge across three or more study areas, by choosing two minors or a minor and four Unit Options.

Creative Industries majors are available in the following areas: Animation; Art and Design History; Creative and Professional Writing; Dance Studies; Digital Media; Drama; Entertainment Industries; Fashion; Film, Television and Screen; Interactive and Visual Design; Journalism, Media and Communication; Literary Studies; and Music.

Second majors are available in the following areas:
As per the above list of majors PLUS Advertising, Entrepreneurship, Game Design, Integrated Marketing Communication, Marketing, Mathematics, Online Environments, and Public Relations.

Other Course Options

This course is also available as part of the following double degree programs:
* IX34 Bachelor of Business/Bachelor of Creative Industries
* IX43 Bachelor of Creative Industries/ Bachelor of Human Services
* IX56 Bachelor of Creative Industries/ Bachelor of Information Technology
* IX73 Bachelor of Creative Industries/ Bachelor of Laws

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

We encourage you to foster your creative passion and shape your future career path through complementary study areas. Some examples are:
* an interactive and visual design or digital media major with minors in games design, music studies, sound studies or entrepreneurship to pursue an interest in the booming multimedia industry, including interactive entertainment and multimedia exhibitions
* a major in dance, drama or art and design history, alongside minors in audience and user research and performance events, to point you in the direction of a career in events, festival or creative industries management
* the new entertainment industries major with minors from media and communication, television, music studies, public relations or marketing to work as an executive producer, entertainment marketing professional, project manager, theme park executive, or digital entertainment specialist
* a creative and professional writing major with one of the literature-based 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 or professional writing to set you up to work in creative advertising
* studies in one of the business areas alongside your creative industries major to prepare you for employment in marketing and promotions, such as film distribution, media promotions, fashion wholesaling or performing arts marketing
* a career in early childhood, primary or secondary teaching, by completing a Graduate Diploma in Education.

Course structure for students who commenced at Kelvin Grove in 2008

Students are required to conform to one of the following three course structures:

STRUCTURE ONE

Course Requirements

* Interdisciplinary Major
* A Second Major (previously Co-Major)
* A Minor
* 48 credit points of Complementary Studies Unit Options

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
	Choose either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
KVB104	Photomedia and Artistic Practice
SELECT:	Second Major One First Unit
SELECT:	Minor One First Unit

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT:	Second Major One Second Unit
SELECT:	Minor One Second Unit

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT:	A Complementary Studies unit
SELECT:	Second Major One Third Unit
SELECT:	Minor One Third Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT:	A Complementary Studies unit
SELECT:	Second Major One Fourth Unit
SELECT:	Minor One Fourth Unit

Year 3, Semester 1

SELECT:	A Complementary Studies unit
SELECT:	Second Major One Fifth Unit
SELECT:	Second Major One Sixth Unit
SELECT:	Transitions to New Professional Environments Unit

Year 3, Semester 2

SELECT:	A Complementary Studies unit
SELECT:	Second Major One Seventh Unit
SELECT:	Second Major One Eighth Unit
SELECT:	Transitions to New Professional Environments Unit

STRUCTURE TWO

Course Requirements

* Interdisciplinary Major
* A Second Major (previously Co-Major)
* Two Minors

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
	Choose either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
KVB104	Photomedia and Artistic Practice
SELECT:	Second Major One First Unit
SELECT:	Minor One First Unit

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT:	Second Major One Second Unit
SELECT:	Minor One Second Unit

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT:	Second Major One Third Unit
SELECT:	Minor One Third Unit
SELECT:	Minor Two First Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT:	Second Major One Fourth Unit
SELECT:	Minor One Fourth Unit
SELECT:	Minor Two Second Unit

Year 3, Semester 1

SELECT:	Second Major One Fifth Unit
SELECT:	Second Major One Sixth Unit
SELECT:	Minor Two Third Unit
SELECT:	Transitions to New Professional Environments Unit

Year 3, Semester 2

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

Course Requirements

* Interdisciplinary Major
* Two Second Majors (previously Co-Major)

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
	Choose either KPB101 or KVB104:
KPB101	Introduction to Film, TV and New Media Production
KVB104	Photomedia and Artistic Practice
SELECT:	Second Major One First Unit
SELECT:	Second Major Two First Unit

Year 1, Semester 2

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT:	Second Major One Second Unit
SELECT:	Second Major Two Second Unit

Year 2, Semester 1

KKB221	Approaching Interdisciplinarity
SELECT:	Second Major One Third Unit
SELECT:	Second Major One Fourth Unit
SELECT:	Second Major Two Third Unit

Year 2, Semester 2

KKB222	Interdisciplinarity in Practice
SELECT:	Second Major One Fixth Unit
SELECT:	Second Major One Sixth Unit
SELECT:	Second Major Two Fourth Unit

Year 3, Semester 1

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

Year 3, Semester 2

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

Course structure for students who commenced at Caboolture in Semester 1 2008

Year 1, Semester 1 (February)

KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production
SELECT:	Unit offered at Caboolture
SELECT:	Unit offered at Caboolture

Year 1, Semester 2 (July)

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 Second Major (previously co major) (96 cps), one minor (48 cps) and four Unit Options (48 cps).

Structure 2: KKB221, KKB222, two Transitions to New Professional Environments units, one Second Major (previously co major) (96 cps), and two minors (48 cps each).

Structure 3: KKB221, KKB222, two Transitions to New Professional Environments units, and two Second Majors (previously co major) (96 cps each).

Course structure for students who commenced at Caboolture in Semester 2 2008

Year 1, Semester 2 (July)

KCB103	Strategic Speech Communication
KKB102	Creative Industries: Making Connections
SELECT:	Unit offered at Caboolture
SELECT:	Unit offered at Caboolture

Year 2, Semester 1 (February)

KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production
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 Second Major (previously co major) (96 cps), one minor (48 cps) and four Unit Options (48 cps).

Structure 2: KKB221, KKB222, two Transitions to New Professional Environments units, one Second Major (previously co major) (96 cps), and two minors (48 cps each).

Structure 3: KKB221, KKB222, two Transitions to New Professional Environments units, and two Second Major (previously co major) (96 cps each).

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production

KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism

KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future

honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the

technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema

KPB212	Australian Film and TV
	*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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

Creative Industries Transitions to New Professional Environments Unit Options

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
KKB350	Creative Industries International Study Tour

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis

KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Caboolture Unit Options

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
BSB110	Accounting
BSB111	Business Law and Ethics
BSB113	Economics
BSB115	Management
BSB119	Global Business
BSB123	Data Analysis
BSB124	Working in Business
BSB126	Marketing
CLB005	Foundation: Wellness and Active Citizenship
EDB001	Teaching and Learning Studies 1: Teaching in New Times
EDB006	Learning Networks
EDB007	Culture Studies: Indigenous Education
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KPB105	Narrative Production
MGB200	Leading Organisations
MGB210	Managing Operations
MGB223	Entrepreneurship and Innovation
MGB225	Intercultural Communication and Negotiation Skills

Online Environments (4 unit) set

Online Environments unit set

	Choose a total of 4 units:
INB104	Building IT Systems
	Choose 1 or 2 of the following breadth units:
INB271	The Web
INB272	Interaction Design
	Choose 1 or 2 of the following INB300 level units:
INB313	Electronic Commerce Site Development
INB345	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB373	Web Application Development

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 (Media & Communication) (KK33)

Year offered: 2010
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
International Entry: February; July
QTAC code: 421132
Past rank cut-off: 84
Past OP cut-off: 9
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Dr Stephen Harrington
Campus: Kelvin Grove

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.

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.

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 Unit Options.

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.

Course structure for students who commenced in 2008

Course Requirements	
	In addition to the mandatory units in this course, you must complete 120 credit points from the Complementary Studies options below:
	* A Second Major (previously Co-Major) PLUS 24 credit points of Unit Options
	* Two Minors PLUS 24 credit points of Unit Options
	* A Minor PLUS 72 credit points of Unit Options
	* 120 credit points of Unit Options

Year 1, Semester 1	
KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KKB101	Creative Industries: People and Practices

Year 1, Semester 2	
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KKB102	Creative Industries: Making Connections
SELECT	A Complementary Studies unit

Year 2, Semester 1

KCB201	New Media 1: Information and Knowledge
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	Either KWB103 or Complementary Studies unit (K-coded unit):
KWB103	Persuasive Writing
	A Complementary Studies unit (K-coded unit)

Year 2, Semester 2

KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
SELECT	A Complementary Studies unit
SELECT	Either KKB175, KWB106 or Complementary Studies unit (K-coded unit):
KKB175	Creative Industries Legal Issues
KWB106	Corporate Writing and Editing
	A Complementary Studies unit

Year 3, Semester 1

KCB205	Professional Communication
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or Complementary Studies unit :
KCB304	Managing Communication Resources
	A Complementary Studies unit

Year 3, Semester 2

KCB303	Brisbane Media Map
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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

organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting

KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

KVB102	Modernism
KVB103	Australian Art
KVB211	Post 1945 Art

KVB304 Contemporary Art Issues

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102 Media Myth Busting 1

KCB105 Media Myth Busting 2

KCB203 Consumption Matters: Consumer Cultures and Identity

KCB301 Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126 Marketing

KWB102 Media Writing

KXB101 Introduction to Entertainment

KXB102 Global Entertainment

KXB201 Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

KFB103 Introduction to Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB206 Fashion and Modernity

KFB207 Contemporary Fashion

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural

contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment

KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
International Entry: February; July
QTAC code: 421302
Past rank cut-off: 84
Past OP cut-off: 9
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Sean Maher
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 'ideas jobs' in television—such 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 Unit Options.

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.

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.

Course structure for students who commenced in 2008

Course Requirements	
	In addition to the mandatory units in this course, you must complete 120 credit points from the Complementary Studies options below:
	* A Second Major (previously Co-Major) PLUS 24 credit points of Unit Options
	* Two Minors PLUS 24 credit points of Unit Options
	* A Minor PLUS 72 credit points of Unit Options
	* 120 credit points of Unit Options

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production
KPB106	Australian Television
KWB102	Media Writing

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KPB104	Film and Television Production Resource Management
KPB107	Television's Greatest Hits
SELECT	A Complementary Studies unit

Year 2, Semester 1	
KCB301	Media Audiences
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB207	Film and Television Scriptwriting
SELECT	A Complementary Studies unit (K-coded unit)

Year 2, Semester 2	
KKB175	Creative Industries Legal Issues
SELECT	A Complementary Studies unit (K-coded unit)
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1	
KPB302	Project Development and Script Editing for Television
KPB303	Critical Thinking About Television

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KPB304	Television Practice
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101 Introduction to Media and Communication: Texts

SELECT: Either KCB102 or KJB101:

KCB102 Media Myth Busting 1

KJB101 Digital Journalism

SELECT Either KCB104 or KPB110:

KCB104 Introduction to Media and Communications: Industries

KPB110 The Movie, TV & New Media Business

KCB201 New Media 1: Information and Knowledge

KCB202 New Media 2: Applications and Implications

KCB203 Consumption Matters: Consumer Cultures and Identity

KIB101 Visual Communication

KIB103 Introduction to Web Design and Development

KVB306 Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225 Music Theatre Skills

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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of

historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to

provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning

AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1

KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media

formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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.
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
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 Unit Options.

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.

International Entry Requirements

Applications and portoflios 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

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

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: 2010
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic fees (indicative): 2010: CSP $2,900 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
QTAC code: 429172
Past rank cut-off: 80
Past OP cut-off: 11
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
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.

Further information is available at Applying for deferment

Course structure for students who commenced in 2008

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB102	Process Drama

KTB103	Performing Skills 1: Character and Scene

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 2, Semester 1

KTB205	Production 2: The Collaborative Artist
SELECT	Second Teaching Area unit OR Elective
SELECT	Second Teaching Area unit OR Elective
SELECT	Either KTB206 or KTB210 or an Elective (K-coded unit):
KTB206	The Creating Body
KTB210	Creative Industries Management
	An Elective

Year 2, Semester 2

KTB207	Staging Australia
SELECT	Second Teaching Area unit OR Elective
SELECT	Second Teaching Area unit OR Elective
SELECT	Either KTB209 or KTB211 or an Elective (K-coded unit):
KTB209	Applied Performance
KTB211	Creative Industries Events and Festivals
	An Elective

Year 3, Semester 1

EDB036	Introduction To Education
KTB204	Understanding Performance
SELECT	Either KTB301 or KTB306:
KTB301	Performing Self
KTB306	Directing for Performance Events and Festivals
SELECT	One of the following options:
KTB201	Drama Curriculum Studies 1
	Second Teaching Area unit OR Unit Option

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist
SELECT	One of the following options:
SPB012	Classroom and Behaviour Management
SELECT	Second Teaching Area unit OR Unit Option

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 Information for enrolment information.

Second Teaching Area Units

Dance (DAN) (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 (DRA) (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 (ENG) (48 credit points)

SELECT	A Required Unit - either CLB320 or KWB108:
CLB320	Studies In Language
KWB108	Introduction To Literary Studies
SELECT	Two units from the Literary, Cultural and Language Studies units:
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
	OR
KWB206	Youth and Children's Writing
KWB109	Writing Australia
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
SELECT	A Film and Media unit:
KPB109	Film and TV History
KPB203	Australian Film
KPB206	International Cinema
KPB212	Australian Film and TV
NOTE:	CLB321, CLB322, CLB323/KWB206, KWB208 and KWB209 are recommended.

Film and Media (FMS) (48 credit points)

SELECT	Both KPB101 and KPB109:
KPB101	Introduction to Film, TV and New Media Production

KPB109	Film and TV History
SELECT	Two of the following units:
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB212	Australian Film and TV

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
CLB109	World Regions
CLB110	Environment and Society
	No less than 24 credit points from Advanced Units
CLB111	Environmental Hazards
CLB112	South East Asia in Focus
CLB113	Australian Geographical Studies
	*Note: HHB107, HHB127, HHB228, HHB229, HHB244, HHB250, HHB251 and HHB269 will be permitted to count towards this unit set if completed in 2009 or earlier.

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 the Faculty on availability of units.
	Up to 24 credit points from Introductory Units
CLB103	Interpreting the Past
CLB104	Colonialism and Independence in Asia-Pacific
	No less than 24 credit points from Advanced Units
CLB102	Australian Historical Studies
CLB105	Australia and the South Pacific
CLB106	Modern China
CLB107	The Classical World
CLB108	Nations and Nationalism in Modern Europe
	*Note: HHB109, HHB121, HHB122, HHB237, HHB238, HHB239, HHB245, HHB246, HHB248, HHB253, HHB257, HHB258, HHB259, HHB260, HHB261, HHB315 will be permitted to count towards this unit set if completed in 2009 or earlier.

Languages other than English

	Indonesian
INDN1000	Introductory Indonesian A (University of Queensland)
INDN1001	Introductory Indonesian B (University of Queensland)
INDN2000	Intermediate Indonesian A (University of Queensland)
INDN2001	Intermediate Indonesian B (University of Queensland)
	Japanese
JAPN1013	Japanese 1A standard (University of Queensland)
JAPN1023	Japanese 1B standard (University of Queensland)
JAPN2013	Japanese 2A standard (University of Queensland)
JAPN2023	Japanese 2B standard (University of Queensland)
	French
FREN1010	Introductory French A (University of Queensland)
FREN1020	Introductory French B (University of Queensland)
FREN2010	Intermediate French A (University of Queensland)
FREN2020	Intermediate French B (University of Queensland)
	German
GRMN1010	Introductory German Language 1 (University of Queensland)
GRMN1020	Introductory German Language 2 (University of Queensland)
GRMN2010	Continuing German Language 1 (University of Queensland)
GRMN2020	Continuing German Language 2 (University of Queensland)
	*Note: HHB coded language units will be permitted to count towards the relevant language unit set if completed in 2009 or earlier.

Music (Secondary) (48 credit points)

KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB132	Music and Sound Concepts 2
SELECT	Either KMB129 or KMB200:
KMB129	Music and Sound Production 2
KMB200	Music Scenes and Subcultures
	* KMB200 will be offered from 2011.

Visual Arts (ART) (48 credit points)

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide

Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism	
KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication	
KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound	
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design
	* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.
	*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.
	*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.
	*KMB200 will be offered from 2011.

Performance Studies	
KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Senior Years Full Time Course structure - Semester One Entry

2010, Semester 1	
EDP415	Engaging Diverse Learners
EDP441	Senior Years Field Studies 1: Engaging Diverse Learners
	Curriculum Studies 1 (see list 1)
	Curriculum Studies Unit Options (see list 4)
	Designated Unit: EDP441

2010, Semester 2	
EDP416	The Professional Practice of Educators
EDP442	Senior Years Field Studies 2: The Professional Practice of Educators
	Curriculum Studies 2 (see list 2)
	Curriculum Studies 3 (see list 3)
	Students should enrol in EDP442 in their final semster of study.
	Designated Unit: EDP442

List 1 Curriculum Studies 1	
CLP402	Business Education Curriculum Studies 1
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP402.
CLP408	English Education Curriculum Studies 1
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP414.
CLP422	Film and Media 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
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP459.

List 2 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
MDP463	Chemistry Curriculum Studies 2
MDP460	Science Education 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

List 3 Curriculum Studies 3

CLP407	Business Education Curriculum Studies 3
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP407.
CLP410	English Education Curriculum Studies 3
CLP413	Languages Education Curriculum Studies 3
CLP418	Social Education Curriculum Studies 3
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP418.
CLP424	Film and Media Education Curriculum Studies 3
KDP203	Dance Curriculum Studies 3
KMP203	Music (Secondary) Curriculum Studies 3
KTP203	Drama Curriculum Studies 3
KVP303	Visual Arts Curriculum Studies 3
MDP458	Mathematics Education Curriculum Studies 3
MDP461	Science Education Curriculum Studies 3
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP461

List 4 Curriculum Unit Options

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
SPP403	Enhancing Your Teaching Practice
SPP400	Classroom and Behaviour Management
CLP402	Business Education Curriculum Studies 1
SPP401	Classroom Assessment Practices
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
	Students taking this unit as an eletive do not need to complete CLP408, but must have at least 48 credit points of appropriate discipline studies. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
CLP415	Social Education Curriculum Studies 2 (Geography)
CLP416	Social Education Curriculum Studies 2 (History)
CLP417	Social Education Curriculum Studies 2 (Senior Social Science)
CLP419	Social Education Curriculum - Senior History
CLP421	Primary Lote Curriculum Studies
	Only students in the Languages Education teaching area can enrol in this unit. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP422	Film and Media Education Curriculum Studies 1

KMP101	Music (Primary / Instrumental) Curriculum Studies 1
	Only students in the Music (Secondary) teaching area can enrol in this unit.
KDP201	Dance Curriculum Studies 1
KDP205	Dance in Education
	Only students in the Dance Education teaching area can enrol in this unit.
KMP201	Music (Secondary) Curriculum Studies 1
KTP201	Drama Curriculum Studies 1
KVP301	Visual Arts Curriculum Studies 1
MDP455	Business Education Curriculum Studies 2 (ICT)
MDP456	Mathematics Education Curriculum Studies 1
MDP459	Science Education Curriculum Studies 1

Potential Careers:

Actor, Arts Administrator, Drama Teacher, Educator, Higher Education Worker, Secondary School Teacher, Teacher, Theatre Professionals.

Bachelor of Fine Arts (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies

Bachelor of Fine Arts (Acting) (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 421912
Past rank cut-off: Admission to course is based on audition and interview. Please refer to Additional Entry Requirements.
Past OP cut-off: Admission to course is based on audition and interview. Please refer to Additional Entry Requirements.
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Dr Sandra Gattenhof
Campus: Kelvin Grove

OP Guarantee

The OP Guarantee does not apply to this course.

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

Overview

This conservatoire acting course is designed to develop your individual acting ability. Three years of intense training and performing will provide you with a disciplined framework through which to explore the depth of your own creativity.

The professional challenges actors meet are changing all the time. We aim to be active and boundary pushing in our response to those challenges. You will graduate with an understanding of the creative industries, ready to identify your niche within them.

Career Outcomes

Graduates work as actors for stage, film and television. They have won leading roles in national and state theatre companies, television series, mini-series and feature films. Others successfully self-produce opportunities in film and theatre.

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 Acting major and 96 credit points of Complementary Studies made up of either Advanced Acting Practice (strongly recommended), a Second Major, Minors or Unit Options.

Deferment

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

Course structure for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* Advanced Acting Practice Minor (strongly recommended); PLUS a Minor or 48 credit points of Unit Options
* A Minor PLUS 48 credit points of Unit Options
* Two Minors
* A Second Major

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KSB101	Acting 1
KSB103	Voice and Movement 1
SELECT	A Complementary Studies unit

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KSB102	Acting 2
KSB104	Voice and Movement 2
SELECT	A Complementary Studies unit

Year 2, Semester 1

KSB223	Voice and Movement 3
KSB229	Acting 3
SELECT	A Complementary Studies unit

Year 2, Semester 2

KSB224	Voice and Movement 4
KSB230	Acting 4
SELECT	A Complementary Studies unit

Year 3, Semester 1

KSB301	Theatre Project 1

Year 3, Semester 2

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Advanced Acting Practice Minor

Year 3, Semester 2

KSB302 Theatre Project 2

Course structure for students who commenced in 2009

Semester 1, Year 1

KKB101 Creative Industries: People and Practices
KSB101 Acting 1
KSB103 Voice and Movement 1
Complementary Studies

Semester 2, Year 1

KKB102 Creative Industries: Making Connections
KSB102 Acting 2
KSB104 Voice and Movement 2
Complementary Studies

Semester 1, Year 2

KSB223 Voice and Movement 3
KSB229 Acting 3
Complementary Studies

Semester 2, Year 2

KSB224 Voice and Movement 4
KSB230 Acting 4
Complementary Studies

Semester 1, Year 3

KSB301 Theatre Project 1

Semester 2, Year 3

Complementary Studies
Complementary Studies
Complementary Studies
Complementary Studies

Course structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* A Minor

* 48 credit points of Unit Options

Year 1, Semester 1

KKB101 Creative Industries: People and Practices
KSB101 Acting 1
KSB103 Voice and Movement 1
SELECT A Complementary Studies unit

Year 1, Semester 2

KKB102 Creative Industries: Making Connections
KSB102 Acting 2
KSB104 Voice and Movement 2
SELECT A Complementary Studies unit

Year 2, Semester 1

KSB221 Acting 3
KSB223 Voice and Movement 3
KSB225 Music Theatre Skills
SELECT A Complementary Studies unit

Year 2, Semester 2

KSB222 Acting 4
KSB224 Voice and Movement 4
KSB226 Music Theatre Project
SELECT A Complementary Studies unit

Year 3, Semester 1

KSB301 Theatre Project 1

Year 3, Semester 2

KSB302 Theatre Project 2

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research
AMB220 Advertising Theory and Practice
AMB318 Advertising Copywriting
AMB319 Media Planning
AMB320 Advertising Management

AMB330 Advertising Planning Portfolio

BSB126 Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list
	Advanced AMB Unit Options (AMB240 is mandatory):
AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing
	Advanced MGB Unit Options (MGB310 is mandatory):
MGB210	Managing Operations

MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design

effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry

MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of

social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with

understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1

KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Actor, Artist, Drama Teacher, Film/Television Producer, Theatre Professionals.

Bachelor of Fine Arts (Animation) (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 421012
Past rank cut-off: 88
Past OP cut-off: 7
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Gavin Sade
Campus: Kelvin Grove

OP Guarantee

The OP Guarantee does not apply to this course.

Overview

Animation is a rapidly expanding field. It encompasses the established professions of character design, 3D computer graphics, animated storytelling and motion graphics.

New roles are emerging for animators in visual effects, computer games, marketing and 3D information visualisation.

This course will allow you to enter this exciting world. You will work in a studio setting, where you will be supported to express and develop your ideas in creative and innovative ways. You will gain an understanding of the history and craft of animated filmmaking, character design, motion graphics and modelling. You will learn the techniques of real-time and advanced 3D computer graphics, virtual environments, information visualisation and special effects.

This complement of well-established and emerging animation practices and techniques will be supported by an emphasis on industry workflows, tools, processes and skills.

Career Outcomes

QUT graduates are employed as animators, concept artists, visual effects producers, game artists, and designers in a range of industries including animation studios and traditional film production houses, computer games companies, visual effects and post-production companies, advertising and design agencies, and information visualisation and real-time studios. Brisbane has a particularly high concentration of such companies, in which graduates find employment. Others work throughout Australia and across the globe. Several are awardwinning storytellers, successfully producing animated short films that screen at festivals globally.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, a 14 discipline or specified units relating to animation and 96 credit points of Complementary Studies options.

Deferment

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

Course structure for students who commenced in 2010

Course Requirements	
	In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:
	* A Minor (recommended: Advanced Interactive Media; Game Design; or Graphic Design) PLUS 48 credit points of Unit Options
	* Two Minors (recommended: any two of the above)
	* A Second Major

Year 1, Semester 1	
KIB101	Visual Communication
KIB108	Animation History and Practices
KKB101	Creative Industries: People and Practices
KVB105	Drawing for Design

Year 1, Semester 2	
KIB102	Visual Interactions
KIB105	Animation and Motion Graphics
KKB102	Creative Industries: Making Connections
KVB106	Drawing for Animation

Year 2, Semester 1	
KIB203	Introduction to 3D Computer Graphics
KIB220	Animation Production
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KIB221	Animation: CG Toolkit
KIB225	Character Development, Conceptual Design and Animation Layout
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1	
KIB320	Advanced Concepts in Computer Animation 1

KIB325	Real-Time 3D Computer Graphics
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KIB316	Virtual Environments
KIB321	Advanced Concepts in Computer Animation 2
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* A Minor (recommended: Advanced Interactive Media; Game Design; or Graphic Design) PLUS 48 credit points of Unit Options

* Two Minors (recommended: any two of the above)

* A Second Major

Year 1, Semester 1

KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KKB101	Creative Industries: People and Practices
KVB105	Drawing for Design

Year 1, Semester 2

KIB102	Visual Interactions
KIB108	Animation History and Practices
KKB102	Creative Industries: Making Connections
KVB106	Drawing for Animation

Year 2, Semester 1

KIB203	Introduction to 3D Computer Graphics
KIB220	Animation Production
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KIB221	Animation: CG Toolkit
KIB225	Character Development, Conceptual Design and Animation Layout
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KIB320	Advanced Concepts in Computer Animation 1
KIB325	Real-Time 3D Computer Graphics
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KIB316	Virtual Environments
KIB321	Advanced Concepts in Computer Animation 2
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* A Second Major PLUS 24 credit points of Unit Options

* Two Minors

* 96 credit points of Unit Options

Year 1, Semester 1

KIB106	Character Development, Conceptual Design and Animation Layout
KIB108	Animation History and Practices
KKB101	Creative Industries: People and Practices
KVB105	Drawing for Design

Year 1, Semester 2

KIB105	Animation and Motion Graphics
KIB107	Introduction to Programming for 3D Animation
KKB102	Creative Industries: Making Connections
KVB106	Drawing for Animation

Year 2, Semester 1

KIB212	Animation Studio 1: Preproduction
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KIB213	Animation Studio 2: CG Toolkit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KIB320	Advanced Concepts in Computer Animation 1
KIB325	Real-Time 3D Computer Graphics
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KIB316	Virtual Environments
KIB321	Advanced Concepts in Computer Animation 2
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2007

or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing
	Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list
	Advanced AMB Unit Options (AMB240 is mandatory):
AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing
	Advanced MGB Unit Options (MGB310 is mandatory):
MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment
	Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer
	*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production

INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some

minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources

KWB103	Persuasive Writing
KWB106	Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting

KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills:

	Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema

KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 421432
Past rank cut-off: 86
Past OP cut-off: 8
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Professor Philip Neilson
Campus: Kelvin Grove

Overview

Writers are in demand across a number of fields. The publishing and screen industries, advertising agencies, magazines and newspapers, websites, the public service and large corporations all require specialist writers with a flair for language.

More than 10 000 new books are published in Australia every year, and 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.

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, media 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. Elective study is available in feature writing and interactive Web writing, and 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 Reseach, a Second Major, Minors or Unit Options.

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Find out more on deferment.

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).

Other Course Options

Studies in Creative and Professional Writing are also available in:
* IX35 Bachelor of Business/Bachelor of Fine Arts (Creative and Professional Writing)
* IX68 Bachelor of Fine Arts (Creative and Professional Writing)/Bachelor of Laws
* KK33 Bachelor of Creative Industries with a creative and professional writing major or literary studies major

Course structure for students who commenced in 2010

Course Requirements	
	In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:
	* Advanced Writing Practice Minor; PLUS a Minor or 48 credit points of Unit Options
	* Creative Writing and Literary Studies Research Minor; PLUS a Minor or 48 credit points of Unit Options
	* A Minor PLUS 48 credit points of Unit Options
	* Two Minors
	* A Second Major

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
KWB103	Persuasive Writing
KWB107	Creative Non-Fiction

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
KWB108	Introduction To Literary Studies
KWB206	Youth and Children's Writing

Year 2, Semester 1

KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KWB102	Media Writing
KWB106	Corporate Writing and Editing
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KWB205	Creative Writing Project 1
KWB303	Writing and Publishing Industry
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Advanced Writing Practice Minor

Requisite: BFA Creative and Professional Writing students only. This package is only available to students with a GPA of 5 and above at the end of semester 3.

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

Complementary Studies Option - Creative Writing and Literary Studies Research Minor

Requisite: BFA Creative and Professional Writing students only. This package is only available to students with a GPA of 5.5 and above at the end of semester 4.

Year 2, Semester 2

KWB331	Creative Writing Advanced Practice 1

Year 3, Semester 1

KKB345	Creative Industries Project 1

Year 3, Semester 2

KKB347	Becoming A Researcher: Understandings, Skills and Practices
KWB302	Novel and Genre

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* Advanced Writing Practice Minor; PLUS a Minor or 48 credit points of Unit Options

* Creative Writing and Literary Studies Research Minor; PLUS a Minor or 48 credit points of Unit Options

* A Minor PLUS 48 credit points of Unit Options

* Two Minors

* A Second Major

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
KWB103	Persuasive Writing
KWB107	Creative Non-Fiction

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
KWB108	Introduction To Literary Studies
KWB206	Youth and Children's Writing

Year 2, Semester 1

KWB207	Great Books: Creative Writing Classics
KWB211	Stylistics and Poetics
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KWB102	Media Writing
KWB106	Corporate Writing and Editing
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KWB304	Editing and Developing the Manuscript
KWB313	Novel and Memoir
SELECT	A Complementary Studies unit

SELECT	A Complementary Studies unit

Year 3, Semester 2

KWB205	Creative Writing Project 1
SELECT	A Complementary Studies unit
KWB303	Writing and Publishing Industry
SELECT	A Complementary Studies unit

Complementary Studies Option - Advanced Writing Practice Minor

Requisite: BFA Creative and Professional Writing students only. This package is only available to students with a GPA of 5 and above at the end of semester 3.

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

Complementary Studies Option - Creative Writing and Literary Studies Research Minor

Requisite: BFA Creative and Professional Writing students only. This package is only available to students with a GPA of 5.5 and above at the end of semester 4.

Year 2, Semester 2

KWB331	Creative Writing Advanced Practice 1

Year 3, Semester 1

KKB345	Creative Industries Project 1

Year 3, Semester 2

KKB347	Becoming A Researcher: Understandings, Skills and Practices
KWB302	Novel and Genre

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries

KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity

and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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 (Creative Writing Production) (KK34)

Year offered: 2010
Admissions: No
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February; July
QTAC code: 421432
Past rank cut-off: 77
Past OP cut-off: 12
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Professor Philip Neilson
Campus: Kelvin Grove

Discontinuation

This major is available to continuing students only. It has been replaced by KK34 Bachelor of Fine Arts (Creative and Professional Writing) for students commencing in 2009 or later.

Overview

Writers are in demand across a number of fields. The publishing and screen industries, advertising agencies, magazines and newspapers, websites, the public service and large corporations all require specialist writers with a flair for language.

More than 10 000 new books are published in Australia every year, and 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.

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, media 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. Elective study is available in feature writing and interactive Web writing, and 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 Reseach, a Second Major, Minors or Unit Options 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.

Other Course Options

Studies in Creative and Professional Writing are also available in:
* IX35 Bachelor of Business/Bachelor of Fine Arts (Creative and Professional Writing)
* IX68 Bachelor of Fine Arts (Creative and Professional Writing)/Bachelor of Laws
* KK33 Bachelor of Creative Industries with a creative and professional writing major or literary studies major

OP Guarantee

Yes

Course structure for students who commenced in 2008

Course Requirements	
	In addition to the mandatory units in this course, you must complete 72 credit points from the Complementary Studies options below: * A Minor plus two Unit Options * 72 credit points of Unit Options

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KWB101	Introduction to Creative Writing
KWB107	Creative Non-Fiction
SELECT	Either KWB102 or KWB103:

KWB103	Persuasive Writing
KWB102	Media Writing

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KWB104	Creative Writing: The Short Story
SELECT	A Complementary Studies unit
SELECT	Either KPB207 or KWB106:
KPB207	Film and Television Scriptwriting
KWB106	Corporate Writing and Editing

Year 2, Semester 1

KWB211	Stylistics and Poetics
KWB313	Novel and Memoir
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KWB205	Creative Writing Project 1
KWB206	Youth and Children's Writing
SELECT	Either KJB224, KPB207 or KWB106:
KJB224	Feature Writing
KPB207	Film and Television Scriptwriting
KWB106	Corporate Writing and Editing
SELECT	A Complementary Studies unit

Year 3, Semester 1

KWB207	Great Books: Creative Writing Classics
KWB304	Editing and Developing the Manuscript
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KWB303	Writing and Publishing Industry
KWB305	Creative Writing Project 2

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

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

and Animation Layout

KVB105 Drawing for Design

KVB106 Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

KVB102 Modernism

KVB103 Australian Art

KVB211 Post 1945 Art

KVB304 Contemporary Art Issues

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102 Media Myth Busting 1

KCB105 Media Myth Busting 2

KCB203 Consumption Matters: Consumer Cultures and Identity

KCB301 Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126 Marketing

KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication

KWB106 Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

KWB102 Media Writing

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

KWB303 Writing and Publishing Industry

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109 Film and TV History

KPB112 TV and Film Genres

KPB205 Documentary Theory and Practice

KPB206 International Cinema

KPB212 Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216 Graphical Development Environments for Media Interaction

KMB119 Music and Sound Production 1

KMB129 Music and Sound Production 2

KMB252 Multi-Platform Sound Design

KMB301 The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104 Film and Television Production Resource Management

KPB110 The Movie, TV & New Media Business

KPB112 TV and Film Genres

KPB202 Film and Television Business Skills: Entrepreneurship and Investment

KPB303 Critical Thinking About Television

KPB313 How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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

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

* Please note: KWB307 is permitted to count

as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of

2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies	
KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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 Performance) (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Rachel Pedro
Campus: Kelvin Grove

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

OP Guarantee

The OP Guarantee does not apply to this course.

Auditions

Auditions will be held in Brisbane, Melbourne, Sydney, Canberra and Adelaide in late September/early October. Confirmation dates and venues will be posted to registrants after registrations close.

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 practise daily to extend your talents in creating and performing. Theoretical studies will extend your understanding and curiosity for the cultural specificity and the rich diversity of dance. You will analyse, critique and reflect on and about the body in dance and the roles and functions that dance plays in our lives, in Australia and globally.

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, commercial environments or as independent artists.

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 Unit Options.

Why choose this course?

You will gain intensive training in the core techniques of ballet and contemporary dance, through daily classes and studio work. This training is supported by weekly duo, pas de deux, pointe, male virtuosity classes and alternate dance styles.

You will connect with lively professional and global networks through performance experiences, secondment opportunities, guest lecturers and choreographers and international touring and exchange opportunities. Teaching staff have real-world experience in an extensive range of dance practices and are active in the dance community through Ausdance, Australian Dance Awards, adjudication panels and in international organisations.

You can enrich your learning experience by adding elective studies from an extensive range of offerings from across the University.

Together, these aspects inspire and privilege our graduates and set their scholarship apart from other forms of full-time training.

Other Course Options

Dance studies are also available through:
* KK34 Bachelor of Fine Arts (Dance)/ ED38 Graduate Diploma in Education (Senior Years)
* KK33 Bachelor of Creative Industries with a dance major
* Exit after two years of successful study with an Associate Degree

Deferment

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

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.

Course structure for students who commenced in 2010

Important note	
*	Changes to this course are subject to final approval.

Course Requirements	
	In addition to the mandatory units in this course, you must complete 96 credit points

from the Complementary Studies options below:

* Advanced Dance Performance Practice Minor; PLUS 48 credit points of Unit Options (KKB345 is strongly recommended as one of these Unit Options)

* Advanced Dance Performance Practice Minor; PLUS a Minor

Year 1, Semester 1

KDB101	Performance 1
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KKB102	Creative Industries: Making Connections
SELECT	A Complementary Studies unit

Year 2, Semester 1

KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3
SELECT	A Complementary Studies unit

Year 2, Semester 2

KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB208	Integrated Professional Skills
KDB214	Dance Technique Studies 4
SELECT	A Complementary Studies unit

Year 3, Semester 1

KDB306	Dance Project 1
KDB310	Professional Dance Training 1
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KDB311	Professional Dance Training 2
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Advanced Dance Performance Practice Minor

Only available to singe degree BFA (Dance Performance) 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

KDB307	Dance Project 2

Dance Unit Options

Unit Options

NOTE:	These unit options are only available to students enrolled in the Bachelor of Fine Arts (Dance Performance) or Bachelor of Fine Arts (Dance)
KDB205	Dance in Education
KDB303	Dance and Technology 1
KDB304	Dance and Technology 2

*Note: KDB205 will not be offered in 2010.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

KKB216 Graphical Development Environments for Media Interaction

KIB205 Programming for Visual Designers and Artists

KIB309 Embodied Interactions

KIB314 Tangible Media

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105 Animation and Motion Graphics

KIB108 Animation History and Practices

KIB203 Introduction to 3D Computer Graphics

KIB225 Character Development, Conceptual Design and Animation Layout

KVB105 Drawing for Design

KVB106 Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

KVB102 Modernism

KVB103 Australian Art

KVB211 Post 1945 Art

KVB304 Contemporary Art Issues

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102 Media Myth Busting 1

KCB105 Media Myth Busting 2

KCB203 Consumption Matters: Consumer Cultures and Identity

KCB301 Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

Description: This minor provides you with the

opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Choreographer, Dance Teacher, Dancer.

Bachelor of Fine Arts (Dance) (KK34)

Year offered: 2010
Admissions: No
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Rachel Pedro
Campus: Kelvin Grove

Important Notice

The title of this course has changed to Bachelor of Fine Arts (Dance Performance) for students commencing in 2010.

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

OP Guarantee

The OP Guarantee does not apply to this course.

Auditions

Auditions will be held in Brisbane, Melbourne, Sydney, Canberra and Adelaide in late September/early October. Confirmation dates and venues will be posted to registrants after registrations close.

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 practise daily to extend your talents in creating and performing. Theoretical studies will extend your understanding and curiosity for the cultural specificity and the rich diversity of dance. You will analyse, critique and reflect on and about the body in dance and the roles and functions that dance plays in our lives, in Australia and globally.

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, commercial environments or as independent artists.

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 Unit Options.

Why choose this course?

You will gain intensive training in the core techniques of ballet and contemporary dance, through daily classes and studio work. This training is supported by weekly duo, pas de deux, pointe, male virtuosity classes and alternate dance styles.

You will connect with lively professional and global networks through performance experiences, secondment opportunities, guest lecturers and choreographers and international touring and exchange opportunities. Teaching staff have real-world experience in an extensive range of dance practices and are active in the dance community through Ausdance, Australian Dance Awards, adjudication panels and in international organisations.

You can enrich your learning experience by adding elective studies from an extensive range of offerings from across the University.

Together, these aspects inspire and privilege our graduates and set their scholarship apart from other forms of full-time training.

Other Course Options

Dance studies are also available through:
* KK34 Bachelor of Fine Arts (Dance)/ ED38 Graduate Diploma in Education (Senior Years)
* KK33 Bachelor of Creative Industries with a dance major
* Exit after two years of successful study with an Associate Degree

Deferment

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

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.

Course structure for students who commenced in 2009

Course Requirements
In addition to the mandatory units in this course, you must complete 96 credit points

from the Complementary Studies options below:

* Advanced Dance Performance Practice Minor; PLUS 48 credit points of Unit Options (KKB345 is strongly recommended as one of these Unit Options)

* Advanced Dance Performance Practice Minor; PLUS a Minor

Year 1, Semester 1

KDB101	Performance 1
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KKB102	Creative Industries: Making Connections
SELECT	A Complementary Studies unit

Year 2, Semester 1

KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3
SELECT	A Complementary Studies unit

Year 2, Semester 2

KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB208	Integrated Professional Skills
KDB214	Dance Technique Studies 4
SELECT	A Complementary Studies unit

Year 3, Semester 1

KDB306	Dance Project 1
KDB310	Professional Dance Training 1
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KDB311	Professional Dance Training 2
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Advanced Dance Performance Practice Minor

Only available to singe 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

KDB307	Dance Project 2

Course structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* A Minor

* 48 credit points of Unit Options

Year 1, Semester 1

KDB101	Performance 1
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KDB102	Performance 2
KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2
KDB211	Performance 3
KDB213	Dance Technique Studies 3

Year 2, Semester 2

KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB208	Integrated Professional Skills
KDB212	Performance 4
KDB214	Dance Technique Studies 4

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

KDB306	Dance Project 1
KDB310	Professional Dance Training 1

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KDB307	Dance Project 2
KDB311	Professional Dance Training 2
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Creative Industries Minor Pathways

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	Two from the following five units:
KDB205	Dance in Education
KDB303	Dance and Technology 1
KDB225	Music Theatre Skills
	A Complementary Studies unit
	A Complementary Studies unit
	*Note: KDB205 will not be offered in 2010.

Year 3, Semester 2

SELECT	Creative Industries Minor Third Unit (a K-coded minor)
SELECT	Creative Industries Minor Fourth Unit (a K-coded minor)
SELECT	Two from the following four units:
KDB304	Dance and Technology 2
KDB226	Music Theatre Project
	A Complementary Studies unit
	A Complementary Studies unit
	*Note: KDB226 will not be offered in 2010.

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Dance Unit Options

Unit Options

NOTE:	These unit options are only available to students enrolled in the Bachelor of Fine Arts (Dance Performance) or Bachelor of Fine Arts (Dance)
KDB205	Dance in Education
KDB303	Dance and Technology 1
KDB304	Dance and Technology 2
	*Note: KDB205 will not be offered in 2010.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media
	Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes.

This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1

KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Choreographer, Dance Teacher, Dancer.

Bachelor of Fine Arts (Drama) (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 421952
Past rank cut-off: 84
Past OP cut-off: 9
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
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. If taken in combination 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 Performance Events and Festivals, a Second Major, Minors or Unit Options.

Other Course Options

Studies in Drama are also available through:
* KK34 Bachelor of Fine Arts (Drama)/Graduate Diploma in Education (Senior Years)
* IX35 Bachelor of Business/Bachelor of Fine Arts (Drama)
* KK33 Bachelor of Creative Industries with a drama major

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Further information is available at Applying for deferment

Course structure for students who commenced in 2010

Course Requirements	
	In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:
	* A Minor (recommended: Performance Events and Festivals Minor); PLUS 48 credit points of Unit Options
	* Two Minors of your choice (recommended: Performance Events and Festivals Minor) PLUS another Minor
	* A Second Major

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 2, Semester 1	
KTB205	Production 2: The Collaborative Artist
SELECT	Either KTB206 or KTB210:
KTB206	The Creating Body
KTB210	Creative Industries Management
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KTB207	Staging Australia
SELECT	Either KTB209 or KTB211:
KTB209	Applied Performance
KTB211	Creative Industries Events and Festivals
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KTB204	Understanding Performance
SELECT	Either KTB301 or KTB306:
KTB301	Performing Self
KTB306	Directing for Performance Events and Festivals
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* A Minor (recommended: Performance Events and Festivals Minor) PLUS 48 credit points of Unit Options

* Two Minors of your choice (recommended: Performance Events and Festivals Minor) PLUS another Minor

* A Second Major

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 2, Semester 1

KTB205	Production 2: The Collaborative Artist
SELECT	Either KTB206 or KTB210:
KTB206	The Creating Body
KTB210	Creative Industries Management
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KTB207	Staging Australia
SELECT	Either KTB209 or KTB211:
KTB209	Applied Performance
KTB211	Creative Industries Events and Festivals
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KTB204	Understanding Performance
SELECT	Either KTB301 or KTB306:
KTB301	Performing Self
KTB306	Directing for Performance Events and Festivals
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in

the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation

Skills

MGB310 Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203 Consumption Matters: Consumer Cultures and Identity

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 second 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 organisational 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 second major.

KPB101 Introduction to Film, TV and New Media Production

KPB104 Film and Television Production Resource Management

KPB105 Narrative Production

KPB109 Film and TV History

KPB110 The Movie, TV & New Media Business

KPB112 TV and Film Genres

KPB113 TV and Film Text Analysis

KPB202 Film and Television Business Skills: Entrepreneurship and Investment

KPB205 Documentary Theory and Practice

KPB206 International Cinema

KPB212 Australian Film and TV

KPB303 Critical Thinking About Television

KPB313 How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180 Computer Games Studies

INB181 Introduction to Games Production

INB280 Fundamentals of Game Design

INB272 Interaction Design

INB104 Building IT Systems

INB281 Advanced Game Design

KIB201 Concept Development for Game Design and Interactive Media

KIB202 Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202 Integrated Marketing Communication

AMB220 Advertising Theory and Practice

AMB263 Introduction To Public Relations

AMB331 Direct Marketing

AMB350 Sales and Customer Relationship Management

BSB126 Marketing

SELECT Two units from AMB208, AMB230 or AMB261:

AMB208 Events Marketing

AMB230 Digital Promotions

AMB261 Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and

become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1

MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the

minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with

understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

availability

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1

KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Actor, Drama Teacher, Stage Manager, Theatre Lighting, Theatre Professionals.

Bachelor of Fine Arts (Fashion) (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Mr Dean Brough
Campus: Kelvin Grove

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

OP Guarantee

The OP Guarantee does not apply to this course.

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 Unit Options.

Other Course Options

Fashion studies are also available through:
* IX35 Bachelor of Business/Bachelor of Fine Arts (Fashion)
* KK33 Bachelor of Creative Industries with a fashion major

Deferment

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

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.

Course structure for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* Fashion Complementary Studies Minor (strongly recommended); PLUS a Minor or 48 credit points of Unit Options

* A Minor PLUS 48 credit points of Unit Options

* Two Minors

* A Second Major

Year 1, Semester 1

KFB101	Design Studio 1
KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KFB102	Design Studio 2
KFB104	Sustainability: The Materiality of Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

KFB200	Design Studio 3
KFB206	Fashion and Modernity
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KFB202	Design Studio 4
KFB207	Contemporary Fashion
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KFB301	Design Studio 5
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KFB302	Design Studio 6
KFB303	Fashioning Futures
SELECT	A Complementary Studies unit

Complementary Studies Option - Fashion Complementary Studies Minor

* Available to CI single degree students only

Year 2, Semester 1

KFB209	Ragtrade: Wholesaling Fashion

Year 2, Semester 2

SELECT	Either KCB203 or KFB205:
KCB203	Consumption Matters: Consumer Cultures and Identity
KFB205	Fashion and Style Journalism

Year 3, Semester 1

KFB304	Fashion, Law and the Real World
KKB341	Workplace Learning 1

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* Fashion Complementary Studies Minor (strongly recommended); PLUS a Minor or 48 credit points of Unit Options

* A Minor PLUS 48 credit points of Unit Options

* Two Minors

* A Second Major

Year 1, Semester 1

KFB101	Design Studio 1
KFB103	Introduction to Fashion
KFB107	Drawing For Fashion
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KFB102	Design Studio 2
KFB104	Sustainability: The Materiality of Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

KFB200	Design Studio 3
KFB206	Fashion and Modernity
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KFB202	Design Studio 4
KFB207	Contemporary Fashion
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KFB301	Design Studio 5
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KFB302	Design Studio 6
KFB303	Fashioning Futures
SELECT	A Complementary Studies unit

Complementary Studies Option - Fashion Complementary Studies Minor

* Available to CI single degree students only

Year 2, Semester 1

KFB209	Ragtrade: Wholesaling Fashion

Year 2, Semester 2

SELECT	Either KCB203 or KFB205:
KCB203	Consumption Matters: Consumer Cultures and Identity
KFB205	Fashion and Style Journalism

Year 3, Semester 1

KFB304	Fashion, Law and the Real World
KKB341	Workplace Learning 1

Course structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* A Minor

* 48 credit points of Unit Options

Year 1, Semester 1

KFB101	Design Studio 1
KFB103	Introduction to Fashion
KKB101	Creative Industries: People and Practices
KVB107	Drawing For Fashion

Year 1, Semester 2

KFB102	Design Studio 2
KFB104	Sustainability: The Materiality of Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

KFB200	Design Studio 3
KFB206	Fashion and Modernity
KFB209	Ragtrade: Wholesaling Fashion
SELECT	A Complementary Studies unit

Year 2, Semester 2

KCB203	Consumption Matters: Consumer Cultures and

	Identity
KFB202	Design Studio 4
KFB207	Contemporary Fashion
SELECT	Either KFB205 or a Complementary Studies unit:
KFB205	Fashion and Style Journalism
	A Complementary Studies unit

Year 3, Semester 1

KFB301	Design Studio 5
KFB304	Fashion, Law and the Real World
KKB341	Workplace Learning 1
SELECT	A Complementary Studies unit

Year 3, Semester 2

KFB302	Design Studio 6
KFB303	Fashioning Futures
SELECT	A Complementary Studies unit

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101 Introduction to Media and Communication: Texts

SELECT: Either KCB102 or KJB101:

KCB102 Media Myth Busting 1

KJB101 Digital Journalism

SELECT Either KCB104 or KPB110:

KCB104 Introduction to Media and Communications: Industries

KPB110 The Movie, TV & New Media Business

KCB201 New Media 1: Information and Knowledge

KCB202 New Media 2: Applications and Implications

KCB203 Consumption Matters: Consumer Cultures and Identity

KIB101 Visual Communication

KIB103 Introduction to Web Design and Development

KVB306 Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225 Music Theatre Skills

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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics

of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations

AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative

audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media,

including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be

discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio

KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
Admissions: No
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Mr Sean Maher
Campus: Kelvin Grove

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 the Advanced Film, TV and New Media Minor, a Second Major, Minors or Unit Options.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

QUT allows applicants 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 policy

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.

Course structure for Film and Screen Production students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* A package (equivalent to 48 credit points) chosen from the Advanced Screen Production Minor OR a Television minor OR a Sound Studies Minor; PLUS another Minor OR 48 credit points of Unit Options

* A Minor PLUS 48 credit points of Unit Options

* Two Minors

* A Second Major

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production
KPB102	Film History
KWB102	Media Writing

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production

Year 2, Semester 1

KPB201	Experimental Production
KPB203	Australian Film
KPB207	Film and Television Scriptwriting
SELECT	A Complementary Studies unit

Year 2, Semester 2

KPB204	Multi-Camera Television Studio Production
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Year 3, Semester 1

KPB308	Film and Television Drama Practice
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Advanced Screen Production Minor

Year 3, Semester 1

KPB301	Documentary Production

Year 3, Semester 2

KPB306 Film Drama Production

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200 Consumer Behaviour

AMB201 Marketing and Audience Research

AMB220 Advertising Theory and Practice

AMB318 Advertising Copywriting

AMB319 Media Planning

AMB320 Advertising Management

AMB330 Advertising Planning Portfolio

BSB126 Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:

AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing
	Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list
	Advanced AMB Unit Options (AMB240 is mandatory):
AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing
	Advanced MGB Unit Options (MGB310 is mandatory):
MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment
	Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer
	*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design

INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior

Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count

as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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 (Film and Television) (KK34)

Year offered: 2010
Admissions: No
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Mr Sean Maher
Campus: Kelvin Grove

Discontinuation

This major is available to continuing students only. It has been replaced by KK34 Bachelor of Fine Arts (Film, TV and New Media Production) for students commencing in 2010.

Overview

This production-driven program is designed for those seeking to become leaders in creative practice in the film, television and new media industries. You may choose to specialise in producing, directing, scriptwriting, cinematography, editing or sound. You will have the opportunity to be part of the creative process with advanced classes conducted in dedicated production studios, culminating in a Super 16 film production.

Career Outcomes

Graduates can work in film and television 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 18 discipline or specified units relating to the chosen major and a minimum of four Unit Options.

Why choose this course?

You will be encouraged to explore a range of genres from documentary, television formats, drama and experimental film. You will work with industry standard equipment and with other students to produce creative works and projects for external clients. Your work will be showcased to the industry at two public screenings in your final year.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

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

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.

Course structure for students who commenced in 2008

Course Requirements	
	In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below: * A Minor * 48 credit points of Unit Options

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production
KPB102	Film History
KWB102	Media Writing

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KPB103	Film Genres
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production

Year 2, Semester 1	
KPB201	Experimental Production
KPB203	Australian Film
KPB207	Film and Television Scriptwriting
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KPB204	Multi-Camera Television Studio Production
KPB205	Documentary Theory and Practice
KPB206	International Cinema

Year 3, Semester 1	
KPB301	Documentary Production

KPB308	Film and Television Drama Practice
SELECT	A Complementary Studies unit

Year 3, Semester 2

KPB306	Film Drama Production
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media

KVB204 Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

KIB101 Visual Communication

KIB102 Visual Interactions

KIB103 Introduction to Web Design and Development

KIB104 Digital Media

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101 Digital Journalism

KJB120 Newswriting

KJB121 Journalistic Inquiry

KJB224 Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225 Music Theatre Skills

KMB003 Sex Drugs Rock 'n' roll

KMB004 World Music

KMB107 Sound, Image, Text

KMB200 Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101 20th Century Performance

KTB207 Staging Australia

KTB210 Creative Industries Management

KTB211 Creative Industries Events and Festivals

KTB306 Directing for Performance Events and Festivals

SELECT One unit from either BSB126, KCB103 or KWB106:

BSB126 Marketing

KCB103 Strategic Speech Communication

KWB106 Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

KWB102 Media Writing

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

KWB303 Writing and Publishing Industry

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109 Film and TV History

KPB112 TV and Film Genres

KPB205 Documentary Theory and Practice

KPB206 International Cinema

KPB212 Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216 Graphical Development Environments for

	Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation

KVB304	Contemporary Art Issues
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 (Film, TV and New Media Production) (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February; July
QTAC code: 421342
Past rank cut-off: 88
Past OP cut-off: 7
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Sean Maher
Campus: Kelvin Grove

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 the Advanced Film, TV and New Media Minor, a Second Major, Minors or Unit Options.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

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.

Course structure for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* A maximum of 48 credit points from the Advanced Film, TV and New Media Unit Options; PLUS a Minor or 48 credit points of Unit Options

* A Minor PLUS 48 credit points of Unit Options

* Two Minors

* A Second Major

Notes

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production
KPB109	Film and TV History
KWB102	Media Writing

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres

Year 2, Semester 1

KCB201	New Media 1: Information and Knowledge
SELECT	A Complementary Studies Option
SELECT	Two of the following four units:
KPB104	Film and Television Production Resource Management
KPB201	Experimental Production
KPB206	International Cinema
KPB207	Film and Television Scriptwriting

*Note: KPB104 and KPB206 will be offered first semester from 2011.

Year 2, Semester 2

KPB212	Australian Film and TV
SELECT	A Complementary Studies Option
SELECT	Two of the following six units:
KIB102	Visual Interactions
KPB205	Documentary Theory and Practice
KPB211	Writing Dialogue
KPB213	Multi-Camera TV Studio Production
KPB214	Single Camera TV Production
KPB302	Project Development and Script Editing for Television

Year 3, Semester 1

SELECT	Either KPB303 or KPB308:

KPB303	Critical Thinking About Television
KPB308	Film and Television Drama Practice
SELECT	A Complementary Studies Option
SELECT	A Complementary Studies Option
SELECT	A Complementary Studies Option

Year 3, Semester 2

SELECT	Either KPB313 or A Transitions to New Professional Environments Unit
KPB313	How to be a Producer
	Transitions to New Professional Environments Unit
SELECT	A Complementary Studies Option
SELECT	A Complementary Studies Option
SELECT	A Complementary Studies Option

Advanced Film, TV and New Media Unit Options

KPB320	Advanced Production (Craft) 1
KPB321	Advanced Production (Craft) 2
KPB322	Advanced Production (Producing) 1
KPB323	Advanced Production (Producing) 2

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second

major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment Industries Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television

KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research

AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor

provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102 Media Myth Busting 1

KCB105 Media Myth Busting 2

KCB203 Consumption Matters: Consumer Cultures and Identity

KCB301 Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126 Marketing

KWB102 Media Writing

KXB101 Introduction to Entertainment

KXB102 Global Entertainment

KXB201 Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

KFB103 Introduction to Fashion

KFB106 Unspeakable Beauty: A History of Fashion and Style

KFB206 Fashion and Modernity

KFB207 Contemporary Fashion

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101 Visual Communication

KIB230 Interface and Information Design

KIB335 Typography and Illustration

KIB338 Print Media

KVB204 Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you

with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2

KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism

KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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 Arts Teacher.

Bachelor of Fine Arts (Interactive and Visual Design) (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February; July
QTAC code: 421052
Past rank cut-off: 86
Past OP cut-off: 8
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Mr Gavin Sade
Campus: Kelvin Grove

Overview

Visual and interaction design plays a pivotal role in the rapidly expanding fields of contemporary communication, marketing and new technology.

Careers in this area provide the opportunity to design for print and electronic media, Web and mobile media, computer games and interactive exhibitions.

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 and interactive design, you will choose study pathways to develop a specialist focus in graphic design, animation, 3D computer graphics and/or interaction design for tangible media.

Career Outcomes

This course will prepare you for a range of careers in the creative industries such as advertising and marketing, Web design and electronic publishing, multimedia entertainment design, games design, and interactive exhibition design.

Graduates work in traditional design companies in areas 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 industries. Games companies employ graduates to work on content production, interaction design, visual design and real-time and virtual environments modelling. Film and television production companies employ graduates to work in visual effects and post-production.

Multimedia design and interactive installation production is also a growth area in museums and other cultural institutions. Visualisation companies also increasingly provide opportunities 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 Unit Options.

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.

Further information is available at Applying for deferment

Other course options

Study in the Interactive and Visual Design area is also available through:
* IX35 Bachelor of Business/Bachelor of Fine Arts (Interactive and Visual Design)
* IX69 Bachelor of Fine Arts (Interactive and Visual Design)/Bachelor of Information Technology
* KK33 Bachelor of Creative Industries with an interactive and visual design major

Course structure for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* A Minor (recommended: Game Design, Graphic Design; Animation) PLUS 48 credit points of Unit Options

* Two Minors (recommended: any two of the above)

* A Second Major

Notes

From year 2, students are recommended to take one of the following pathways:

* Visual Communication (comprising KIB230, KVB204, KIB335 and KIB338); OR

* Interactive Media Design (comprising KKB216 {not offered in 2010 so students should select KIB230}, KIB205, KIB309 and KIB314)

Year 1, Semester 1	
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KKB101	Creative Industries: People and Practices
KVB105	Drawing for Design

Year 1, Semester 2	
KIB102	Visual Interactions
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KKB102	Creative Industries: Making Connections

Year 2, Semester 1	
KIB214	Design for Interactive Media
SELECT	Either KIB230 or KKB216 (Note that KKB216 will not be offered in 2010 so students should select KIB230):
KIB230	Interface and Information Design
KKB216	Graphical Development Environments for Media Interaction
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KIB216	Advanced Web Design
SELECT	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1	
KIB315	Contemporary Issues in Digital Media
SELECT	Either KIB309 or KIB335
KIB309	Embodied Interactions
KIB335	Typography and Illustration
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2	
KIB322	Design Project
SELECT	Either KIB314 or KIB338:
KIB314	Tangible Media
KIB338	Print Media
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* A Minor (recommended: Game Design, Graphic Design; Animation) PLUS 48 credit points of Unit Options

* Two Minors (recommended: any two of the above)

* A Second Major

Notes

From year 2, students are recommended to take one of the following pathways:

* Visual Communication (comprising KIB230, KVB204, KIB335 and KIB338); OR

* Interactive Media Design (comprising KKB216 {not offered in 2010 so students should select KIB230}, KIB205, KIB309 and KIB314)

Year 1, Semester 1	
KIB101	Visual Communication
KIB105	Animation and Motion Graphics
KKB101	Creative Industries: People and Practices
KVB105	Drawing for Design

Year 1, Semester 2	
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KKB102	Creative Industries: Making Connections

Year 2, Semester 1	
KIB214	Design for Interactive Media
SELECT	Either KIB230 or KKB216 (Note that KKB216 will not be offered in 2010 so students should select KIB230):
KKB216	Graphical Development Environments for Media Interaction
KIB230	Interface and Information Design
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KIB216	Advanced Web Design
SELECT	Either KIB205 or KVB204:
KIB205	Programming for Visual Designers and Artists
KVB204	Graphic Design
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1	
KIB315	Contemporary Issues in Digital Media
SELECT	Either KIB309 or KIB335:
KIB309	Embodied Interactions
KIB335	Typography and Illustration

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KIB322	Design Project
SELECT	Either KIB314 or KIB338:
KIB314	Tangible Media
KIB338	Print Media
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing

BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment Industries Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive

entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of

the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource

	Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres

KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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, Post-production specialist, Publishing Professional, Web Designer.

Bachelor of Fine Arts (Sound Design) (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Mr Brad Millard
Campus: Kelvin Grove

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

Overview

Imagine playing a computer game, browsing the web or even watching a film without sound to create atmosphere, excitement and build tension. Sound is important in these environments but there is a whole lot more to sound design than this conventional understanding.

The sound design course at QUT caters for established and emerging roles in sound design fields within the creative industries. It involves study of contemporary sound design and production techniques for film, television, web, games and installation contexts.

Career Outcomes

Sound design graduates work as sound designers, sound editors and mixers for film and television, web applications and games. There are pathways available for honours and professional or research postgraduate studies.

Course Structure

In order to complete this course, students must undertake two Creative Industries Foundation units, 168 credit points of discipline units, the Music and Sound Production pathway, and either a minor or four unit Options.

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

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

Course structure for students who commenced in 2010

Course Requirements	
	In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:
	* The Music and Sound Production Minor; PLUS a Minor or 48 credit points of Unit Options

Year 1, Semester 1	
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production

Year 1, Semester 2	
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KKB102	Creative Industries: Making Connections
KPB105	Narrative Production

Year 2, Semester 1	
KMB225	Creative Studio 3
KMB252	Multi-Platform Sound Design
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KMB107	Sound, Image, Text
KMB235	Creative Studio 4
SELECT:	A Complementary Studies unit
SELECT:	A Complementary Studies unit

Year 3, Semester 1	
KMB325	Creative Studio 5
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2	
KMB335	Creative Studio 6
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Music and Sound Production Minor

Year 2, Semester 1

KMB219	Music and Sound Production 3

Year 2, Semester 2

KMB229	Music and Sound Production 4

Year 3, Semester 1

KMB319	Music and Sound Production 5

Year 3, Semester 2

KMB329	Music and Sound Production 6

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* Advanced Sound Design Practice Minor; PLUS a Minor or 48 credit points of Unit Options

* A Minor PLUS 48 credit points of Unit Options

* A Second Major

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB110	Music Production 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB106	Music and Sound for Multimedia
KMB107	Sound, Image, Text
KMB111	Music Production 2

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1

KIB103	Introduction to Web Design and Development
KMB214-1	Music and Sound: Principal Study A
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KMB205	Sound Media Musicianship
KMB214-2	Music and Sound: Principal Study A
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KMB314-1	Music and Sound: Principal Study B
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KMB314-2	Music and Sound: Principal Study B
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Advanced Sound Design Practice Minor

Requisites: Students who commenced the BFA Sound Design in 2009

Year 2, Semester 1

SELECT	Either KIB108 or KPB101:
KIB108	Animation History and Practices
KPB101	Introduction to Film, TV and New Media Production
SELECT	Either KMB003 or KMB004:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music

Year 2, Semester 2

SELECT	Either KCB202 or KIB104:
KCB202	New Media 2: Applications and Implications
KIB104	Digital Media

Year 3, Semester 2

SELECT	Either KIB105 or KPB105:
KIB105	Animation and Motion Graphics
KPB105	Narrative Production

Course structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* A Minor

* 48 credit points of Unit Options

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KMB104	Music and Sound Skills
KMB105	Music and Sound Technology
KMB110	Music Production 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB106	Music and Sound for Multimedia
KMB107	Sound, Image, Text
KMB111	Music Production 2

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1

KMB214-1	Music and Sound: Principal Study A
SELECT	Either KIB105 or KPB101:
KIB105	Animation and Motion Graphics
KPB101	Introduction to Film, TV and New Media Production
SELECT	Either KMB003 or KMB004:
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
SELECT	A Complementary Studies unit

Year 2, Semester 2

KMB205	Sound Media Musicianship
KMB214-2	Music and Sound: Principal Study A
KIB103	Introduction to Web Design and Development
SELECT	Either KCB202 or KIB104:
KCB202	New Media 2: Applications and Implications
KIB104	Digital Media

Year 3, Semester 1

KMB314-1	Music and Sound: Principal Study B
SELECT	A Complementary Studies unit
SELECT	Either KIB108 (recommended) or a Complementary Studies unit
KIB108	Animation History and Practices

Year 3, Semester 2

KMB314-2	Music and Sound: Principal Study B
SELECT	A Complementary Studies unit
SELECT	Either KPB105 or a Complementary Studies unit
KPB105	Narrative Production

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity

and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

KWB102 Media Writing

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

KWB303 Writing and Publishing Industry

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109 Film and TV History

KPB112 TV and Film Genres

KPB205 Documentary Theory and Practice

KPB206 International Cinema

KPB212 Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216 Graphical Development Environments for Media Interaction

KMB119 Music and Sound Production 1

KMB129 Music and Sound Production 2

KMB252 Multi-Platform Sound Design

KMB301 The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104 Film and Television Production Resource Management

KPB110 The Movie, TV & New Media Business

KPB112 TV and Film Genres

KPB202 Film and Television Business Skills: Entrepreneurship and Investment

KPB303 Critical Thinking About Television

KPB313 How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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

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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies	
KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Potential Careers:

Artist, Film Composer, Mastering Engineer, Multimedia Designer, Music Technologist, Musical Director, Post-production specialist, Project Manager, Recording Engineer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Theatre Professionals.

Bachelor of Fine Arts (Technical Production) (KK34)

Year offered: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Dr Sandra Gattenhof
Campus: Kelvin Grove

OP Guarantee

The OP Guarantee does not apply to this course.

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

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 Unit Options.

Deferment

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

Course structure for students who commenced in 2010

Course Requirements	
	In addition to the mandatory units in this course, 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 Minor; PLUS a Minor or 48 credit points of Unit Options
	* A Minor PLUS 48 credit points of Unit Options
	* Two Minors
	* A Second Major

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KSB105	Theatrecraft
KSB111	Stage Management 1
KSB113	Technical Production 1

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KSB114	Event Technology Practice
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 1	
KSB211	Stage Management 2
KSB217	Technical Production 2
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KSB212	Stage Management 3
KSB218	Technical Production 3
SELECT	A Complementary Studies unit

Year 3, Semester 1	
KSB301	Theatre Project 1

Year 3, Semester 2	
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Advanced Technical Production Practice Minor

Year 3, Semester 2

KSB302	Theatre Project 2

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, 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 Minor; PLUS a Minor or 48 credit points of Unit Options

* A Minor PLUS 48 credit points of Unit Options

* Two Minors

* A Second Major

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KSB105	Theatrecraft
KSB111	Stage Management 1
KSB113	Technical Production 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KSB114	Event Technology Practice
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 1

KSB211	Stage Management 2
KSB217	Technical Production 2
SELECT	A Complementary Studies unit

Year 2, Semester 2

KSB212	Stage Management 3
KSB218	Technical Production 3
SELECT	A Complementary Studies unit

Year 3, Semester 1

KSB301	Theatre Project 1

Year 3, Semester 2

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Advanced Technical Production Practice Minor

Year 3, Semester 2

KSB302	Theatre Project 2

Course structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* A Minor

* 48 credit points of Unit Options

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KSB105	Theatrecraft
KSB111	Stage Management 1
KSB113	Technical Production 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KSB114	Event Technology Practice
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 1

KSB211	Stage Management 2
KSB217	Technical Production 2
SELECT	A Complementary Studies unit

Year 2, Semester 2

KSB212	Stage Management 3
KSB218	Technical Production 3
SELECT	A Complementary Studies unit

Year 3, Semester 1

KSB301	Theatre Project 1

Year 3, Semester 2

KSB302	Theatre Project 2

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment Industries Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to

count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication

AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the

	frameworks of display and audience engagement in the visual arts.
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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
Admissions: No
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 421302
Past rank cut-off: 76
Past OP cut-off: 12
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Sean Maher
Campus: Kelvin Grove

Discontinuation

This major is available to continuing students only. It has been replaced by KK34 Bachelor of Fine Arts (Film, TV and New Media Production) for students commencing in 2010.

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 – more than any other medium. While working in television can be demanding and difficult, if you're passionate and committed, you will enjoy the challenge of building your career in this rewarding and exhilarating industry.
QUT offers Queensland's only degree completely focussed on the television industry, preparing graduates for the 'ideas jobs' 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 Unit Options.

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.

Further information is available at Applying for deferment

Course structure for students who commenced in 2009

Course Requirements	
	In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:
	* A Minor (recommended: Screen Studies, Advertising, Entrepreneurship, Management, or Marketing); PLUS 48 credit points of Unit Options
	* Two Minors (recommended: Screen Studies, Advertising, Entrepreneurship, Management, or Marketing)
	* A Second Major

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KPB101	Introduction to Film, TV and New Media Production
KPB106	Australian Television
KWB102	Media Writing

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB107	Television's Greatest Hits

Year 2, Semester 1	
KCB301	Media Audiences
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KKB175	Creative Industries Legal Issues

KPB207	Film and Television Scriptwriting
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KPB303	Critical Thinking About Television
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KPB302	Project Development and Script Editing for Television
KPB310	Television Practice
SELECT	A Complementary Studies unit

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment Industries Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You

will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication

AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2

KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this

minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

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: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Dr Courtney Pedersen
Campus: Kelvin Grove

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

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 outcome. 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.

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 taken in combination 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 Unit Options.

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).

Studies in Visual Arts are also available through:
* IX35 Bachelor of Business/Bachelor of Fine Arts (Visual Arts)
* KK33 Bachelor of Creative Industries with an art and design history major

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

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

Course structure for students who commenced in 2010

Course Requirements	
	In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:
	* Advanced Studio Practice Minor; PLUS a Minor or 48 credit points of Unit Options
	* A Minor (recommended: Graphic Design) PLUS 48 credit points of Unit Options
	* Two Minors
	* A Second Major (recommended: Advertising, Entrepreneurship, or Interactive and Visual Design)

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KVB102	Modernism
KVB120	Studio Art Practice 1

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KVB103	Australian Art
KVB121	Studio Art Practice 2

Year 2, Semester 1	
KIB104	Digital Media
KVB220	Studio Art Practice 3
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KVB221	Studio Art Practice 4
SELECT	A Complementary Studies unit

SELECT	Either KVB108 or KVB211:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art

Year 3, Semester 1

KVB304	Contemporary Art Issues
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	Either KVB306 or KVB307:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Complementary Studies Option - Advanced Studio Practice Minor

Year 3, Semester 1

KVB320	Studio Project 1

Year 3, Semester 2

KVB321	Studio Project 2

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below:

* Advanced Studio Practice Minor; PLUS a Minor or 48 credit points of Unit Options

* A Minor (recommended: Graphic Design) PLUS 48 credit points of Unit Options

* Two Minors

* A Second Major (recommended: Advertising, Entrepreneurship, or Interactive and Visual Design)

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KVB102	Modernism
KVB120	Studio Art Practice 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KVB103	Australian Art
KVB121	Studio Art Practice 2

Year 2, Semester 1

KIB104	Digital Media
KVB220	Studio Art Practice 3
SELECT	A Complementary Studies unit

Year 2, Semester 2

KVB221	Studio Art Practice 4
SELECT	A Complementary Studies unit
SELECT	Either KVB108 or KVB211:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art

Year 3, Semester 1

KVB304	Contemporary Art Issues
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	Either KVB306 or KVB307:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Complementary Studies Option - Advanced Studio Practice Minor

Year 3, Semester 1

KVB320	Studio Project 1

Year 3, Semester 2

KVB321	Studio Project 2

Course structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* A Minor

* 48 credit points of Unit Options

Year 1, Semester 1

KVB102	Modernism
KVB120	Studio Art Practice 1
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KVB103	Australian Art
KVB121	Studio Art Practice 2
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

KVB200	Exhibition and Display in the Visual Arts
KVB220	Studio Art Practice 3
SELECT	A Complementary Studies unit

Year 2, Semester 2

KVB221	Studio Art Practice 4
SELECT	A Complementary Studies unit
SELECT	Either KVB108 or KVB211:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art

Important Notice

You have two pathways to choose from in Year 3 of your program: the Studio Pathway or the Creative Industries Minor Pathway.

Studio Pathway

Year 3, Semester 1

KVB304	Contemporary Art Issues
KVB320	Studio Project 1
SELECT	A Complementary Studies unit

Year 3, Semester 2

KVB321	Studio Project 2
SELECT	A Complementary Studies unit
SELECT	Either KVB306 or KVB307:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Creative Industries Minor Pathway

Year 3, Semester 1

KVB304	Contemporary Art Issues
SELECT	Creative Industries Minor First Unit (a K-coded unit)
SELECT	Creative Industries Minor Second Unit (a K-coded unit)
SELECT	A Complementary Studies unit

Year 3, Semester 2

SELECT	Creative Industries Minor Third Unit (a K-coded unit)
SELECT	Creative Industries Minor Fourth Unit (a K-coded unit)
SELECT	A Complementary Studies unit
SELECT	Either KVB306 or KVB307:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Second Major Options

INSTRUCTIONS FOR SECOND MAJORS/CO-MAJORS

* The second majors for 2010 are subject to final approval.

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, following semester of offer and unit requisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these second majors and are also mandatory elsewhere in your course can not contribute towards the completion of these second majors. Any unit(s) that appear in multiple second majors can only contribute towards the completion of one of these second majors.

Advertising

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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB220	Advertising Theory and Practice
AMB318	Advertising Copywriting
AMB319	Media Planning
AMB320	Advertising Management
AMB330	Advertising Planning Portfolio
BSB126	Marketing

Note: AMB221 and AMB339 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Animation

Description: This second major provides you with important skills in the skills, principles, concepts and history of animation. Beginning with drawing for animation and an exploration of the history of the animation industry and its practices, you will then apply this knowledge to current and emerging fields within the animation industry including motion graphics, 3D modelling and animation, real-time 3D and character animation. Through the creation of an interactive virtual environment you will be given the opportunity to refine your skills and expand your knowledge of the 3D animation industry.

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

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 second 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 second 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 second 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

Creative and Professional Writing

Description: The aim of this second 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 second 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 Studies

Description: This second 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 second major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary dance.

Instructions: Of the eight units you need to complete, you must select at least two units coded 200 or above.

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

*Note: KDB205 not offered in 2010

*Please note that the Dance Studies major in the Bachelor of Creative Industries is NOT a pathway to secondary dance teaching

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This second 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 second major.

KCB101	Introduction to Media and Communication: Texts
SELECT:	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
SELECT	Either KCB104 or KPB110:
KCB104	Introduction to Media and Communications: Industries
KPB110	The Movie, TV & New Media Business
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications

KCB203	Consumption Matters: Consumer Cultures and Identity
KIB101	Visual Communication
KIB103	Introduction to Web Design and Development
KVB306	Video Art and Culture

Drama

Description: The second 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 second 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 second major.

KDB225	Music Theatre Skills
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

Entertainment Industries

Description: On completion of this second major, you will be able to demonstrate the knowledge and skills required to pursue a career in the Entertainment Industry. These include an understanding of the characteristics of mainstream commercial culture that appeal to large audiences; an understanding both of business and creative processes; an ability to balance the two of these; and an awareness of historical and current Entertainment content and business.

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

AMB207	Entertainment Marketing
BSB126	Marketing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business
KXB301	Entertainment?Industries?Map
LWS008	Entertainment Law
SELECT	One of the following units:
AMB200	Consumer Behaviour
KCB301	Media Audiences
KPB101	Introduction to Film, TV and New Media Production
KWB102	Media Writing

Note: KXB301 will first be offered in 2012. LWS008 will first be offered in 2011.

Entrepreneurship

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

AMB251	Innovation and Brand Management
BSB115	Management
BSB126	Marketing
MGB200	Leading Organisations
MGB223	Entrepreneurship and Innovation
MGB324	Managing Business Growth
SELECT	Two units from the Advanced AMB Unit Options list OR two units from the Advanced MGB Unit Options list

Advanced AMB Unit Options (AMB240 is mandatory):

AMB240	Marketing Planning and Management
AMB336	International Marketing
AMB340	Services Marketing

Advanced MGB Unit Options (MGB310 is mandatory):

MGB210	Managing Operations
MGB225	Intercultural Communication and Negotiation Skills
MGB310	Sustainability in A Changing Environment

Note: AMB230, EFB210, MGB207, MGB216, MGB222 and MGB335 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Fashion

Description: This second 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 second major.

KCB203	Consumption Matters: Consumer Cultures and Identity
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 second 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 organisational 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 second major.

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Game Design

Description: The aim of this second major is to provide you with a thorough and balanced education in the skills and knowledge required of a game or interactive media designer. You will gain an understanding of the design process associated with interactive environments and, through experience and analysis of the creative process, an understanding of how their work contributes to the computer games and interactive entertainment industry.

Assumed Knowledge: To be eligible to undertake INB272 you must have passed either INB103 or KIB101.

INB180	Computer Games Studies
INB181	Introduction to Games Production
INB280	Fundamentals of Game Design
INB272	Interaction Design
INB104	Building IT Systems
INB281	Advanced Game Design
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Note: KIB101 and KIB102 are permitted to count towards this major if they were completed in 2009 or earlier.

Integrated Marketing Communication

AMB202	Integrated Marketing Communication
AMB220	Advertising Theory and Practice
AMB263	Introduction To Public Relations
AMB331	Direct Marketing
AMB350	Sales and Customer Relationship Management
BSB126	Marketing
SELECT	Two units from AMB208, AMB230 or AMB261:
AMB208	Events Marketing
AMB230	Digital Promotions
AMB261	Media Relations and Publicity

Note: AMB240 and AMB260 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Interactive and Visual Design

Description: This second major will provide you with the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media. You will learn how to design effectively for print and electronic media, Web and mobile media and computer games and become equipped with a versatile set of design practices to support you to enter careers in marketing, web design, electronic publishing, interaction design and the creative aspects of game design.

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

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
KVB105	Drawing for Design
KVB204	Graphic Design

Journalism, Media and Communication

Description: This second 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 second 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 organisations that wish to build, and maintain, a media profile.

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

SELECT	Either KCB102 or KJB101:
KCB102	Media Myth Busting 1
KJB101	Digital Journalism
KJB120	Newswriting
KCB104	Introduction to Media and Communications: Industries
KJB121	Journalistic Inquiry
KCB103	Strategic Speech Communication
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
SELECT	Either KFB205 or KJB280:
KFB205	Fashion and Style Journalism
KJB280	International Journalism
KCB301	Media Audiences
KCB302	Political Communication
SELECT	Either KCB304 or KJB337:
KCB304	Managing Communication Resources
KJB337	Public Affairs Reporting

Literary Studies

Description: The aims of this second 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 second 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

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB240	Marketing Planning and Management
AMB335	E-marketing Strategies
AMB336	International Marketing
AMB340	Services Marketing
BSB126	Marketing

Note: AMB359 is permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Mathematics

Description: This second 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: Sound Achievement in Senior Maths B

Instructions: Select 96 credit points from the following list:

MAB101	Statistical Data Analysis 1
MAB120	Algebra and Calculus
MAB121	Calculus and Differential Equations
MAB122	Algebra and Analytic Geometry
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1
MAB281	Mathematics for Computer Graphics
MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB422	Mathematical Modelling
MAB480	Introduction to Scientific Computation

Music

Description: This second major aims to impart a broad understanding of music practice in contemporary social, cultural and economic contexts. It aims to provide students with a combination of practical and theoretical skills to support a career in music within administrative, business, or organisational areas.

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

KDB225	Music Theatre Skills
KKB345	Creative Industries Project 1
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB301	The Music Industry

* KMB200 will be offered from 2011.

Online Environments

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

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	Mobile Devices
INB346	Enterprise 2.0
INB347	Web 2.0 Applications
INB370	Software Development
INB373	Web Application Development

Public Relations

AMB201	Marketing and Audience Research
AMB202	Integrated Marketing Communication
AMB263	Introduction To Public Relations
AMB264	Public Relations Techniques
AMB372	Public Relations Planning
AMB373	Corporate Communication
AMB374	Global Public Relations Cases
BSB126	Marketing

Note: AMB261, AMB262, AMB379 are permitted to count towards the completion of this unit set if completed in 2009 or earlier.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

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

and Animation Layout

KVB105 Drawing for Design

KVB106 Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

KVB102 Modernism

KVB103 Australian Art

KVB211 Post 1945 Art

KVB304 Contemporary Art Issues

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102 Media Myth Busting 1

KCB105 Media Myth Busting 2

KCB203 Consumption Matters: Consumer Cultures and Identity

KCB301 Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

KCB103 Strategic Speech Communication

KCB302 Political Communication

KCB304 Managing Communication Resources

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

KDB105 Architecture of the Body

KDB106 Dance Analysis

KDB110 Deconstructing Dance in History

KDB204 Australian Dance

KDB225 Music Theatre Skills

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126 Marketing

KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication

KWB106 Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

KWB102 Media Writing

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

KWB303 Writing and Publishing Industry

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109 Film and TV History

KPB112 TV and Film Genres

KPB205 Documentary Theory and Practice

KPB206 International Cinema

KPB212 Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216 Graphical Development Environments for Media Interaction

KMB119 Music and Sound Production 1

KMB129 Music and Sound Production 2

KMB252 Multi-Platform Sound Design

KMB301 The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104 Film and Television Production Resource Management

KPB110 The Movie, TV & New Media Business

KPB112 TV and Film Genres

KPB202 Film and Television Business Skills: Entrepreneurship and Investment

KPB303 Critical Thinking About Television

KPB313 How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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

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

* Please note: KWB307 is permitted to count

as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of

2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies	
KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
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: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Rachel Pedro
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

For Additional Entry requirements please visit the Creative Industries website

Auditions

Auditions will be held in Brisbane, Melbourne, Sydney, Canberra and Adelaide 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 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.

Course structure for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points of Complementary Studies selected from:

* Dance Education Minor; PLUS a Second Teaching Area (recommended) or a Minor or 48 credit points of Unit Options

Year 1, Semester 1

KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KDB111	Performance in Context 1
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KDB109	Funk, Tap and all that Jazz
KKB102	Creative Industries: Making Connections

Year 2, Semester 1

KDB108	World Dance
KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3

Year 2, Semester 2

KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB214	Dance Technique Studies 4
KDB215	Performance in Context 2
SELECT	A Complementary Studies unit

Year 3, Semester 1

KDB305	Performance in Context 3
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from the Dance Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Dance Education Minor - see below)

Year 3, Semester 2

SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from the Dance Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Dance Education Minor - see below)

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 completion of their first three years of study. Please refer to the ED38 Course Information for enrolment information.

Complementary Studies Option - Dance Education Minor

Year 3, Semester 1

EDB036	Introduction To Education
SELECT	One of the following three units:
KDB201	Dance Curriculum Studies 1
SPB012	Classroom and Behaviour Management
	A Complementary Studies unit

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KDB204	Australian Dance

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points of Complementary Studies selected from:

* Dance Education Minor; PLUS a Second Teaching Area (recommended) or a Minor or 48 credit points of Unit Options

Year 1, Semester 1

KDB101	Performance 1
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KKB101	Creative Industries: People and Practices

Year 1, Semester 2

KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KKB102	Creative Industries: Making Connections
SELECT	A Complementary Studies unit

Year 2, Semester 1

KDB108	World Dance
KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3

Year 2, Semester 2

KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB214	Dance Technique Studies 4
KDB215	Performance in Context 2
SELECT	A Complementary Studies unit

Year 3, Semester 1	
KDB305	Performance in Context 3
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from the Dance Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Dance Education Minor - see below)

Year 3, Semester 2	
KDB204	Australian Dance
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from the Dance Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Dance Education Minor - see below)

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 completion of their first three years of study. Please refer to the ED38 Course Information for enrolment information.

Complementary Studies Option - Dance Education Minor	

Year 3, Semester 1	
EDB036	Introduction To Education
SELECT	One of the following two units:
KDB201	Dance Curriculum Studies 1
	A Complementary Studies unit

Year 3, Semester 2	
EDB037	Introduction To Educational Sites
SELECT	One of the following twp units (SPB012 is recommended):
SPB012	Classroom and Behaviour Management
	A Complementary Studies unit

Course structure for students who commenced in 2008

Year 1, Semester 1	
KDB101	Performance 1
KDB103	Dance Technique Studies 1
KDB105	Architecture of the Body
KKB101	Creative Industries: People and Practices

Year 1, Semester 2	
KDB104	Dance Technique Studies 2
KDB107	Choreographic Studies 1
KDB109	Funk, Tap and all that Jazz
KKB102	Creative Industries: Making Connections

Year 2, Semester 1	
KDB108	World Dance
KDB110	Deconstructing Dance in History
KDB207-1	Choreographic Studies 2
KDB213	Dance Technique Studies 3

Year 2, Semester 2	
KDB106	Dance Analysis
KDB207-2	Choreographic Studies 2
KDB208	Integrated Professional Skills
KDB214	Dance Technique Studies 4
SELECT	A Second Teaching Area Unit or an Elective

Year 3, Semester 1	
KDB305	Performance in Context 3
EDB036	Introduction To Education
SELECT	A Second Teaching Area Unit or a Unit Option
SELECT	One of the following options:
KDB201	Dance Curriculum Studies 1
	A Second Teaching Area Unit or a Unit Option

Year 3, Semester 2	
KDB204	Australian Dance
EDB037	Introduction To Educational Sites
SELECT	A Second Teaching Area Unit or a Unit Option
SELECT	One of the following options:
SPB012	Classroom and Behaviour Management
	A Second Teaching Area Unit or a Unit Option

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 completion of their first three years of study. Please refer to the ED38 Course Information for enrolment information.

Second Teaching Area Units

Dance (DAN) (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 (DRA) (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 (ENG) (48 credit points)

SELECT	A Required Unit - either CLB320 or KWB108:
CLB320	Studies In Language
KWB108	Introduction To Literary Studies
SELECT	Two units from the Literary, Cultural and Language Studies units:
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
	OR
KWB206	Youth and Children's Writing
KWB109	Writing Australia
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
SELECT	A Film and Media unit:
KPB109	Film and TV History
KPB203	Australian Film
KPB206	International Cinema
KPB212	Australian Film and TV
NOTE:	CLB321, CLB322, CLB323/KWB206, KWB208 and KWB209 are recommended.

Film and Media (FMS) (48 credit points)

SELECT	Both KPB101 and KPB109:
KPB101	Introduction to Film, TV and New Media Production
KPB109	Film and TV History
SELECT	Two of the following units:
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB212	Australian Film and TV

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
CLB109	World Regions
CLB110	Environment and Society
	No less than 24 credit points from Advanced Units
CLB111	Environmental Hazards
CLB112	South East Asia in Focus
CLB113	Australian Geographical Studies
	*Note: HHB107, HHB127, HHB228, HHB229, HHB244, HHB250, HHB251 and HHB269 will be permitted to count towards this unit set if completed in 2009 or earlier.

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 the Faculty on availability of units.
	Up to 24 credit points from Introductory Units
CLB103	Interpreting the Past
CLB104	Colonialism and Independence in Asia-Pacific
	No less than 24 credit points from Advanced Units
CLB102	Australian Historical Studies
CLB105	Australia and the South Pacific
CLB106	Modern China
CLB107	The Classical World
CLB108	Nations and Nationalism in Modern Europe
	*Note: HHB109, HHB121, HHB122, HHB237, HHB238, HHB239, HHB245, HHB246, HHB248, HHB253, HHB257, HHB258, HHB259, HHB260, HHB261, HHB315 will be permitted to count towards this unit set if completed in 2009 or earlier.

Languages other than English

	Indonesian
INDN1000	Introductory Indonesian A (University of Queensland)
INDN1001	Introductory Indonesian B (University of Queensland)
INDN2000	Intermediate Indonesian A (University of Queensland)
INDN2001	Intermediate Indonesian B (University of Queensland)
	Japanese
JAPN1013	Japanese 1A standard (University of Queensland)
JAPN1023	Japanese 1B standard (University of Queensland)
JAPN2013	Japanese 2A standard (University of Queensland)
JAPN2023	Japanese 2B standard (University of Queensland)
	French
FREN1010	Introductory French A (University of Queensland)
FREN1020	Introductory French B (University of Queensland)

FREN2010	Intermediate French A (University of Queensland)
FREN2020	Intermediate French B (University of Queensland)
	German
GRMN1010	Introductory German Language 1 (University of Queensland)
GRMN1020	Introductory German Language 2 (University of Queensland)
GRMN2010	Continuing German Language 1 (University of Queensland)
GRMN2020	Continuing German Language 2 (University of Queensland)
	*Note: HHB coded language units will be permitted to count towards the relevant language unit set if completed in 2009 or earlier.

Music (Secondary) (48 credit points)

KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB132	Music and Sound Concepts 2
SELECT	Either KMB129 or KMB200:
KMB129	Music and Sound Production 2
KMB200	Music Scenes and Subcultures
	* KMB200 will be offered from 2011.

Visual Arts (ART) (48 credit points)

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

Dance Unit Options

Unit Options

NOTE:	These unit options are only available to students enrolled in the Bachelor of Fine Arts (Dance Performance) or Bachelor of Fine Arts (Dance)
KDB205	Dance in Education
KDB303	Dance and Technology 1
KDB304	Dance and Technology 2
	*Note: KDB205 will not be offered in 2010.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

KKB216	Graphical Development Environments for Media Interaction
KIB205	Programming for Visual Designers and Artists
KIB309	Embodied Interactions
KIB314	Tangible Media
	Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics

KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing

KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication

KWB106 Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

KWB102 Media Writing

KWB103 Persuasive Writing

KWB106 Corporate Writing and Editing

KWB303 Writing and Publishing Industry

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109 Film and TV History

KPB112 TV and Film Genres

KPB205 Documentary Theory and Practice

KPB206 International Cinema

KPB212 Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216 Graphical Development Environments for Media Interaction

KMB119 Music and Sound Production 1

KMB129 Music and Sound Production 2

KMB252 Multi-Platform Sound Design

KMB301 The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104 Film and Television Production Resource Management

KPB110 The Movie, TV & New Media Business

KPB112 TV and Film Genres

KPB202 Film and Television Business Skills: Entrepreneurship and Investment

KPB303 Critical Thinking About Television

KPB313 How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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

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

* Please note: KWB307 is permitted to count

as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of

2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies	
KSB215	Visual Theatre Design
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

Visual Arts	
KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Senior Years Full Time Course structure - Semester One Entry

2010, Semester 1	
EDP415	Engaging Diverse Learners
EDP441	Senior Years Field Studies 1: Engaging Diverse Learners
	Curriculum Studies 1 (see list 1)
	Curriculum Studies Unit Options (see list 4)
	Designated Unit: EDP441

2010, Semester 2	
EDP416	The Professional Practice of Educators
EDP442	Senior Years Field Studies 2: The Professional Practice of Educators
	Curriculum Studies 2 (see list 2)
	Curriculum Studies 3 (see list 3)
	Students should enrol in EDP442 in their final semster of study.
	Designated Unit: EDP442

List 1 Curriculum Studies 1	
CLP402	Business Education Curriculum Studies 1
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP402.
CLP408	English Education Curriculum Studies 1
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP414.
CLP422	Film and Media 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
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP459.

List 2 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
MDP463	Chemistry Curriculum Studies 2
MDP460	Science Education 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

List 3 Curriculum Studies 3

CLP407	Business Education Curriculum Studies 3
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP407.
CLP410	English Education Curriculum Studies 3
CLP413	Languages Education Curriculum Studies 3
CLP418	Social Education Curriculum Studies 3
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP418.
CLP424	Film and Media Education Curriculum Studies 3
KDP203	Dance Curriculum Studies 3
KMP203	Music (Secondary) Curriculum Studies 3
KTP203	Drama Curriculum Studies 3
KVP303	Visual Arts Curriculum Studies 3
MDP458	Mathematics Education Curriculum Studies 3
MDP461	Science Education Curriculum Studies 3
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP461

List 4 Curriculum Unit Options

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
SPP403	Enhancing Your Teaching Practice
SPP400	Classroom and Behaviour Management
CLP402	Business Education Curriculum Studies 1
SPP401	Classroom Assessment Practices
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
	Students taking this unit as an eletive do not need to complete CLP408, but must have at least 48 credit points of appropriate discipline studies. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
CLP415	Social Education Curriculum Studies 2 (Geography)
CLP416	Social Education Curriculum Studies 2 (History)
CLP417	Social Education Curriculum Studies 2 (Senior Social Science)
CLP419	Social Education Curriculum - Senior History
CLP421	Primary Lote Curriculum Studies
	Only students in the Languages Education teaching area can enrol in this unit. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP422	Film and Media Education Curriculum Studies 1
KMP101	Music (Primary / Instrumental) Curriculum Studies 1
	Only students in the Music (Secondary) teaching area can enrol in this unit.
KDP201	Dance Curriculum Studies 1
KDP205	Dance in Education
	Only students in the Dance Education teaching area can enrol in this unit.
KMP201	Music (Secondary) Curriculum Studies 1
KTP201	Drama Curriculum Studies 1
KVP301	Visual Arts Curriculum Studies 1
MDP455	Business Education Curriculum Studies 2 (ICT)
MDP456	Mathematics Education Curriculum Studies 1
MDP459	Science Education Curriculum Studies 1

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: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
QTAC code: 429172
Past rank cut-off: 84
Past OP cut-off: 9
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
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.

This dual award is structured to enable you to spend your first three years immersed in your creative discipline. 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. 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 experiences 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.

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 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.

The Drama course incorporates cutting-edge approaches to devising, directing and designing live performance. You will be encouraged to explore new performance forms that incorporate technology, new media, film and installation.

There is an emphasis on the entrepreneurial artist. You will develop skills in event production and project management, and learn how you can secure funding for your projects.

You will develop transferable skills such as leadership and collaboration, as well as presentation skills including vocal technique and command of a space—skills which prepare you for the workforce in many careers.

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

All domestic applicants offered admission to undergraduate award courses may apply to defer commencement of their study. A deferment application will not normally be considered for courses where specific admission requirements apply, for example submission of folios or undertaking auditions. Applicants are not entitled to hold a deferred place and hold a place in another QUT course for the same period.

Course structure for students who commenced in 2010

Course Requirements	
	In addition to the mandatory units in this course, you must complete 96 credit points of Complementary Studies selected from:
	* Drama Education Minor; PLUS a Second Teaching Area (recommended) or a Minor or 48 credit points of Unit Options

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 2, Semester 1	
KTB205	Production 2: The Collaborative Artist
SELECT	Either KTB206 or KTB210:
KTB206	The Creating Body
KTB210	Creative Industries Management
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2	
KTB207	Staging Australia
SELECT	Either KTB209 or KTB211:
KTB209	Applied Performance
KTB211	Creative Industries Events and Festivals
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1	
KTB204	Understanding Performance
SELECT	Either KTB301 or KTB306:
KTB301	Performing Self
KTB306	Directing for Performance Events and Festivals
SELECT	A Complementary Studies unit (recommended: a unit from the Drama Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Drama Education Minor - see below)

Year 3, Semester 2	
KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist
SELECT	A Complementary Studies unit (recommended: a unit from the Drama Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Drama Education Minor - see below)

Year 4, Semester 1 and 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 Information for enrolment information.

Complementary Studies Option - Drama Education Minor	

Year 3, Semester 1	
EDB036	Introduction To Education
SELECT	One of the following two units:
KTB201	Drama Curriculum Studies 1
	A Complementary Studies unit

Year 3, Semester 2	
EDB037	Introduction To Educational Sites
SELECT	One of the following two units:
SPB012	Classroom and Behaviour Management
	A Complementary Studies unit

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points of Complementary Studies selected from:

* Drama Education Minor; PLUS a Second Teaching Area (recommended) or a Minor or 48 credit points of Unit Options

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KTB101	20th Century Performance
KTB102	Process Drama
KTB103	Performing Skills 1: Character and Scene

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KTB104	Performance Innovation
KTB105	Production 1: Story Making
KTB106	Performing Skills 2: Style and Form

Year 2, Semester 1

KTB205	Production 2: The Collaborative Artist
SELECT	Either KTB206 or KTB210:
KTB206	The Creating Body
KTB210	Creative Industries Management
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KTB207	Staging Australia
SELECT	Either KTB209 or KTB211:
KTB209	Applied Performance
KTB211	Creative Industries Events and Festivals
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KTB204	Understanding Performance
SELECT	Either KTB301 or KTB306:
KTB301	Performing Self
KTB306	Directing for Performance Events and Festivals
SELECT	A Complementary Studies unit (recommended: a unit from the Drama Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Drama Education Minor - see below)

Year 3, Semester 2

KTB303	Production 3: Interpreting and Adapting
KTB305	The Entrepreneurial Artist
SELECT	A Complementary Studies unit (recommended: a unit from the Drama Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Drama Education Minor - see below)

Year 4, Semester 1 and 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 Information for enrolment information.

Complementary Studies Option - Drama Education Minor

Year 3, Semester 1

EDB036	Introduction To Education
SELECT	One of the following two units:
KTB201	Drama Curriculum Studies 1
	A Complementary Studies unit

Year 3, Semester 2

EDB037	Introduction To Educational Sites
SELECT	One of the following two units:
SPB012	Classroom and Behaviour Management
	A Complementary Studies unit

Second Teaching Area Units

Dance (DAN) (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 (DRA) (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 (ENG) (48 credit points)

SELECT	A Required Unit - either CLB320 or KWB108:
CLB320	Studies In Language
KWB108	Introduction To Literary Studies
SELECT	Two units from the Literary, Cultural and Language Studies units:
CLB321	Writing Workshop

CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
	OR
KWB206	Youth and Children's Writing
KWB109	Writing Australia
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
SELECT	A Film and Media unit:
KPB109	Film and TV History
KPB203	Australian Film
KPB206	International Cinema
KPB212	Australian Film and TV
NOTE:	CLB321, CLB322, CLB323/KWB206, KWB208 and KWB209 are recommended.

Film and Media (FMS) (48 credit points)

SELECT	Both KPB101 and KPB109:
KPB101	Introduction to Film, TV and New Media Production
KPB109	Film and TV History
SELECT	Two of the following units:
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB212	Australian Film and TV

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
CLB109	World Regions
CLB110	Environment and Society
	No less than 24 credit points from Advanced Units
CLB111	Environmental Hazards
CLB112	South East Asia in Focus
CLB113	Australian Geographical Studies
	*Note: HHB107, HHB127, HHB228, HHB229, HHB244, HHB250, HHB251 and HHB269 will be permitted to count towards this unit set if completed in 2009 or earlier.

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 the Faculty on availability of units.
	Up to 24 credit points from Introductory Units
CLB103	Interpreting the Past
CLB104	Colonialism and Independence in Asia-Pacific
	No less than 24 credit points from Advanced Units
CLB102	Australian Historical Studies
CLB105	Australia and the South Pacific
CLB106	Modern China
CLB107	The Classical World
CLB108	Nations and Nationalism in Modern Europe
	*Note: HHB109, HHB121, HHB122, HHB237, HHB238, HHB239, HHB245, HHB246, HHB248, HHB253, HHB257, HHB258, HHB259, HHB260, HHB261, HHB315 will be permitted to count towards this unit set if completed in 2009 or earlier.

Languages other than English

	Indonesian
INDN1000	Introductory Indonesian A (University of Queensland)
INDN1001	Introductory Indonesian B (University of Queensland)
INDN2000	Intermediate Indonesian A (University of Queensland)
INDN2001	Intermediate Indonesian B (University of Queensland)
	Japanese
JAPN1013	Japanese 1A standard (University of Queensland)
JAPN1023	Japanese 1B standard (University of Queensland)
JAPN2013	Japanese 2A standard (University of Queensland)
JAPN2023	Japanese 2B standard (University of Queensland)
	French
FREN1010	Introductory French A (University of Queensland)
FREN1020	Introductory French B (University of Queensland)
FREN2010	Intermediate French A (University of Queensland)
FREN2020	Intermediate French B (University of Queensland)
	German
GRMN1010	Introductory German Language 1 (University of Queensland)
GRMN1020	Introductory German Language 2 (University of Queensland)
GRMN2010	Continuing German Language 1 (University of Queensland)
GRMN2020	Continuing German Language 2 (University of Queensland)
	*Note: HHB coded language units will be

permitted to count towards the relevant language unit set if completed in 2009 or earlier.

Music (Secondary) (48 credit points)

KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB132	Music and Sound Concepts 2
SELECT	Either KMB129 or KMB200:
KMB129	Music and Sound Production 2
KMB200	Music Scenes and Subcultures

* KMB200 will be offered from 2011.

Visual Arts (ART) (48 credit points)

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 Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards

this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections

KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation

KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Senior Years Full Time Course structure - Semester One Entry

2010, Semester 1	
EDP415	Engaging Diverse Learners
EDP441	Senior Years Field Studies 1: Engaging Diverse Learners
	Curriculum Studies 1 (see list 1)
	Curriculum Studies Unit Options (see list 4)
	Designated Unit: EDP441

2010, Semester 2	
EDP416	The Professional Practice of Educators
EDP442	Senior Years Field Studies 2: The Professional Practice of Educators
	Curriculum Studies 2 (see list 2)
	Curriculum Studies 3 (see list 3)
	Students should enrol in EDP442 in their final semster of study.
	Designated Unit: EDP442

List 1 Curriculum Studies 1	
CLP402	Business Education Curriculum Studies 1
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP402.
CLP408	English Education Curriculum Studies 1
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP414.
CLP422	Film and Media 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
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP459.

List 2 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
MDP463	Chemistry Curriculum Studies 2
MDP460	Science Education 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

List 3 Curriculum Studies 3	
CLP407	Business Education Curriculum Studies 3
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP407.
CLP410	English Education Curriculum Studies 3
CLP413	Languages Education Curriculum Studies 3
CLP418	Social Education Curriculum Studies 3
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP418.
CLP424	Film and Media Education Curriculum Studies 3
KDP203	Dance Curriculum Studies 3
KMP203	Music (Secondary) Curriculum Studies 3
KTP203	Drama Curriculum Studies 3

KVP303	Visual Arts Curriculum Studies 3
MDP458	Mathematics Education Curriculum Studies 3
MDP461	Science Education Curriculum Studies 3
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP461

List 4 Curriculum Unit Options

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
SPP403	Enhancing Your Teaching Practice
SPP400	Classroom and Behaviour Management
CLP402	Business Education Curriculum Studies 1
SPP401	Classroom Assessment Practices
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
	Students taking this unit as an eletive do not need to complete CLP408, but must have at least 48 credit points of appropriate discipline studies. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
CLP415	Social Education Curriculum Studies 2 (Geography)
CLP416	Social Education Curriculum Studies 2 (History)
CLP417	Social Education Curriculum Studies 2 (Senior Social Science)
CLP419	Social Education Curriculum - Senior History
CLP421	Primary Lote Curriculum Studies
	Only students in the Languages Education teaching area can enrol in this unit. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP422	Film and Media Education Curriculum Studies 1
KMP101	Music (Primary / Instrumental) Curriculum Studies 1
	Only students in the Music (Secondary) teaching area can enrol in this unit.
KDP201	Dance Curriculum Studies 1
KDP205	Dance in Education
	Only students in the Dance Education teaching area can enrol in this unit.
KMP201	Music (Secondary) Curriculum Studies 1
KTP201	Drama Curriculum Studies 1
KVP301	Visual Arts Curriculum Studies 1
MDP455	Business Education Curriculum Studies 2 (ICT)
MDP456	Mathematics Education Curriculum Studies 1
MDP459	Science Education Curriculum Studies 1

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: 2010
Admissions: Yes
CRICOS code: 060810B
Course duration (full-time): 3 years; or 4 years with GDipEd (3 year BFA Dance, Drama or Visual Arts study areas only + 1 year GDipEd)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288 cp
Standard credit points per full-time semester: 48 cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Dr Courtney Pedersen
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

For Additional Entry requirements please visit the Creative Industries website

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

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.

Course structure for students who commenced in 2010

Course Requirements
In addition to the mandatory units in the course, you must complete 96 credit points of Complementary Studies selected from:

* Art Education Minor; PLUS a Second Teaching Area (recommended) or a Minor or 48 credit points of Unit Options

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KVB102	Modernism
KVB120	Studio Art Practice 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KVB103	Australian Art
KVB121	Studio Art Practice 2

Year 2, Semester 1

KIB104	Digital Media
KVB220	Studio Art Practice 3
SELECT	A Complementary Studies unit

Year 2, Semester 2

KVB221	Studio Art Practice 4
SELECT	A Complementary Studies unit
SELECT	Either KVB108 or KVB211:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art

Year 3, Semester 1

KVB304	Contemporary Art Issues
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from the Visual Arts Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Visual Arts Education Minor - see below)

Year 3, Semester 2

SELECT	Either KVB306 or KVB307:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from the Visual Arts Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Visual Arts Education Minor - see below)

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 Information for enrolment information.

Complementary Studies Option - Art Education Minor

Year 3, Semester 1

EDB036	Introduction To Education
SELECT	One of the following two units:
KVB301	Visual Arts Curriculum Studies 1
	A Complementary Studies unit

Year 3, Semester 2

EDB037	Introduction To Educational Sites
SELECT	One of the following two units:
SPB012	Classroom and Behaviour Management
	A Complementary Studies unit

Course structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in the course, you must complete 96 credit points of Complementary Studies selected from:

* Art Education Minor; PLUS a Second Teaching Area (recommended) or a Minor or 48 credit points of Unit Options

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KVB102	Modernism
KVB120	Studio Art Practice 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KVB103	Australian Art
KVB121	Studio Art Practice 2

Year 2, Semester 1

KIB104	Digital Media
KVB220	Studio Art Practice 3
SELECT	A Complementary Studies unit

Year 2, Semester 2

KVB221	Studio Art Practice 4
SELECT	A Complementary Studies unit
SELECT	Either KVB108 or KVB211:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art

Year 3, Semester 1

KVB304	Contemporary Art Issues
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from the Visual Arts Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Visual Arts Education Minor - see below)

Year 3, Semester 2	
SELECT	Either KVB306 or KVB307:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from the Visual Arts Education Minor - see below)
SELECT	A Complementary Studies unit (recommended: a unit from the Visual Arts Education Minor - see below)

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 Information for enrolment information.

Complementary Studies Option - Art Education Minor	

Year 3, Semester 1	
EDB036	Introduction To Education
SELECT	One of the following two units:
KVB301	Visual Arts Curriculum Studies 1
	A Complementary Studies unit

Year 3, Semester 2	
EDB037	Introduction To Educational Sites
SELECT	One of the following two units:
SPB012	Classroom and Behaviour Management
	A Complementary Studies unit

Course structure for students who commenced in 2008

Year 1, Semester 1	
KKB101	Creative Industries: People and Practices
KVB102	Modernism
KVB120	Studio Art Practice 1

Year 1, Semester 2	
KKB102	Creative Industries: Making Connections
KVB103	Australian Art
KVB121	Studio Art Practice 2

Year 2, Semester 1	
KVB200	Exhibition and Display in the Visual Arts
KVB220	Studio Art Practice 3

Year 2, Semester 2	
KVB221	Studio Art Practice 4
SELECT	A Second Teaching Area Unit or an Elective
SELECT	Either KVB108 or KVB211:
KVB108	Contemporary Asian Visual Culture
KVB211	Post 1945 Art

Year 3, Semester 1	
EDB036	Introduction To Education
KVB304	Contemporary Art Issues
SELECT	Second Teaching Area Unit or a Unit Option
SELECT	One of the following two options:
KVB301	Visual Arts Curriculum Studies 1
	Second Teaching Area Unit or a Unit Option

Year 3, Semester 2	
EDB037	Introduction To Educational Sites
SELECT:	A Second Teaching Area Unit or a Unit Option
SELECT	Either KVB306 or KVB307:
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture
SELECT	One of the following two options:
SPB012	Classroom and Behaviour Management
	A Second Teaching Area Unit or a Unit Option

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 Information for enrolment information.

Second Teaching Area Units

Dance (DAN) (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 (DRA) (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 (ENG) (48 credit points)	
SELECT	A Required Unit - either CLB320 or KWB108:

CLB320	Studies In Language
KWB108	Introduction To Literary Studies
SELECT	Two units from the Literary, Cultural and Language Studies units:
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
	OR
KWB206	Youth and Children's Writing
KWB109	Writing Australia
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
SELECT	A Film and Media unit:
KPB109	Film and TV History
KPB203	Australian Film
KPB206	International Cinema
KPB212	Australian Film and TV
NOTE:	CLB321, CLB322, CLB323/KWB206, KWB208 and KWB209 are recommended.

Film and Media (FMS) (48 credit points)

SELECT	Both KPB101 and KPB109:
KPB101	Introduction to Film, TV and New Media Production
KPB109	Film and TV History
SELECT	Two of the following units:
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB212	Australian Film and TV

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
CLB109	World Regions
CLB110	Environment and Society
	No less than 24 credit points from Advanced Units
CLB111	Environmental Hazards
CLB112	South East Asia in Focus
CLB113	Australian Geographical Studies
	*Note: HHB107, HHB127, HHB228, HHB229, HHB244, HHB250, HHB251 and HHB269 will be permitted to count towards this unit set if completed in 2009 or earlier.

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 the Faculty on availability of units.
	Up to 24 credit points from Introductory Units
CLB103	Interpreting the Past
CLB104	Colonialism and Independence in Asia-Pacific
	No less than 24 credit points from Advanced Units
CLB102	Australian Historical Studies
CLB105	Australia and the South Pacific
CLB106	Modern China
CLB107	The Classical World
CLB108	Nations and Nationalism in Modern Europe
	*Note: HHB109, HHB121, HHB122, HHB237, HHB238, HHB239, HHB245, HHB246, HHB248, HHB253, HHB257, HHB258, HHB259, HHB260, HHB261, HHB315 will be permitted to count towards this unit set if completed in 2009 or earlier.

Languages other than English

	Indonesian
INDN1000	Introductory Indonesian A (University of Queensland)
INDN1001	Introductory Indonesian B (University of Queensland)
INDN2000	Intermediate Indonesian A (University of Queensland)
INDN2001	Intermediate Indonesian B (University of Queensland)
	Japanese
JAPN1013	Japanese 1A standard (University of Queensland)
JAPN1023	Japanese 1B standard (University of Queensland)
JAPN2013	Japanese 2A standard (University of Queensland)
JAPN2023	Japanese 2B standard (University of Queensland)
	French
FREN1010	Introductory French A (University of Queensland)
FREN1020	Introductory French B (University of Queensland)
FREN2010	Intermediate French A (University of Queensland)
FREN2020	Intermediate French B (University of Queensland)
	German
GRMN1010	Introductory German Language 1 (University of Queensland)
GRMN1020	Introductory German Language 2 (University of Queensland)

GRMN2010	Continuing German Language 1 (University of Queensland)
GRMN2020	Continuing German Language 2 (University of Queensland)
	*Note: HHB coded language units will be permitted to count towards the relevant language unit set if completed in 2009 or earlier.

Music (Secondary) (48 credit points)	
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB132	Music and Sound Concepts 2
SELECT	Either KMB129 or KMB200:
KMB129	Music and Sound Production 2
KMB200	Music Scenes and Subcultures
	* KMB200 will be offered from 2011.

Visual Arts (ART) (48 credit points)	
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

Visual Arts Unit Options

Unit Options	
NOTE:	The below units are available as unit options for Bachelor of Fine Arts (Visual Arts) students who have passed KVB221 Studio Art Practice 4
KVB320	Studio Project 1
KVB321	Studio Project 2

Creative Industries Faculty Undergraduate University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units	
	Please note: From 2010 elective units have been re-named Unit Options.
	These unit offerings are current at the time of publication but are subject to change.
	Rules for selecting Unit Options:
	* you must obey any Unit Option 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 major area.
	* you must have successfully completed any pre/co-requisite units applicable
	* the offering of these units is subject to sufficient student enrolment numbers and staff availability
	* some units are subject to quota restrictions
	* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies	
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
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
	* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance	
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment	
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business
	*Note: This unit will be offered from 2011.

Faculty	
KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion	
KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and

	Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues

KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Senior Years Full Time Course structure - Semester One Entry

2010, Semester 1	
EDP415	Engaging Diverse Learners
EDP441	Senior Years Field Studies 1: Engaging Diverse Learners
	Curriculum Studies 1 (see list 1)
	Curriculum Studies Unit Options (see list 4)
	Designated Unit: EDP441

2010, Semester 2	
EDP416	The Professional Practice of Educators
EDP442	Senior Years Field Studies 2: The Professional Practice of Educators
	Curriculum Studies 2 (see list 2)
	Curriculum Studies 3 (see list 3)
	Students should enrol in EDP442 in their final semster of study.
	Designated Unit: EDP442

List 1 Curriculum Studies 1	
CLP402	Business Education Curriculum Studies 1
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP402.
CLP408	English Education Curriculum Studies 1
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP414.
CLP422	Film and Media 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
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP459.

List 2 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
MDP463	Chemistry Curriculum Studies 2
MDP460	Science Education 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

List 3 Curriculum Studies 3	
CLP407	Business Education Curriculum Studies 3
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP407.
CLP410	English Education Curriculum Studies 3
CLP413	Languages Education Curriculum Studies 3
CLP418	Social Education Curriculum Studies 3
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP418.
CLP424	Film and Media Education Curriculum Studies 3
KDP203	Dance Curriculum Studies 3
KMP203	Music (Secondary) Curriculum Studies 3
KTP203	Drama Curriculum Studies 3
KVP303	Visual Arts Curriculum Studies 3
MDP458	Mathematics Education Curriculum Studies 3
MDP461	Science Education Curriculum Studies 3
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP461

List 4 Curriculum Unit Options

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
SPP403	Enhancing Your Teaching Practice
SPP400	Classroom and Behaviour Management
CLP402	Business Education Curriculum Studies 1
SPP401	Classroom Assessment Practices
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
	Students taking this unit as an eletive do not need to complete CLP408, but must have at least 48 credit points of appropriate discipline studies. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
CLP415	Social Education Curriculum Studies 2 (Geography)
CLP416	Social Education Curriculum Studies 2 (History)
CLP417	Social Education Curriculum Studies 2 (Senior Social Science)
CLP419	Social Education Curriculum - Senior History
CLP421	Primary Lote Curriculum Studies
	Only students in the Languages Education teaching area can enrol in this unit. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP422	Film and Media Education Curriculum Studies 1
KMP101	Music (Primary / Instrumental) Curriculum Studies 1
	Only students in the Music (Secondary) teaching area can enrol in this unit.
KDP201	Dance Curriculum Studies 1
KDP205	Dance in Education
	Only students in the Dance Education teaching area can enrol in this unit.
KMP201	Music (Secondary) Curriculum Studies 1
KTP201	Drama Curriculum Studies 1
KVP301	Visual Arts Curriculum Studies 1
MDP455	Business Education Curriculum Studies 2 (ICT)
MDP456	Mathematics Education Curriculum Studies 1
MDP459	Science Education Curriculum Studies 1

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 (Dance) (KK42)

Year offered: 2010
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): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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

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 Dance Course Structure for students who commenced in February

Year 1, Semester 1 (February)	
KKP607	Advanced Professional Practice 1
	Unit Option*
	Unit Option

Year 1, Semester 2 (July)	
KKP608	Advanced Professional Practice 2
	Unit Option
	Unit Option

Year 2, Semester 1 (February)	
KKP613-1	MFA Project
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 Unit Options 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.

Suggested Dance Course Structure for students who commenced in July

Year 1, Semester 2 (July)	
KKP608	Advanced Professional Practice 2
	Unit Option*
	Unit Option

Year 2, Semester 1 (February)	
KKP607	Advanced Professional Practice 1
	Unit Option
	Unit Option

Year 2, Semester 2 (July)	
KKP613-1	MFA Project
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 Unit Options 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.

Creative Industries Faculty Postgraduate Open Unit Options

Creative Industries Postgraduate - University Wide Units

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

Creative Industries students may choose Unit Options from the following list OR from outside the Faculty area subject to the following guidelines:

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

* you cannot select a unit that forms part of the compulsory units of your course.

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

* the offering of Unit Options is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

Media and Communication Discipline	
KCP402	New Media Studies

Interactive and Visual Design Discipline	
KIP401	Visual Communication
KIP403	Introduction to Web Design and Development
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KIP424	Advertising Creative: Introduction

Journalism Discipline	
KJP401	Newswriting
KJP403	Feature Writing

Faculty	
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP407	Creative Industries in Asia

Performance Studies Discipline	
KTP401	Contemporary Performance

Visual Arts Discipline	
KVP402	Photomedia and Creative Practice

Creative Writing and Literary Studies Discipline	
KWP401	Media Writing
KWP402	Persuasive Writing
KWP403	Creative Writing: The Short Story
KWP405	Corporate Writing and Editing
KWP407	Great Books: the Literary Classics

Potential Careers:

Dancer.

Master of Arts and Creative Industries Management (KK46)

Year offered: 2010
Admissions: No
Course duration (full-time): 3 semesters
Course duration (part-time): 6 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Unit Options.

Course structure for students who commenced in 2008 or earlier

Important Notice

Students who commenced this course in 2008 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

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: 2010
Admissions: No
CRICOS code: 046050K
Course duration (full-time): Normal enrolment is 6 semesters - this can vary depending on entry requirements.
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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: Dr Jillian Clare
Campus: Kelvin Grove

IMPORTANT NOTICE

From semester 1 2010, this course has been recoded KK59 Doctor of Creative Industries. For course structure information on the new course, please refer to KK59.

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 Unit Options 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 for students who commenced in February 2009

Year 1, Semester 1 (February)	
KKP601	Approaches to Enquiry in the Creative Industries
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action
SELECT	Unit Option 1
6TP2	
GSN442	Project Management 1
6TP3	
GSN443	Project Management 2
Year 1, Semester 2 (July)	
KKP603	Project Development in the Creative Industries
KKP604	Creative Industries Conference 1
SELECT	Unit Option 2
Year 2, Semester 1 (February)	
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 (July)	
KKP611-1	DCI Professional Project 2 (1/4)
KKP622	Advanced Reflective Practice
SELECT	Unit Option 3
SELECT	Unit Option 4
Year 3, Semester 1 (February)	
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 (July)

KKP606	Creative Industries Conference 2
KKP612-2	DCI Professional Project 3 (2/4)
KKP612-3	DCI Professional Project 3 (3/4)
KKP612-4	DCI Professional Project 3 (4/4)

Project Track for students who commenced in July 2009

Year 1, Semester 2 (July)

KKP601	Approaches to Enquiry in the Creative Industries
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action
SELECT	Unit Option 1

6TP2

GSN442	Project Management 1

6TP3

GSN443	Project Management 2

Year 2, Semester 1 (February)

KKP603	Project Development in the Creative Industries
KKP604	Creative Industries Conference 1
SELECT	Unit Option 2

Year 2, Semester 2 (July)

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 3, Semester 1 (February)

KKP622	Advanced Reflective Practice
KKP611-1	DCI Professional Project 2 (1/4)
SELECT	Unit Option 3
SELECT	Unit Option 4

Year 3, Semester 2 (July)

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 4, Semester 1 (February)

KKP606	Creative Industries Conference 2
KKP612-2	DCI Professional Project 3 (2/4)
KKP612-3	DCI Professional Project 3 (3/4)
KKP612-4	DCI Professional Project 3 (4/4)

Project Track for students who commenced in February 2008

Year 1, Semester 1 (February)

KKP601	Approaches to Enquiry in the Creative Industries
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action
SELECT	Unit Option 1

6TP4

GSN442	Project Management 1

6TP5

GSN443	Project Management 2

Year 1, Semester 2 (July)

KKP603	Project Development in the Creative Industries
KKP604	Creative Industries Conference 1
SELECT	Unit Option 2

Year 2, Semester 1 (February)

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 (July)

KKP622	Advanced Reflective Practice
KKP611-1	DCI Professional Project 2 (1/4)
SELECT	Unit Option 3
SELECT	Unit Option 4

Year 3, Semester 1 (February)

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 (July)

KKP606	Creative Industries Conference 2
KKP612-2	DCI Professional Project 3 (2/4)
KKP612-3	DCI Professional Project 3 (3/4)
KKP612-4	DCI Professional Project 3 (4/4)

Project Track for students who commenced in July 2008

Year 1, Semester 2 (July)

KKP601	Approaches to Enquiry in the Creative Industries
KKP620	Introduction To Reflective Practice

KKP621	Reflective Practice in Action
SELECT	Unit Option 1

6TP4

GSN442	Project Management 1

6TP5

GSN443	Project Management 2

Year 2, Semester 1 (February)

KKP603	Project Development in the Creative Industries
KKP604	Creative Industries Conference 1
SELECT	Unit Option 2

Year 2, Semester 2 (July)

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 3, Semester 1 (February)

KKP611-1	DCI Professional Project 2 (1/4)
KKP622	Advanced Reflective Practice
SELECT	Unit Option 3
SELECT	Unit Option 4

Year 3, Semester 2 (July)

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 4, Semester 1 (February)

KKP606	Creative Industries Conference 2
KKP612-2	DCI Professional Project 3 (2/4)
KKP612-3	DCI Professional Project 3 (3/4)
KKP612-4	DCI Professional Project 3 (4/4)

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

List B - Creative Industries Unit Options

Unit Options

AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2

KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

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: 2010
Admissions: Yes
CRICOS code: 046055E
Course duration (full-time): Entry with 3 year qualitification 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 - 2010: $11,750 per semester (indicative)
International Fees (indicative): 2010: $11,750 (indicative) per semester
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
SELECT	A Post Graduate Unit Option
	Note: A Unit Option 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

Part-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
SELECT	A Post Graduate Unit Option
	Note: that a Unit Option 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

Creative Industries Faculty Postgraduate Open Unit Options

Creative Industries Postgraduate - University Wide Units	
	These unit offerings are current at the time of publication but are subject to change.
	Creative Industries students may choose Unit Options from the following list OR from outside the Faculty area subject to the following guidelines:
	* you must obey any Unit Option rules as set out in your course requirements
	* you cannot select a unit that forms part of the compulsory units of your course.
	* you must have successfully completed any pre/co-requisite units applicable
	* the offering of Unit Options is subject to sufficient student enrolment numbers and staff availability
	* some units are subject to quota restrictions

Media and Communication Discipline	
KCP402	New Media Studies

Interactive and Visual Design Discipline	
KIP401	Visual Communication
KIP403	Introduction to Web Design and Development
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KIP424	Advertising Creative: Introduction

Journalism Discipline	
KJP401	Newswriting
KJP403	Feature Writing

Faculty	
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural

	Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP407	Creative Industries in Asia

Performance Studies Discipline	
KTP401	Contemporary Performance

Visual Arts Discipline	
KVP402	Photomedia and Creative Practice

Creative Writing and Literary Studies Discipline	
KWP401	Media Writing
KWP402	Persuasive Writing
KWP403	Creative Writing: The Short Story
KWP405	Corporate Writing and Editing
KWP407	Great Books: the Literary Classics

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) (Communication Design, Creative Writing, Dance, Drama, Interdisciplinary, Media and Communication, Visual Arts) (KK52)

Year offered: 2010
Admissions: Yes
CRICOS code: 051401E
Course duration (full-time): 2 Semesters
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
Total credit points: 96
Standard credit points per full-time semester: 48
Course coordinator: DR Susan Carson
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 Media and Communication (Honours)* or the Bachelor of Journalism (Honours), subject to Creative Industries Faculty approval.

* subject to final approval

Course Structure

You will undertake a unit in research design, an approved unit option (elective) and a workshop 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 Unit Option 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 Unit Options

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) (Communication Design, Creative Writing, Dance, Fashion, Film and Television, Visual Arts) (KK53)

Year offered: 2010
Admissions: Yes
CRICOS code: 040320G
Course duration (full-time): 2 Semesters
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
Total credit points: 96
Standard credit points per full-time semester: 48
Course coordinator: DR Susan Carson
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 Media and Communication (Honours)* or the Bachelor of Journalism (Honours), subject to Creative Industries Faculty approval.

* subject to final approval

Course Structure

You will undertake a unit in research design, an approved unit option (elective) and a workshop 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 Unit Options 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 Unit Options

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: 2010
Admissions: Yes
CRICOS code: 040326B
Course duration (full-time): 2 semesters
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
Total credit points: 96
Standard credit points per full-time semester: 48
Course coordinator: DR Susan Carson
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 Media and Communication (Honours)* or the Bachelor of Journalism (Honours), subject to Creative Industries Faculty approval.

* subject to final approval

Course Structure

You will undertake a unit in research design, an approved unit option (elective) and a workshop 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: 2010
Admissions: Yes
CRICOS code: 031574E
Course duration (full-time): 1 Year Full-time
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
International Entry: February
Total credit points: 96
Standard credit points per full-time semester: 48
Course coordinator: DR Susan Carson
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 Media and Communication (Honours)* or the Bachelor of Journalism (Honours), subject to Creative Industries Faculty approval.

* subject to final approval

Course Structure

You will undertake a unit in research design, an approved unit option (elective) and a workshop 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 Unit Options 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 Unit Options

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.

Doctor of Creative Industries (Research) (KK59)

Year offered: 2010
Admissions: Yes
CRICOS code: 069963A
Course duration (full-time): Normal enrolment is 6 semesters - this can vary depending on entry requirements.
Domestic fees (indicative): 2010: 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 - 2010: $8,500 per semester (indicative)
International Fees (indicative): 2010: $10,500 (indicative) per semester
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: Dr Jillian Clare
Campus: Kelvin Grove

Overview

The aim of this course is advanced, critical and systematic reflection at doctoral level on professional and creative practice in or across one or many Creative Industries disciplines. The course is distinctive in the media, design and Creative Industries disciplines by offering an industry based program in research, professional practice and teaching. The program targets Creative Industries practitioners who wish to return to the academy to research and build on their existing knowledge, practice and skills in order to meet the key aim of advancing the leadership of professional practitioners in the Creative Industries.

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.

Component 1: Coursework
Eight units of Coursework (96cps) provide the essential conceptual tools required for doctoral-level analysis and reflection on professional practice. Candidates will learn about project design and development, reflective practice and research methodologies as preparation for developing their professional practice projects. As part of your coursework, candidates will complete two Unit Options (48cps) to extend their discipline specific knowledge and skills.

Component 2: Professional Practice Projects
In consultation with faculty academics and mentors from industry, candidates will design, implement and evaluate two professional practice projects (96 cps each, 192cps in total). 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.

Career Outcomes

The Doctor of Creative Industries is designed for leaders and highly skilled practitioners engaged in artistic practice, professional practice (such as journalists and policy developers), creative enterprise and teaching in the Creative Industries.

Project Track for students who commenced in February 2010

Year 1, Semester 1 (February)	
KKP601	Approaches to Enquiry in the Creative Industries
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action
SELECT	Unit Option 1
Year 1, Semester 2 (July)	
KKP603	Project Development in the Creative Industries
KKP617-1	DCI Professional Project 1 (1/8)
KKP617-2	DCI Professional Project 1 (2/8)
SELECT	Unit Option 2
Year 2, Semester 1 (February)	
KKP617-3	DCI Professional Project 1 (3/8)
KKP617-4	DCI Professional Project 1 (4/8)
KKP617-5	DCI Professional Project 1 (5/8)
KKP617-6	DCI Professional Project 1 (6/8)
Year 2, Semester 2 (July)	
KKP617-7	DCI Professional Project 1 (7/8)
KKP617-8	DCI Professional Project 1 (8/8)
KKP618-1	DCI Professional Project 2 (1/8)
KKP622	Advanced Reflective Practice
Year 3, Semester 1 (February)	
KKP618-2	DCI Professional Project 2 (2/8)

KKP618-3	DCI Professional Project 2 (3/8)
KKP618-4	DCI Professional Project 2 (4/8)
KKP618-5	DCI Professional Project 2 (5/8)

Year 3, Semester 2 (July)

KKP606	Creative Industries Conference 2
KKP618-6	DCI Professional Project 2 (6/8)
KKP618-7	DCI Professional Project 2 (7/8)
KKP618-8	DCI Professional Project 2 (8/8)

Project Track for students commencing in July 2010

Year 1, Semester 2 (July)

KKP601	Approaches to Enquiry in the Creative Industries
KKP620	Introduction To Reflective Practice
KKP621	Reflective Practice in Action
SELECT	Unit Option 1

Year 2, Semester 1 (February)

KKP617-1	DCI Professional Project 1 (1/8)
KKP603	Project Development in the Creative Industries
KKP617-2	DCI Professional Project 1 (2/8)
SELECT	Unit Option 2

Year 2, Semester 2 (July)

KKP617-3	DCI Professional Project 1 (3/8)
KKP617-4	DCI Professional Project 1 (4/8)
KKP617-5	DCI Professional Project 1 (5/8)
KKP617-6	DCI Professional Project 1 (6/8)

Year 3, Semester 1 (February)

KKP617-7	DCI Professional Project 1 (7/8)
KKP617-8	DCI Professional Project 1 (8/8)
KKP618-1	DCI Professional Project 2 (1/8)
KKP622	Advanced Reflective Practice

Year 3, Semester 2 (July)

KKP618-2	DCI Professional Project 2 (2/8)
KKP618-3	DCI Professional Project 2 (3/8)
KKP618-4	DCI Professional Project 2 (4/8)
KKP618-5	DCI Professional Project 2 (5/8)

Year 4, Semester 1 (February)

KKP606	Creative Industries Conference 2
KKP618-6	DCI Professional Project 2 (6/8)
KKP618-7	DCI Professional Project 2 (7/8)
KKP618-8	DCI Professional Project 2 (8/8)

List B - Creative Industries Unit Options

Unit Options

AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry

KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

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.

Graduate Certificate In Professional Communication (KK64)

Year offered: 2010
Admissions: No
CRICOS code: 062078J
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $8,000 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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).

Course structure for students who commenced in 2008 or earlier

Important Notice

Students who commenced this course in 2008 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

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 (KK86)

Year offered: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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

Graduate Certificate in Creative Industries (Animation) (KK86)

Year offered: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Chris Denaro
Campus: Kelvin Grove

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.

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 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 Unit Options
SELECT	List A - Animation Unit
SELECT	List A - Animation Unit
SELECT	List A - Animation Unit
	Choose one from the List B Unit Options
SELECT	List B - Creative Industries Unit

Part time course structure

Semester 1	
	Choose two from the List A Unit Options
SELECT	List A - Animation Unit
SELECT	List A - Animation Unit

Semester 2	
	Choose one from the List A and one from the List B Unit Options
SELECT	List A - Animation Unit
SELECT	List B - Creative Industries Unit

List A - Animation Unit Options

Animation	
KIB108	Animation History and Practices
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
KVB105	Drawing for Design
KVB106	Drawing for Animation

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication

KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Animator, Computer Games Developer, Internet Professional, Multimedia Designer, Web Designer.

Graduate Certificate In Creative Industries (Creative Partnerships) (KK86)

Year offered: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Sandra Gattenhof
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. In the case of this study area, it develops leaders in the creative industries able to bring together artists and community members to effect cultural change and social innovation.

Entry Requirements

* A related bachelor degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale) or a Graduate Certificate in Creative Industries (Creative Partnerships)
* Applicants without a bachelor degree, or with a bachelor degree with a minimum grade point average of less that 5.0, 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 Study Area Coordinator.
* Applicants with a minimum of three years practice at an advanced level and holding a position of influence within the Creative Industries may also apply.

Course Structure

To graduate with a Graduate Certificate in Creative Industries (Creative Partnerships), students are required to successfully complete 48 credit points, as specified in the course structure.

Full time Course structure

Semester 1	
	Choose three from the List A Unit Options:
SELECT	List A - Creative Partnerships Unit
SELECT	List A - Creative Partnerships Unit
SELECT	List A - Creative Partnerships Unit
	Choose one from the List B Unit Options:
SELECT	List B - Creative Industries Unit

Part time course structure

Semester 1	
	Choose two from the List A Unit Options:
SELECT	List A - Creative Partnerships Unit
SELECT	List A - Creative Partnerships Unit

Semester 2	
	Choose one from the List A and one from the List B Unit Options:
SELECT	List A - Creative Partnerships Unit
SELECT	List B - Creative Industries Unit

List A - Creative Partnerships Unit Options

Creative Partnerships	
KCB103	Strategic Speech Communication
KKP405	Co-Creative Media: Digital Storytelling
KTB102	Process Drama
KTB209	Applied Performance
KTB301	Performing Self
KWB106	Corporate Writing and Editing

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication

KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Administrator, Art Project Manager, Art Writer, Artist, Arts Administrator, Curator, Designer, Educator, Project Developer, Project Manager, Social Worker, Visual Artist, Youth Worker.

Graduate Certificate in Creative Industries (Creative Production and Arts Management) (KK86)

Year offered: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Unit Options
SELECT	List A - Creative Production and Arts Management Unit
SELECT	List A - Creative Production and Arts Management Unit
SELECT	List A - Creative Production and Arts Management Unit
	Choose one from the List B Unit Options
SELECT	List B - Creative Industries Unit

Part time course structure

Semester 1	
	Choose two from the List A Unit Options
SELECT	List A - Creative Production and Arts Management Unit
SELECT	List A - Creative Production and Arts Management Unit

Semester 2	
	Choose one from the List A and one from the List B Unit Options
SELECT	List A - Creative Production and Arts Management Unit
SELECT	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

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

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: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 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 Unit Options
SELECT	List A - Creative Writing Unit
SELECT	List A - Creative Writing Unit
SELECT	List A - Creative Writing Unit
	Choose one from the List B Unit Options
SELECT	List B - Creative Industries Unit

Part time course structure

Semester 1	
	Choose two from the List A Unit Options
SELECT	List A - Creative Writing Unit
SELECT	List A - Creative Writing Unit

Semester 2	
	Choose one from the List A and one from the List B Unit Options
SELECT	List A - Creative Writing Unit
SELECT	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

Unit Options

AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Art Writer, Creative Writer, Government Officer, Publishing Professional.

Graduate Certificate in Creative Industries (Interactive and Visual Design) (KK86)

Year offered: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Gavin Sade
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 Unit Options
SELECT	List A - Interactive and Visual Design Unit
SELECT	List A - Interactive and Visual Design Unit
SELECT	List A - Interactive and Visual Design Unit
	Choose one from the List B Unit Options
SELECT	List B - Creative Industries Unit

Part time course structure

Semester 1	
	Choose two from the List A Unit Options
SELECT	List A - Interactive and Visual Design Unit
SELECT	List A - Interactive and Visual Design Unit

Semester 2	
	Choose one from the List A and one from the List B Unit Options
SELECT	List A - Interactive and Visual Design Unit
SELECT	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

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication

KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Animator, Internet Professional, Multimedia Designer, Web Designer.

Graduate Certificate in Creative Industries (Interdisciplinary) (KK86)

Year offered: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Helen Klaebe
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 Unit Options
SELECT	List B - Creative Industries Unit
SELECT	List B - Creative Industries Unit
SELECT	List B - Creative Industries Unit
SELECT	List B - Creative Industries Unit

Part time Course structure

Semester 1	
	Choose two from the List B Unit Options
SELECT	List B - Creative Industries Unit
SELECT	List B - Creative Industries Unit

Semester 2	
	Choose two from the List B Unit Options
SELECT	List B - Creative Industries Unit
SELECT	List B - Creative Industries Unit

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development

KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

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: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Unit Options
SELECT	List A - Music and Sound Unit
SELECT	List A - Music and Sound Unit
SELECT	List A - Music and Sound Unit
	Choose one from the List B Unit Options
SELECT	List B - Creative Industries Unit

Part time course structure

Semester 1	
	Choose two from the List A Unit Options
SELECT	List A - Music and Sound Unit
SELECT	List A - Music and Sound Unit

Semester 2	
	Choose one from the List A and one from the List B Unit Options
SELECT	List A - Music and Sound Unit
SELECT	List B - Creative Industries Unit

List A - Music and Sound Unit Options

Music and Sound	
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB205	Sound Media Musicianship
KMB301	The Music Industry
NOTE:	KMB105 and KMB108 may count towards this study area if they were completed in 2009 or prior.

List B - Creative Industries Unit Options

Unit Options

AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

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: 2010
Admissions: Yes
CRICOS code: 064899M
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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.

Full Time Course structure

Semester 1	
	Choose three from the List A Unit Options
SELECT	List A - Professional Communication Unit
SELECT	List A - Professional Communication Unit
SELECT	List A - Professional Communication Unit
	Choose one from the List B Unit Options
SELECT	List B - Creative Industries Unit

Part time course structure

Semester 1	
	Choose two from the List A Unit Options
SELECT	List A - Professional Communication Unit
SELECT	List A - Professional Communication Unit

Semester 2	
	Choose one from the List A and one from the List B Unit Options
SELECT	List A - Professional Communication Unit
SELECT	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
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KJB120 may count towards this study area if it was completed in 2009 or prior.

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour

AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Administrator, Advertising Professional, Arts Administrator, Government Officer, Information Officer, Marketing Officer/Manager, Public Relations Officer/Consultant, Publishing Professional.

Master of Creative Industries (KK88)

Year offered: 2010
Admissions: Yes
CRICOS code: 064900A
Course duration (full-time): 3 Semesters
Course duration (part-time): 6 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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

Master of Creative Industries (Animation) (KK88)

Year offered: 2010
Admissions: Yes
CRICOS code: 064900A
Course duration (full-time): 3 Semesters
Course duration (part-time): 6 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Chris Denaro
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 Study Area

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 gives 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.

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.

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 (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.

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 for students who commenced in February 2010

Year 1, Semester 1 (February)	
KIP412	Advanced Practice in Animation, Interactive and Visual Design
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries

SELECT	List B Unit

Year 2, Semester 1 (February)

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

NOTE: 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.

Full time and Part time course structure for students commencing in July 2010

Year 1, Semester 2 (July)

SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)

KIP412	Advanced Practice in Animation, Interactive and Visual Design
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries

Year 2, Semester 2 (July)

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

NOTE: 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.

Full time and Part time course structure for students who commenced in February 2009

Year 1, Semester 1 (February)

KIP412	Advanced Practice in Animation, Interactive and Visual Design
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)

KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)

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

NOTE: 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.

Full time and Part time course structure for students who commenced in July 2009

Year 1, Semester 2 (July)

SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)

KIP412	Advanced Practice in Animation, Interactive and Visual Design
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries

Year 2, Semester 2 (July)

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

NOTE: 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.

List A - Animation Unit Options

Animation

KIB108	Animation History and Practices
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
KVB105	Drawing for Design
KVB106	Drawing for Animation

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Animator, Computer Games Developer, Internet Professional, Multimedia Designer, Web Designer.

Master of Creative Industries (Creative Partnerships) (KK88)

Year offered: 2010
Admissions: Yes
CRICOS code: 064900A
Course duration (full-time): 3 Semesters
Course duration (part-time): 6 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Sandra Gattenhof
Campus: Kelvin Grove

Course Overview

This course 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.

Entry Requirements

* A bachelor degree with an overall minimum grade point average of 5.0 or above (on a 7-point scale).
* Applicants without a bachelor degree, or with a bachelor degree with a minimum grade point average of less that 5.0, 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 Study Area Coordinator.
* Applicants currently working within the Creative Industries will also be considered.

Course Structure

To graduate with a Master of Creative Industries (Creative Partnerships) students are required to successfully complete 144 credit points, as specified in the Study Area structure.

As a nested program, students who complete KK86 Graduate Certificate in Creative Industries (Creative Partnerships) or a cognate undergraduate degree will be awarded up to 48cp.

Working with Children Check

As required by the Commission for Children and Young People and Child Guardian Act (2000), students working with children 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.

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 Outcomes

Students will be able to see clear career outcomes in the areas of:
* Project planning, design, implementation and evaluation
* Entrepreneurial skills
* National recognition of Creative Partnership skills
* Industry networks
* Community Cultural Development, Community Arts, Arts and Education and Youth Arts

Professional Membership

Professional Membership will include:
* Young People and the Arts Australia
* National Association of Visual Arts
* Ausdance
* Arts Access Australia
* Regional Arts Australia

Full time and Part time course structure for students who commenced in February 2010

Year 1, Semester 1 (February)	
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 1, Semester 2 (July)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
KTP412	Advanced Practice in Creative Partnerships

Year 2, Semester 1 (February)	
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

NOTE: 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.

Full time and Part time course structure for students commencing in July 2010

Year 1, Semester 2 (July)	
KTP412	Advanced Practice in Creative Partnerships
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 2, Semester 1 (February)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 2 (July)	
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

NOTE: 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.

List A - Creative Partnerships Unit Options

Creative Partnerships	
KCB103	Strategic Speech Communication
KKP405	Co-Creative Media: Digital Storytelling
KTB102	Process Drama
KTB209	Applied Performance
KTB301	Performing Self
KWB106	Corporate Writing and Editing

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance

KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Administrator, Art Project Manager, Art Writer, Artist, Arts Administrator, Curator, Designer, Educator, Project Developer, Project Manager, Social Worker, Visual Artist, Youth Worker.

Master of Creative Industries (Creative Production and Arts Management) (KK88)

Year offered: 2010
Admissions: Yes
CRICOS code: 064900A
Course duration (full-time): 3 Semesters
Course duration (part-time): 6 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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.

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.

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' 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.

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 for students who commenced in February 2010

Year 1, Semester 1 (February)	
KTP411	Advanced Practice in Creative Production and Arts Management
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

NOTE: 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.

Full time and Part time course structure for students commencing in July 2010

Year 1, Semester 2 (July)	
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

Year 2, Semester 2 (July)	
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

NOTE: 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.

Full time and Part time course structure for students who commenced in February 2009

Year 1, Semester 1 (February)	
KTP411	Advanced Practice in Creative Production and Arts Management
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

NOTE: 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.

Full time and Part time course structure for students who commenced in July 2009

Year 1, Semester 2 (July)	
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

Year 2, Semester 2 (July)	
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

NOTE: 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.

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

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

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: 2010
Admissions: Yes
CRICOS code: 064900A
Course duration (full-time): 3 Semesters
Course duration (part-time): 6 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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.

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.

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.

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 for students who commenced in February 2010

Year 1, Semester 1 (February)	
KWP410	Narrative: Advanced Practice
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

NOTE: 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.

Full time and Part time course structure for students commencing in July 2010

Year 1, Semester 2 (July)	
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

Year 2, Semester 2 (July)	
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

NOTE: 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.

Full time and Part timecourse structure for students who commenced in February 2009

Year 1, Semester 1 (February)	
KWP410	Narrative: Advanced Practice
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

NOTE: 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.

Full time and Part time course structure for students who commenced in July 2009

Year 1, Semester 2 (July)	
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

Year 2, Semester 2 (July)	
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

NOTE: 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.

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

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Art Writer, Creative Writer, Government Officer, Publishing Professional.

Master of Creative Industries (Interactive and Visual Design) (KK88)

Year offered: 2010
Admissions: Yes
CRICOS code: 064900A
Course duration (full-time): 3 Semesters
Course duration (part-time): 6 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Gavin Sade
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 coure 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' 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 for students who commenced in February 2010

Year 1, Semester 1 (February)	
KIP412	Advanced Practice in Animation, Interactive and Visual Design
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

NOTE: 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.

Full time and Part time time course structure for students commencing in July 2010

Year 1, Semester 2 (July)	
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)	
KIP412	Advanced Practice in Animation, Interactive and Visual Design
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries

Year 2, Semester 2 (July)	
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

NOTE: 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.

Full time and Part time course structure for students who commenced in February 2009

Year 1, Semester 1 (February)	
KIP412	Advanced Practice in Animation, Interactive and Visual Design
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)	
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

NOTE: 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.

Full time and Part time time course structure for students who commenced in July 2009

Year 1, Semester 2 (July)	
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)	
KIP412	Advanced Practice in Animation, Interactive and Visual Design
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries

Year 2, Semester 2 (July)	
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

NOTE: 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.

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

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing

KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

Potential Careers:

Animator, Computer Games Developer, Digital Composer, Internet Professional, Multimedia Designer, Web Designer.

Master of Creative Industries (Interdisciplinary) (KK88)

Year offered: 2010
Admissions: Yes
CRICOS code: 064900A
Course duration (full-time): 3 Semesters
Course duration (part-time): 6 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Helen Klaebe
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.

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.

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.

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 Interdisciplinary Study Area will be of interest to those who seek a creative career as an employee, consultant or in creative industries management.

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 for students who commenced in February 2010

Year 1, Semester 1 (February)	
SELECT	List B unit
SELECT	List B unit
SELECT	List B unit
SELECT	List B unit

Year 1, Semester 2 (July)	
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.

Year 2, Semester 1 (February)	
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

NOTE: 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.

Full time and Part time course structure for students commencing in July 2010

Year 1, Semester 2 (July)	
KKP403	Special Topic in the Creative Industries
SELECT	List B unit
SELECT	List B unit
SELECT	List B unit

Year 2, Semester 1 (February)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B unit

Year 2, Semester 2 (July)	
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

NOTE: 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.

Full time course structure for students who commenced in February 2009

Year 1, Semester 1 (February)	
SELECT	List B unit
SELECT	List B unit
SELECT	List B unit
SELECT	List B unit

Year 1, Semester 2 (July)	
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

Year 2, Semester 1 (February)	
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

NOTE: 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.

Full time course structure for students who commenced in July 2009

Year 1, Semester 2 (July)	
KKP403	Special Topic in the Creative Industries
SELECT	List B unit
SELECT	List B unit
SELECT	List B unit

Year 2, Semester 1 (February)	
KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B unit

Year 2, Semester 2 (July)	
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

NOTE: 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.

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists

KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

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: 2010
Admissions: Yes
CRICOS code: 064900A
Course duration (full-time): 3 Semesters
Course duration (part-time): 6 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 for students who commenced in February 2010

Year 1, Semester 1 (February)	
KMP405	Materials of Music
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)	
KKP001	Entrepreneurship in the Creative Economy

KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)

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

NOTE: 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.

Full time and Part time course structure for students commencing in July 2010

Year 1, Semester 2 (July)

SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit
SELECT	List A Unit

Year 2, Semester 1 (February)

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

Year 2, Semester 2 (July)

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

NOTE: 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.

Full time and Part time course structure for students who commenced in February 2009

Year 1, Semester 1 (February)

KMP405	Materials of Music
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)

KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)

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

NOTE: 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.

Full time and Part time course structure for students who commenced in July 2009

Year 1, Semester 2 (July)

SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)

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

Year 2, Semester 2 (July)

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

NOTE: 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.

List A - Music and Sound Unit Options

Music and Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text

KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB205	Sound Media Musicianship
KMB301	The Music Industry
NOTE:	KMB105 and KMB108 may count towards this study area if they were completed in 2009 or prior.

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

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: 2010
Admissions: Yes
CRICOS code: 064900A
Course duration (full-time): 3 Semesters
Course duration (part-time): 6 Semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 – whether in management, policy, research and analysis, administration, customer service, sales, or consulting. Alternatively, this Study Area may begin a career in professional communication – (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 for students who commenced in February 2010

Year 1, Semester 1 (February)	
KWP412	Contemporary Practice in Professional Communication
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July)

KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)

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

NOTE: 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.

Full time and Part time course structure for students commencing in July 2010

Year 1, Semester 2 (July)

SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)

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

Year 2, Semester 2 (July)

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

NOTE: 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.

Full time and Part time course structure for students who commenced in February 2009

Year 1, Semester 1 (February)

KWP412	Contemporary Practice in Professional Communication
SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit

Year 1, Semester 2 (July

KKP001	Entrepreneurship in the Creative Economy
KKP002	20:20 Vision: Imagining the Creative Future
KKP003	Project Design in the Creative Industries
SELECT	List B Unit

Year 2, Semester 1 (February)

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

NOTE: 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.

Full time and Part time course structure for students who commenced in July 2009

Year 1, Semester 2 (July)

SELECT	List A Unit
SELECT	List A Unit
SELECT	List A Unit
SELECT	List B Unit

Year 2, Semester 1 (February)

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

Year 2, Semester 2 (July)

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

NOTE: 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.

List A - Professional Communication Unit Options

Professional Communication

KCB103	Strategic Speech Communication
KCP402	New Media Studies
KCP407	Applied Professional Communication
KJP401	Newswriting
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KJB120 may count towards this study area if it was completed in 2009 or prior.

List B - Creative Industries Unit Options

Unit Options	
AMN400	Consumer Behaviour
AMN420	Advertising Management
KCB103	Strategic Speech Communication
KCB302	Political Communication
KCB304	Managing Communication Resources
KCP402	New Media Studies
KCP407	Applied Professional Communication
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB205	Programming for Visual Designers and Artists
KIB214	Design for Interactive Media
KIB225	Character Development, Conceptual Design and Animation Layout
KIP401	Visual Communication
KIP402	Visual Interactions
KIP403	Introduction to Web Design and Development
KIP404	Digital Media
KIP405	Animation and Motion Graphics
KIP424	Advertising Creative: Introduction
KIP426	Advertising Creative: Copywriting and Art Direction
KJB211	Layout and Design
KJB222	Online Journalism 1
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB304	Sub-Editing
KJP401	Newswriting
KJP402	Journalistic Inquiry
KJP403	Feature Writing
KKB175	Creative Industries Legal Issues
KKB350	Creative Industries International Study Tour
KKN320	Postgraduate Workplace Learning
KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling
KKP406	Global Media and Communication
KKP407	Creative Industries in Asia
KKP408	Marketing Arts and Culture
KMB003	Sex Drugs Rock 'n' roll
KMB107	Sound, Image, Text
KMB205	Sound Media Musicianship
KMB301	The Music Industry
KMB004	World Music
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KPB207	Film and Television Scriptwriting
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTP401	Contemporary Performance
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB204	Graphic Design
KVP402	Photomedia and Creative Practice
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
KWP402	Persuasive Writing
KWP405	Corporate Writing and Editing
NOTE:	KKB345, KJP404, KMB105, KMB108 and KVB104 may count as List B Unit Options if they were completed in 2009 or prior.

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: 2010
Admissions: Yes
CRICOS code: 022140F
Course duration (full-time): 3 Years (QTAC code: 421512); or 4 years with GDipEd (3 years B Music + 1 year GDipEd) (QTAC code: 429182)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Mr Brad Millard
Campus: Kelvin Grove

Overview

Billboard magazine, January 2007, named Brisbane as a 'global hot spot' for breakout acts, and attracting music biz attention. Major label A&R executives are regulars in town, the live scene is booming, and a growing number of recording and video studios all point to Brisbane being a place to watch.

Musicians who are self-sufcient, business savvy, technologically capable and who believe in their own ability are well set up to take advantage of this rich environment. QUT's Bachelor of Music responds to these changing industry needs, providing opportunities in production and performance.

If production is your passion, you will focus on creating new music using songwriting, studio recording, sequencing, digital processing and writing for voices and acoustic instruments.

If you are interested in performance you will focus on developing your unique performance style, such as new work, using digital technology, new interpretations of repertoire, and gaining experience in performing in a recording studio.

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

Career Outcomes

Graduates work in live, recording and multimedia environments, as performers, producers, composers, developers of music software and games, DJs and music coaches. If taken in combination with a Graduate Diploma in Education (Senior Years) this course will enable you to become a qualied teacher. There are also pathways available for honours and professional or research postgraduate studies.

Why choose this course?

QUT's Bachelor of Music is the only Brisbane-based degree which focuses on contemporary music. Our teaching staff have professional links with Q-Music, the Australian Independent Record Labels Association (AIR), Arts Queensland, Ellaways Music, Creative Media Warehouse and ITC Software Development.

There is an emphasis on creativity and new music and you will be encouraged to explore new connections and different styles or genres of music. You will experience both live and recording studio environments, whether your focus is as a player or producer, and learn how to use technology to create music, record and distribute your works and market your talent.

You will be immersed in the industry through internships and media opportunities, and you will launch your career through public performances in Brisbane's live music venues. In 2008, music students presented live performances in venues such as The Zoo, the Brisbane Powerhouse, Valley Studios and QPAC, as well as at the Brisbane Festival.

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).

OP Guarantee

The OP Guarantee does not apply to this course.

Deferment

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

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.

Course Structure for students who commenced in 2010

Course Requirements
In addition to the mandatory units in this course, you must complete 96 credit points from the Complementary Studies options below: * Either the Creative Performer Extension or Music and Sound Production Extension PLUS

a Minor or 48cp of Unit Options

* Both the Creative Performer Extension and Music and Sound Production Extension

Notes

* A maximum of 48cps of the following units can be taken throughout your course: KKB341, KKB342, KKB343, KKB344, KKB345, KKB346, KKB347, KKB350.

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB125	Creative Studio 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB135	Creative Studio 2

Year 2, Semester 1

KMB200	Music Scenes and Subcultures
KMB225	Creative Studio 3
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

KMB235	Creative Studio 4
KMB301	The Music Industry
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 1

KMB325	Creative Studio 5
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 3, Semester 2

KMB335	Creative Studio 6
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Complementary Studies Option - Creative Performer Extension

Description: This study area addresses the conceptual and practical skills necessary for successful music performance in a 21st century context. In addition to developing students as performers, it develops students as ‘creators’ who are capable of originating distinctive musical material.

Assumed Knowledge: Completion of the first year of the Bachelor of Music prior to commencing this study area.

Year 2, Semester 1

KMB250	Creative Performer 1

Year 2, Semester 2

KMB251	Creative Performer 2

Year 3, Semester 1

KMB350	Creative Performer 3

Year 3, Semester 2

KMB351	Creative Performer 4

Complementary Studies Option - Music and Sound Production Extension

Description: This study area aims to provide students with the skills necessary to operate within current music and sound production environments and to effectively create, produce and realise works for audiences across a range of delivery formats. It aims to provide students with effective skills in utilising professional level production technologies in addition to developing students’ conceptual awareness of current approaches to music and sound production.

Assumed Knowledge: Completion of the first year of either the Bachelor of Music or the Bachelor of Fine Arts (Sound Design) prior to commencing this study area.

Year 2, Semester 1

KMB219	Music and Sound Production 3

Year 2, Semester 2

KMB229	Music and Sound Production 4

Year 3, Semester 1

KMB319	Music and Sound Production 5

Year 3, Semester 2

KMB329	Music and Sound Production 6

Performance Course Structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* The Performance Pathway

* A Creative Industries Minor

NOTES

* The 84cps of Complementary Studies Unit Options must comprise at least 36cps of music Unit Options.

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:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

Year 2, Semester 2

KMB205	Sound Media Musicianship
	OR
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
SELECT:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

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:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

Year 3, Semester 2

KMB301	The Music Industry
KMB314-2	Music and Sound: Principal Study B
SELECT:	A Complementary Studies unit*

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:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

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:	A Complementary Studies unit*

Production Course Structure for students who commenced in 2009

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* The Production Pathway

* A Creative Industries Minor

NOTES:

* The 84cps of Complementary Studies Unit Options must comprise at least 36cps of music Unit Options.

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

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1

KMB206	Jazz and Popular Musicianship
	OR
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
SELECT:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

Year 2, Semester 2

KMB205	Sound Media Musicianship
	OR
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
SELECT:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

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: A Complementary Studies unit*
SELECT: A Complementary Studies unit*

Year 3, Semester 2

KMB301 The Music Industry
KMB314-2 Music and Sound: Principal Study B
SELECT: A Complementary Studies unit*

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: A Complementary Studies unit*
SELECT: A Complementary Studies unit*

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: A Complementary Studies unit*

Performance Course Structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* The Performance Pathway

* A Creative Industries Minor

NOTES

* The 84cps of Complementary Studies Unit Options must comprise at least 36cps of music Unit Options.

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: A Complementary Studies unit*
SELECT: A Complementary Studies unit*

Year 2, Semester 2

KMB205 Sound Media Musicianship
OR
KMB208 Contemporary Art Music Musicianship
KMB214-2 Music and Sound: Principal Study A
SELECT: A Complementary Studies unit*
SELECT: A Complementary Studies unit*

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: A Complementary Studies unit*
SELECT: A Complementary Studies unit*

Year 3, Semester 2

KMB301 The Music Industry
KMB314-2 Music and Sound: Principal Study B
SELECT: A Complementary Studies Unit*

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: A Complementary Studies unit*
SELECT: A Complementary Studies unit*

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: A Complementary Studies unit*

Production Course Structure for students who commenced in 2008

Course Requirements

In addition to the mandatory units in this course, you must complete 48 credit points from the Complementary Studies options below:

* The Production Pathway

* A Creative Industries Minor

NOTES:

* The 84cps of Complementary Studies Unit Options must comprise at least 36cps of music Unit Options.

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

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1

KMB206	Jazz and Popular Musicianship
	OR
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
SELECT:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

Year 2, Semester 2

KMB205	Sound Media Musicianship
	OR
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
SELECT:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

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:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

Year 3, Semester 2

KMB301	The Music Industry
KMB314-2	Music and Sound: Principal Study B
SELECT:	A Complementary Studies unit*

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:	A Complementary Studies unit*
SELECT:	A Complementary Studies unit*

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:	A Complementary Studies unit*

Course structure for students who commenced in 2007 or earlier

Important Notice

Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Creative Industries Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics

KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

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 (KM32)

Year offered: 2010
Admissions: Yes
CRICOS code: 022140F
Course duration (full-time): 3 Years (QTAC code: 421512); or 4 years with GDipEd (3 years B Music + 1 year GDipEd) (QTAC code: 429182)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (indicative) per semester
Domestic Entry: February
International Entry: February
Total credit points: 288
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies

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

Year offered: 2010
Admissions: Yes
CRICOS code: 022140F
Course duration (full-time): 3 Years (QTAC code: 421512); or 4 years with GDipEd (3 years B Music + 1 year GDipEd) (QTAC code: 429182)
Domestic fees (indicative): 2010: CSP $2,700 (indicative) per semester
International Fees (indicative): 2010: $10,250 (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: For information on acquiring assumed knowledge visit
http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Total credit points: 288
Standard credit points per full-time semester: 48
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Mr Brad Millard
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 elds.

OP Guarantee

The OP Guarantee does not apply to this course.

Additional Entry Requirements

For Additional Entry requirements please visit the Creative Industries website

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 course will enable you to become a qualified teacher. Graduates also work in live, recording and multimedia environments, as performers, producers, composers, developers of music software and games, DJs and music coaches. There are also pathways available for honours and professional or research postgraduate studies.

Course Design

This dual degree is structured to enable you to spend your first three years immersed in Music. 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 experiences during your creative industries degree.

You will also have the opportunity to choose minor studies in one other discipline during your rst three years which will give you the advantage of undertaking study in a second teaching area, thereby increasing your teaching options.

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. Music students can include studies in conducting, arranging and, for those interested in instrumental music teaching, develop technical and musical prociency on additional musical instruments.

QUT's Bachelor of Music is the only Brisbane-based degree which focuses on contemporary music. Our teaching staff have professional links with Q-Music, the Australian Independent Record Labels Association (AIR), Arts Queensland, Ellaways Music, Creative Media Warehouse and ITC Software Development.

There is an emphasis on creativity and new music and you will be encouraged to explore new connections and different styles or genres of music. You will experience both live and recording studio environments, whether your focus is as a player or producer, and learn how to use technology to create music, record and distribute your works and market your talent.

You will be immersed in the industry through internships and media opportunities, and you will launch your career through public performances in Brisbane's live music venues. In 2008, music students presented live performances in venues such as The Zoo, the Brisbane Powerhouse, Valley Studios and QPAC, as well as at the Brisbane Festival.

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.

Course Structure for students who commenced in 2010

Course Requirements

In addition to the mandatory units in this course, you must complete 96 credit points of Complementary Studies selected from:

* Either the Creative Performer Extension or Music and Sound Production Extension PLUS the Music Education Minor

Year 1, Semester 1

KKB101	Creative Industries: People and Practices
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB125	Creative Studio 1

Year 1, Semester 2

KKB102	Creative Industries: Making Connections
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB135	Creative Studio 2

Year 2, Semester 1

KMB200	Music Scenes and Subcultures
KMB225	Creative Studio 3
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from Music Education Minor - see below)

Year 2, Semester 2

KMB235	Creative Studio 4
KMB301	The Music Industry
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from Music Education Minor - see below)

Year 3, Semester 1

KMB325	Creative Studio 5
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from Music Education Minor - see below)

Year 3, Semester 2

KMB335	Creative Studio 6
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit (recommended: a unit from Music Education Minor - see below)

Complementary Studies Option - Creative Performer Extension

Description: This study area addresses the conceptual and practical skills necessary for successful music performance in a 21st century context. In addition to developing students as performers, it develops students as 'creators' who are capable of originating distinctive musical material.

Assumed Knowledge: Completion of the first year of the Bachelor of Music prior to commencing this study area.

Year 2, Semester 1

KMB250	Creative Performer 1

Year 2, Semester 2

KMB251	Creative Performer 2

Year 3, Semester 1

KMB350	Creative Performer 3

Year 3, Semester 2

KMB351	Creative Performer 4

Complementary Studies Option - Music and Sound Production Extension

Description: This study area aims to provide students with the skills necessary to operate within current music and sound production environments and to effectively create, produce and realise works for audiences across a range of delivery formats. It aims to provide students with effective skills in utilising professional level production technologies in addition to developing students' conceptual awareness of current approaches to music and sound production.

Assumed Knowledge: Completion of the first year of either the Bachelor of Music or the Bachelor of Fine Arts (Sound Design) prior to commencing this study area.

Year 2, Semester 1

KMB219	Music and Sound Production 3

Year 2, Semester 2

KMB229	Music and Sound Production 4

Year 3, Semester 1

KMB319	Music and Sound Production 5

Year 3, Semester 2

KMB329	Music and Sound Production 6

Complementary Studies Option - Music Education Minor

Year 2, Semester 1

SELECT	One of the following units (KMB201 is

	recommended):
KMB201	Music (Secondary) Curriculum Studies 1
	A Complementary Studies unit

Year 2, Semester 2

SELECT	A Complementary Studies unit

Year 3, Semester 1

EDB036	Introduction To Education

Year 3, Semester 2

EDB037	Introduction To Educational Sites

Performance Course Structure for students who commenced in 2009

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

SELECT	Either KMB206 or KMB207:
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

SELECT	Either KMB205 or KMB208:
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
SELECT	A Complementary Studies unit
SELECT	Either SPB012 or a Second Teaching Area unit:
SPB012	Classroom and Behaviour Management
	A Second Teaching Area unit

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

EDB036	Introduction To Education
SELECT	Either KMB201 (recommended) or a Complementary Studies unit:
KMB201	Music (Secondary) Curriculum Studies 1
	A Complementary Studies unit
SELECT	Second Teaching Area unit
SELECT	Second Teaching Area unit

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KMB301	The Music Industry
SELECT	Second Teaching Area unit
SELECT	Either a Second Teaching Area unit or a Complementary Studies unit

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 Information for enrolment information.

Performance Pathway

Year 3, Semester 1

EDB036	Introduction To Education
KMB314-1	Music and Sound: Principal Study B
SELECT	Either KMB201 (recommended) or a Complementary Studies unit:
KMB201	Music (Secondary) Curriculum Studies 1
	A Complementary Studies unit

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KMB301	The Music Industry
KMB314-2	Music and Sound: Principal Study B

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 Information for enrolment information.

Production Course Structure for students who commenced in 2009

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

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1

SELECT	Either KMB206 or KMB207:
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
SELECT	A Complementary Studies unit
SELECT	A Complementary Studies unit

Year 2, Semester 2

SELECT	Either KMB205 or KMB208:
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
SELECT	A Complementary Studies unit
SELECT	Either SPB012 or a Complementary Studies unit:
SPB012	Classroom and Behaviour Management
	A Complementary Studies unit

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

EDB036	Introduction To Education
SELECT	Either KMB201 (recommended) or a Complementary Studies unit:
KMB201	Music (Secondary) Curriculum Studies 1
	A Complementary Studies unit
SELECT	Second Teaching Area unit
SELECT	Second Teaching Area unit

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KMB301	The Music Industry
SELECT	Second Teaching Area unit
SELECT	Either a Second Teaching Area unit or a Complementary Studies unit

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 Information for enrolment information.

Production Pathway

Year 3, Semester 1

EDB036	Introduction To Education
KMB314-1	Music and Sound: Principal Study B
SELECT	Either KMB201 (recommended) or a Complementary Studies unit:
KMB201	Music (Secondary) Curriculum Studies 1
	A Complementary Studies unit

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KMB301	The Music Industry
KMB314-2	Music and Sound: Principal Study B

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 Information for enrolment information.

Performance Course Structure for students who commenced in 2008

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

SELECT	Either KMB206 or KMB207:
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
SELECT	An Elective
SELECT	An Elective

Year 2, Semester 2

SELECT	Either KMB205 or KMB208:
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
SELECT	An Elective
SELECT	A Second Teaching Area Unit OR SPB012:
	A Second Teaching Area Unit
SPB012	Classroom and Behaviour Management

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

EDB036	Introduction To Education
SELECT	KMB201 (recommended) OR an Elective:
KMB201	Music (Secondary) Curriculum Studies 1
	An Elective
SELECT	Second Teaching Area unit
SELECT	Second Teaching Area unit

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KMB301	The Music Industry
SELECT	Second Teaching Area unit
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 Information for enrolment information.

Performance Pathway

Year 3, Semester 1

EDB036	Introduction To Education
KMB314-1	Music and Sound: Principal Study B
SELECT	KMB201 (recommended) OR an Elective:
KMB201	Music (Secondary) Curriculum Studies 1
	An Elective

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KMB301	The Music Industry
KMB314-2	Music and Sound: Principal Study B

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 Information for enrolment information.

Production Course Structure for students who commenced in 2008

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

*Please note: KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

Year 2, Semester 1

SELECT	Either KMB206 or KMB207:
KMB206	Jazz and Popular Musicianship
KMB207	Cross Cultural Musicianship
KMB214-1	Music and Sound: Principal Study A
SELECT	An Elective
SELECT	An Elective

Year 2, Semester 2

SELECT	Either KMB205 or KMB208:
KMB205	Sound Media Musicianship
KMB208	Contemporary Art Music Musicianship
KMB214-2	Music and Sound: Principal Study A
SELECT	An Elective
SELECT	Either SPB012 or an Elective:
SPB012	Classroom and Behaviour Management
	An Elective

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

EDB036	Introduction To Education
SELECT	KMB201 (recommended) or an Elective:
KMB201	Music (Secondary) Curriculum Studies 1

	An Elective
SELECT:	Second Teaching Area unit
SELECT:	Second Teaching Area unit

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KMB301	The Music Industry
SELECT:	Second Teaching Area unit
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 Information for enrolment information.

Production Pathway

Year 3, Semester 1

EDB036	Introduction To Education
KMB314-1	Music and Sound: Principal Study B
SELECT	KMB201 (recommended) or an Elective:
KMB201	Music (Secondary) Curriculum Studies 1
	An Elective

Year 3, Semester 2

EDB037	Introduction To Educational Sites
KMB301	The Music Industry
KMB314-2	Music and Sound: Principal Study B

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 Information for enrolment information.

Second Teaching Area Units

Dance (DAN) (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 (DRA) (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 (ENG) (48 credit points)

SELECT	A Required Unit - either CLB320 or KWB108:
CLB320	Studies In Language
KWB108	Introduction To Literary Studies
SELECT	Two units from the Literary, Cultural and Language Studies units:
CLB321	Writing Workshop
CLB322	Literature In Secondary Teaching
CLB323	Teaching Adolescent Literature
	OR
KWB206	Youth and Children's Writing
KWB109	Writing Australia
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
SELECT	A Film and Media unit:
KPB109	Film and TV History
KPB203	Australian Film
KPB206	International Cinema
KPB212	Australian Film and TV
NOTE:	CLB321, CLB322, CLB323/KWB206, KWB208 and KWB209 are recommended.

Film and Media (FMS) (48 credit points)

SELECT	Both KPB101 and KPB109:
KPB101	Introduction to Film, TV and New Media Production
KPB109	Film and TV History
SELECT	Two of the following units:
KPB104	Film and Television Production Resource Management
KPB105	Narrative Production
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB203	Australian Film
KPB205	Documentary Theory and Practice
KPB212	Australian Film and TV

Geography (48 credit points)

	Up to 24 credit points from Introductory Units
CLB109	World Regions
CLB110	Environment and Society

	No less than 24 credit points from Advanced Units
CLB111	Environmental Hazards
CLB112	South East Asia in Focus
CLB113	Australian Geographical Studies
	*Note: HHB107, HHB127, HHB228, HHB229, HHB244, HHB250, HHB251 and HHB269 will be permitted to count towards this unit set if completed in 2009 or earlier.

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 the Faculty on availability of units.
	Up to 24 credit points from Introductory Units
CLB103	Interpreting the Past
CLB104	Colonialism and Independence in Asia-Pacific
	No less than 24 credit points from Advanced Units
CLB102	Australian Historical Studies
CLB105	Australia and the South Pacific
CLB106	Modern China
CLB107	The Classical World
CLB108	Nations and Nationalism in Modern Europe
	*Note: HHB109, HHB121, HHB122, HHB237, HHB238, HHB239, HHB245, HHB246, HHB248, HHB253, HHB257, HHB258, HHB259, HHB260, HHB261, HHB315 will be permitted to count towards this unit set if completed in 2009 or earlier.

Languages other than English

	Indonesian
INDN1000	Introductory Indonesian A (University of Queensland)
INDN1001	Introductory Indonesian B (University of Queensland)
INDN2000	Intermediate Indonesian A (University of Queensland)
INDN2001	Intermediate Indonesian B (University of Queensland)
	Japanese
JAPN1013	Japanese 1A standard (University of Queensland)
JAPN1023	Japanese 1B standard (University of Queensland)
JAPN2013	Japanese 2A standard (University of Queensland)
JAPN2023	Japanese 2B standard (University of Queensland)
	French
FREN1010	Introductory French A (University of Queensland)
FREN1020	Introductory French B (University of Queensland)
FREN2010	Intermediate French A (University of Queensland)
FREN2020	Intermediate French B (University of Queensland)
	German
GRMN1010	Introductory German Language 1 (University of Queensland)
GRMN1020	Introductory German Language 2 (University of Queensland)
GRMN2010	Continuing German Language 1 (University of Queensland)
GRMN2020	Continuing German Language 2 (University of Queensland)
	*Note: HHB coded language units will be permitted to count towards the relevant language unit set if completed in 2009 or earlier.

Music (Secondary) (48 credit points)

KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB132	Music and Sound Concepts 2
SELECT	Either KMB129 or KMB200:
KMB129	Music and Sound Production 2
KMB200	Music Scenes and Subcultures
	* KMB200 will be offered from 2011.

Visual Arts (ART) (48 credit points)

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 Minor Options

INSTRUCTIONS FOR MINORS

* Minors offered by other faculties can be accessed through 'University Wide Minor Options' and 'Language Minor Options'. Some minors to consider include: Advertising, Architectural Studies, Collaborative Digital Design, Game Design, Entrepreneurship, Indigenous Studies, Information Technology, Integrated Marketing Communication, Interior Design Studies, International Business, Lighting, Management, Marketing, Mathematics, and Public Relations.

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

Description: The 3D Visualisation Minor offers you the opportunity to develop a fundamental understanding of current 3D computer graphics and visualisation. You will expand your 3D modelling skill set to include 3D character animation and real-time 3D followed by the creation of an interactive virtual environment.

KIB203	Introduction to 3D Computer Graphics
KIB221	Animation: CG Toolkit
KIB316	Virtual Environments
KIB325	Real-Time 3D Computer Graphics

Advanced Interactive Media

Description: This minor focuses on the design of interactive projects at the intersection of social and tangible media. Classes across the minor employ studio based approaches to teaching and learning, and as such provide students with space to develop their design practice through engaging project briefs.

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

Note: KKB216 is not offered in 2010

Animation

Description: The aim of this minor is to provide you with a broad understanding of animation through the combination of units that encompass drawing for animation with a unit that addresses computer animation processes. This is then contextualized through Animation Practices, which covers the history of animation and considers the cultural significance of the form, and the diversity of practices.

Instructions: Choose any four (4) of the following six units

KIB105	Animation and Motion Graphics
KIB108	Animation History and Practices
KIB203	Introduction to 3D Computer Graphics
KIB225	Character Development, Conceptual Design and Animation Layout
KVB105	Drawing for Design
KVB106	Drawing for Animation

Art History

Description: This minor presents an introduction to the Second major art movements and issues in twentieth- and twenty-first century art. It actively fosters skills of visual and textual literacy by combining both in a coherent package of study. It will supplement the study for those interested in the arts as well as cognate disciplines such as design, fashion, media and architecture.

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

Art, Design and Architecture

Description: This minor introduces you to the cognate disciplines of art, design and architecture. Aspiring practitioners who wish to understand the historical and intellectual traditions of their fields will benefit from this minor, as will those who are considering future honours and postgraduate study in this field.

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

Description: The value of much creative and business activity is determined by its success with audiences and users and the ability to understand and research the people who engage with your outputs is vital. This minor provides you with a conceptual understanding of how audiences use media and cultural products and teaches practical skills in conducting qualitative and quantitative audience research.

KCB102	Media Myth Busting 1
KCB105	Media Myth Busting 2
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB301	Media Audiences

Communication for the Professions

Description: This minor provides you with opportunity to understand the parameters of the journalism and professional communication fields.

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

Creative Writing

Description: This minor aims to prepare you with skills and knowledge in the area of creative writing and to enhance your critical, analytical and peer-reviewing skills.

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

* Please note: KWB204 is permitted to count towards this unit set.

Dance Studies

Description: This minor provides the opportunity to approach dance as a subject for critical, analytical and contextual study.

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

Digital Media

Description: This minor provides you with the opportunity to understand the guiding principles behind new modes of communication and creative industries practice.

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

Description: This minor provides you with introductory concepts and practices underpinning contemporary performance-making.

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

Entertainment

Description: This minor provides you with an understanding of the characteristics of mainstream commercial culture that appeal to large audiences and an understanding both of business and creative processes.

BSB126	Marketing
KWB102	Media Writing
KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	Entertainment Practice: Balancing Creativity and Business

Fashion

Description: This minor will provide you with an in depth knowledge and understanding of the history, theory and context of international fashion.

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

Graphic Design

Description: This minor aims to prepare you with skills and knowledge in the area of visual design and communication for a range of print and electronic media contexts. It will provide you with a foundation in the conceptual and theoretical aspects of visual communication, graphic design and print media, and the technical skills required to apply them in studio projects.

Instructions: Complete four (4) of the following five units

KIB101	Visual Communication
KIB230	Interface and Information Design
KIB335	Typography and Illustration
KIB338	Print Media
KVB204	Graphic Design

Interactive and Visual Design

Description: This minor aims to provide you with a foundational understanding of the design concepts and principles, practical skills and working methods needed by a contemporary designer of visual and interactive media, including an introduction to visual communication, print media, web and interactive media and temporal digital media formats.

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

Journalism

Description: This minor will introduce you to a range of key journalistic principles, approaches and writing styles.

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing

Literature

Description: This minor will provide you with a thorough grounding in a range of texts, literary, cultural and popular.

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

* Please note: KWB307 is permitted to count towards this unit set.

Modern and Popular Literature and Culture

Description: This minor will provide you with a thorough grounding in a range of modern, cultural and popular texts.

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

Description: This minor provides you with understandings of new directions in music across styles, genres, cultures, disciplines and beliefs.

KDB225	Music Theatre Skills
KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB200	Music Scenes and Subcultures

* Please note: KMB002 is permitted to count towards this unit set.

* KMB200 will be offered from 2011.

Performance Events and Festivals

Description: This minor provides you with understandings and skills in creative industries performance and management.

KTB101	20th Century Performance
KTB207	Staging Australia
KTB210	Creative Industries Management
KTB211	Creative Industries Events and Festivals
KTB306	Directing for Performance Events and Festivals
SELECT	One unit from either BSB126, KCB103 or KWB106:
BSB126	Marketing
KCB103	Strategic Speech Communication
KWB106	Corporate Writing and Editing

Professional Writing

Description: The aim of this minor is to provide you with skills and knowledge in a variety of genres in the area of professional writing and to understand the demands of the writing and publishing industry.

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

Screen Studies

Description: The aim of this minor is to provide students with an understanding of film and media, and their influence in social and cultural contexts.

KPB109	Film and TV History
KPB112	TV and Film Genres
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB212	Australian Film and TV

*Note: KPB203 is permitted to count towards this major if completed in 2010 or earlier.

Sound Studies

Description: This minor introduces you to the practical world of sound production tools and techniques together with a secure theoretical underpinning.

KKB216	Graphical Development Environments for Media Interaction
KMB119	Music and Sound Production 1
KMB129	Music and Sound Production 2
KMB252	Multi-Platform Sound Design
KMB301	The Music Industry

* Please note: KMB004 is permitted to count towards this unit set. KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count towards this minor if completed in 2010 or earlier.

Television

Description: The aim of this minor is to provide students with theoretical and practical understandings of television production, distribution and reception.

KPB104	Film and Television Production Resource Management
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB202	Film and Television Business Skills: Entrepreneurship and Investment
KPB303	Critical Thinking About Television
KPB313	How to be a Producer

Visual Arts Practice

Description: This minor introduces you to the essential principles of visual literacy. You will develop the fundamental skills of working with 2D and 3D media and understand the frameworks of display and audience engagement in the visual arts.

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 University Wide Unit Options (previously elective options)

Creative Industries Faculty Undergraduate University Wide Units

Please note: From 2010 elective units have been re-named Unit Options.

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

Rules for selecting Unit Options:

* you must obey any Unit Option 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 major area.

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

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

* some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07, IX16 and IF27 students ONLY are permitted to select Unit Options from outside the Faculty of Creative Industries

Creative Writing & Literary Studies

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
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

* Please note: KWB307 is permitted to count as a Unit Option if completed in 2009 or earlier.

Dance

KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB225	Music Theatre Skills

Entertainment

KXB101	Introduction to Entertainment
KXB102	Global Entertainment
KXB201	*Entertainment Practice: Balancing Creativity and Business

*Note: This unit will be offered from 2011.

Faculty

KKB004	Indigenous Creative Industries
KKB101	Creative Industries: People and Practices
KKB102	Creative Industries: Making Connections
KKB216	Graphical Development Environments for Media Interaction
KKB345	Creative Industries Project 1
KKB346	Creative Industries Project 2

Fashion

KFB103	Introduction to Fashion
KFB106	Unspeakable Beauty: A History of Fashion and Style
KFB205	Fashion and Style Journalism
KFB206	Fashion and Modernity
KFB207	Contemporary Fashion
KFB208	Fashion Portfolio
KFB209	Ragtrade: Wholesaling Fashion

Film & Television

KPB101	Introduction to Film, TV and New Media Production
KPB104	Film and Television Production Resource Management
KPB109	Film and TV History
KPB110	The Movie, TV & New Media Business
KPB112	TV and Film Genres
KPB113	TV and Film Text Analysis
KPB205	Documentary Theory and Practice
KPB206	International Cinema
KPB207	Film and Television Scriptwriting
KPB303	Critical Thinking About Television

* Please note: KPB102, KPB103, KPB106, KPB107, and KPB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KPB203 is permitted to count as a Unit Option if completed in 2010 or earlier.

Interactive & Visual Design

KIB101	Visual Communication
KIB102	Visual Interactions
KIB103	Introduction to Web Design and Development
KIB104	Digital Media
KIB105	Animation and Motion Graphics

KIB108	Animation History and Practices
KIB201	Concept Development for Game Design and Interactive Media
KIB202	Enabling Immersion

Journalism

KJB101	Digital Journalism
KJB120	Newswriting
KJB121	Journalistic Inquiry
KJB224	Feature Writing
KJB239	Journalism Ethics and Issues
KJB280	International Journalism
KJB337	Public Affairs Reporting

Media & Communication

KCB101	Introduction to Media and Communication: Texts
KCB102	Media Myth Busting 1
KCB103	Strategic Speech Communication
KCB104	Introduction to Media and Communications: Industries
KCB105	Media Myth Busting 2
KCB201	New Media 1: Information and Knowledge
KCB202	New Media 2: Applications and Implications
KCB203	Consumption Matters: Consumer Cultures and Identity
KCB302	Political Communication

Music & Sound

KMB003	Sex Drugs Rock 'n' roll
KMB004	World Music
KMB107	Sound, Image, Text
KMB119	Music and Sound Production 1
KMB122	Music and Sound Concepts 1
KMB129	Music and Sound Production 2
KMB132	Music and Sound Concepts 2
KMB200	Music Scenes and Subcultures
KMB252	Multi-Platform Sound Design

* Please note: KMB002, KMB007, KMB104, KMB105, and KMB108 are permitted to count as Unit Options if completed in 2009 or earlier.

*KMB106 will be discontinued at the end of 2010 and replaced by KMB252.

*KMB106 is permitted to count as a Unit Option if completed in 2010 or earlier.

*KMB200 will be offered from 2011.

Performance Studies

KSB215	Visual Theatre Design
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

Visual Arts

KVB102	Modernism
KVB103	Australian Art
KVB104	Photomedia and Artistic Practice
KVB105	Drawing for Design
KVB106	Drawing for Animation
KVB108	Contemporary Asian Visual Culture
KVB110	2D Media and Processes
KVB111	3D Media and Processes
KVB211	Post 1945 Art
KVB212	Australian Art, Architecture and Design
KVB213	Graphic Investigation
KVB304	Contemporary Art Issues
KVB306	Video Art and Culture
KVB307	Theories of Spatial Culture

Senior Years Full Time Course structure - Semester One Entry

2010, Semester 1

EDP415	Engaging Diverse Learners
EDP441	Senior Years Field Studies 1: Engaging Diverse Learners
	Curriculum Studies 1 (see list 1)
	Curriculum Studies Unit Options (see list 4)
	Designated Unit: EDP441

2010, Semester 2

EDP416	The Professional Practice of Educators
EDP442	Senior Years Field Studies 2: The Professional Practice of Educators
	Curriculum Studies 2 (see list 2)
	Curriculum Studies 3 (see list 3)
	Students should enrol in EDP442 in their final semster of study.
	Designated Unit: EDP442

List 1 Curriculum Studies 1

CLP402	Business Education Curriculum Studies 1
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP402.
CLP408	English Education Curriculum Studies 1
CLP411	Languages Education Curriculum Studies 1

CLP414	Social Education Curriculum Studies 1
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP414.
CLP422	Film and Media 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
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP459.

List 2 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
MDP463	Chemistry Curriculum Studies 2
MDP460	Science Education 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

List 3 Curriculum Studies 3

CLP407	Business Education Curriculum Studies 3
	Students enrolled in the Accounting/Business Management, Business Communications and Technologies Education, Information Communications and Technology, and Business Education - Legal Studies teaching areas enrol in CLP407.
CLP410	English Education Curriculum Studies 3
CLP413	Languages Education Curriculum Studies 3
CLP418	Social Education Curriculum Studies 3
	Students enrolled in the Geography, History, Social Sciences and Social Education - Legal Studies teaching areas enrol in CLP418.
CLP424	Film and Media Education Curriculum Studies 3
KDP203	Dance Curriculum Studies 3
KMP203	Music (Secondary) Curriculum Studies 3
KTP203	Drama Curriculum Studies 3
KVP303	Visual Arts Curriculum Studies 3
MDP458	Mathematics Education Curriculum Studies 3
MDP461	Science Education Curriculum Studies 3
	Students enrolled in the Biology, Chemistry, Earth Science, Physics and Science Studies teaching areas enrol in MDP461

List 4 Curriculum Unit Options

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
SPP403	Enhancing Your Teaching Practice
SPP400	Classroom and Behaviour Management
CLP402	Business Education Curriculum Studies 1
SPP401	Classroom Assessment Practices
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
	Students taking this unit as an eletive do not need to complete CLP408, but must have at least 48 credit points of appropriate discipline studies. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP411	Languages Education Curriculum Studies 1
CLP414	Social Education Curriculum Studies 1
CLP415	Social Education Curriculum Studies 2 (Geography)
CLP416	Social Education Curriculum Studies 2 (History)
CLP417	Social Education Curriculum Studies 2 (Senior Social Science)
CLP419	Social Education Curriculum - Senior History
CLP421	Primary Lote Curriculum Studies
	Only students in the Languages Education

	teaching area can enrol in this unit. Students must contact the Student Affairs Office on 3138 3408 for course progression advice before enrolling in this unit.
CLP422	Film and Media Education Curriculum Studies 1
KMP101	Music (Primary / Instrumental) Curriculum Studies 1
	Only students in the Music (Secondary) teaching area can enrol in this unit.
KDP201	Dance Curriculum Studies 1
KDP205	Dance in Education
	Only students in the Dance Education teaching area can enrol in this unit.
KMP201	Music (Secondary) Curriculum Studies 1
KTP201	Drama Curriculum Studies 1
KVP301	Visual Arts Curriculum Studies 1
MDP455	Business Education Curriculum Studies 2 (ICT)
MDP456	Mathematics Education Curriculum Studies 1
MDP459	Science Education Curriculum Studies 1

Potential Careers:

Band Leader, Composer, Conductor, 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.

Master of Music (KM42)

Year offered: 2010
Admissions: No
CRICOS code: 034710M
Course duration (full-time): 3 semesters
Course duration (part-time): 6 semesters
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
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 Mike Howlett
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.

Creative Industries Faculty Postgraduate Open Unit Options

Creative Industries Postgraduate - University Wide Units

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

Creative Industries students may choose Unit Options from the following list OR from outside the Faculty area subject to the following guidelines:

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

* you cannot select a unit that forms part of the compulsory units of your course.

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

* the offering of Unit Options is subject to sufficient student enrolment numbers and staff availability

* some units are subject to quota restrictions

Media and Communication Discipline

KCP402	New Media Studies

Interactive and Visual Design Discipline

KIP401	Visual Communication
KIP403	Introduction to Web Design and Development
KIP405	Animation and Motion Graphics
KIP408	Animation Practices
KIP424	Advertising Creative: Introduction

Journalism Discipline

KJP401	Newswriting
KJP403	Feature Writing

Faculty

KKP402	Business and Corporate Development in the Creative Industries
KKP403	Special Topic in the Creative Industries
KKP404	Policy Development in Creative and Cultural Industries
KKP405	Co-Creative Media: Digital Storytelling

KKP407	Creative Industries in Asia

Performance Studies Discipline

KTP401	Contemporary Performance

Visual Arts Discipline

KVP402	Photomedia and Creative Practice

Creative Writing and Literary Studies Discipline

KWP401	Media Writing
KWP402	Persuasive Writing
KWP403	Creative Writing: The Short Story
KWP405	Corporate Writing and Editing
KWP407	Great Books: the Literary Classics

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 Diploma in Creative Industries (Creative Writing) (KW36)

Year offered: 2010
Admissions: No
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 (indicative): 2008: $9,504 per semester
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 Unit Options.

Course structure for students who commenced in 2008 or earlier

Important Notice

Students who commenced this course in 2008 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Potential Careers:

Art Writer, Creative Writer, Government Officer, Publishing Professional.