

BACHELOR OF CREATIVE TECHNOLOGIES (DIGITAL MEDIA - CREATIVE TECHNOLOGIES)

Course Descriptors

Compulsory

CT7001 Critical Studies 3

Compulsory

Strengthen and refine your written communication and critical thinking skills. You'll analyse historical and contemporary creative practice and explore your own area of creative interest, which will complement your Independent Project (see below).

CT7002 Collaborative Projects 3

Compulsory

Produce a real world project in a collaborative team environment, applying the wide range of specialist design skills coordinated within your group.

CT7003 Professional Studies 2

Compulsory

Gain a greater understanding of your field of interest through work experience or internships. Learn more about how to turn your creative enterprises into viable commercial ventures.

CT7004 Independent Projects 1A

Compulsory

Challenge yourself through designing your own major project. You will be guided through the process of proposal writing, research and development of your ideas.

CT7005 Independent Projects 1B

Compulsory

Continue developing and resolving your own project. You will be assisted by an experienced tutor, who will be familiar with your area of interest. At the end of the course, you will be putting your final creative work on public display.

CT7006 Exhibition

Compulsory

In a collaborative team environment, create, plan and organise a public exhibition for final students.

DM6007 Creative Studio 1

Compulsory

Enables you to apply advanced technical, digital, critical and practical skills in the production and completion of a body of creative work for exhibition.

CT7010 Print Production 2

Required for Print Major

Gain advanced production skills for pre-print preparation within the field of design. Obtain an in-depth understanding of pre- and post-production processes involved in the creation of print media.

CT7012 Photography Studio Practice 3

Required for Photography Major

Apply your specialised knowledge of photography and print production to the creation of a professional portfolio.

CT7015 Applied Technologies

Elective

This is your chance to explore and play with ideas that will enhance your Independent Project. You will also have opportunities to learn about new technologies and how they may be applied to your ideas.

Elective Options

These elective options are taken from the new Bachelor of Creativity

DM5002 Applied Media Studio 2

Will introduce you to the safe use of workshop tools and technologies including 2D & 3D print and electronic devices. You'll develop your skills with 2D & 3D materials, drawing, design and layout methodologies, while working both individually and collaboratively.

DM5004 Digital Studio 2

Will introduce you to industry standard visual technologies, including asset design and creation, interactive coding, interface design, virtual reality, augmented reality and gaming design. You'll also gain skills in output and presentation for digital design work.

DM5006 Time Based Studio 2

Will introduce you to industry standard visual technologies for the production of animation, motion graphics, 3D modelling, and frame by frame image production. You'll consider the significance of cultural contexts in the production and presentation of screen-based work.

DM5008 Design Studio 2

Will enable students to explore creative pathways relevant to their intended creative profession. Students will investigate and implement strategies for portfolio presentation (digital and physical). The emphasis will be on experimentation and analysis, as well as display and output skills for creative work.