Design

Postgraduate Courses
2020

Faculty of Design, Architecture & Building
Acknowledgement of Country

UTS acknowledges the Gadigal People of the Eora Nation and the Boorooberongal People of the Dharug Nation upon whose ancestral lands our campuses stand. We would also like to pay respect to the Elders both past and present, acknowledging them as the traditional custodians of knowledge for these Lands.
JOIN THE WORLD’S ELITE
World-leading means just that: not only has UTS Design been ranked as the top art and design school in NSW, we’re also ranked as the 28th in the world in the 2018 QS World University Rankings. A sign of our success is that we work with some of the world’s leading design-centric brands. Imagine working with Reidel, Google, Westfield, IKEA on bespoke projects.

FORWARD-THINKING
The world of design is changing rapidly. Gain the knowledge and practical tools to future-proof your career. Our two unique studios concentrate on interaction and service design, enabling students to design for a range of users and adapt easily to new digital technologies, whatever the future may bring.

ADVANCED CREATIVE PRACTICE
Your creativity is valuable. Demand for creative thinkers is growing across a wide range of organisations and industries. The Master of Design focuses on providing a learning environment that nurtures originality, dynamism and interpersonal skills so your creative practice can reach its full potential and be applied no matter which career path you choose.

INDUSTRY-DRIVEN
Clients and employers will take note of the skills you gain at UTS and the projects you create. Why? We’ve spoken to industry and listened: our curriculum is the outcome of ongoing engagement with industry, government and the creative sectors to understand growth areas and emerging issues.

INNOVATIVE SOLUTIONS
Design has the potential to tackle some of the world’s biggest problems. Our course balances the theory and practice that will enable you to create unique and practical solutions to complex social and environmental issues.

JOIN US IN THE CITY
Your time matters. That’s why we deliver our classes in a variety of different modes, from evening classes to delivering whole subjects over a multi-day block session. We’re also investing in new teaching technologies to give our students more options for blended learning. Best of all our city campus is located a few minutes walk from Sydney’s biggest transport hub, Central Station. You’ll be able to get here (and away) with ease.

LEADING MENTORS
Leadership matters, especially when it comes to your education. We’re home to an accomplished group of creative makers including award-winning animators and illustrators, design researchers, services designers, industry thought leaders and celebrated furniture designers. Our practitioners will guide you through participatory studio subjects alongside fellow designer practitioners, broadening your design community network.

RESEARCH-DRIVEN
Integration. It’s sometimes overlooked but we believe that advancing contemporary design practice requires solid academic research. Our academics integrate research into their practice, and vice versa. It’s an approach that means you will learn new strategies to critically examine contemporary design practice (and your own).
Industry, Problems, Design. The Master of Design at UTS is a program where these three elements come together. Project briefs might be developed by business or government or tackle large scale societal problems. In the process, they will allow you to uncover and define the practices of tomorrow.

FROM TACKLING CLIMATE CHANGE TO THE FUTURE OF COMMUTING

Current students are working with Hearts Above the Sea on facilitating cross-cultural knowledge sharing for one of the first communities in the world feeling the impact of climate change. Others are working with tech startup Ask Mars on autonomous vehicles and the future of commuting, and Nepean Blue Mountains Local Health District on designing resources for scaling co-production in mental health.

Past clients have included Vivid and Westfield, while projects have spanned from the future of radio with FBi to sculptural biodiversity signage with Centennial Park. Future projects could include future of work, public transport, and designing environments.

DISCIPLINE-FOCUSED ELECTIVES

Have access to world class workshops and equipment so you can explore design at the cutting edge of practice, with guidance from industry experts. Electives might include Designer Identity, Graphic Visualisation, Video is the New HTML, Future Human and Computer Interfaces, Beyond Design Thinking, User Experience and Design Theory: Social Futures.

DESIGN FOCUS FOR 2020

Curious about the key disciplines that will be running across our studios in 2020? These are some of the areas you can expect to engage with.

Service Innovation and Change

From transport to music listening, services are increasingly the model for both practical and recreational activities. As more and more products are conceived as product-service-interaction systems, a service design focus gives designers the skills to think about products at scale, from the perspective of diverse stakeholders. This studio’s focus includes user experience (UXD), systems thinking, business model innovation, human ecology and the philosophical and ethical dimensions of technology.

Interaction Studio

The Interaction studio is dedicated to the relationship between people and technology, in particular the design of digital technology interfaces such as webpages, touchscreens, dials, voice interaction, smartphones and various sensing technology through which users communicate their needs. This studio focuses on the way digital technology is changing business models, communities and governments. Students will focus on the role of empathy in a digitally mediated world, the possibilities of data, how to design at scale and the future of human computer interaction.

Prototype of coffee trays made with expanded polystyrene, by Master of Design students Chris Banham and Eric Zhang Yichuan
Meet our Master of Design Studio Leaders

Tom Lee
Course Director, Master of Design Service Innovation and Change

Tom has extensive teaching experience within the university and industry helping designers refine and communicate the key concepts in their work, including communication projects with leading design thinking consultancies. As a researcher his interests include design philosophy for design practitioners. He has published in a range of academic journals, is an awarded teacher, poet and writer of prose.

Ian Muir
Design Leadership

Ian is one of Australia’s leading design authorities with extensive knowledge in industrial automation, user-centred design and creative problem solving. In addition to establishing an award-winning design practice, Ian has extensive experience working across multiple industries and is now a sought-after design educator, keynote presenter and design judge.

He is passionate about making lives better through design and is a mentor to startups, business, government and academic institutions.

Helen Diacono
Interaction

Helen Diacono is a user experience designer, researcher and entrepreneur. The co-founder of equestrian mapping start-up Equimaps, Helen has had extensive experiencing uncovering customer insights, prototyping new ideas and designing human-centred products and services. She is a former lead user experience designer in Telstra’s Product Innovation team. Over three years, she designed the company’s first digital setup experience for modems and Wi-Fi boosters. She also took the Telstra Home Dashboard from inception to market launch where it became Telstra’s top-rated consumer app on App store.
Simon von Wolkenstein  
**Narrative Media**

Simon is a transdisciplinary designer whose focus is on experimental story-telling and post-digital hybrid animation practice. His studios guide students to develop their own voices and, in the creative application of digital and analogue making techniques, create cinematic visions that connect with and transcend cultural and social expectations. Simon has extensive industry experience across print, typography, image making, model making, digital technologies and film and television production. This includes cinematography, lighting, editing, directing and writing with a considerable body of work in motion graphics and 2D, 3D and hybrid animation projects. Simon is a graduate of Visual Communication (UTS) and Architecture (University of Sydney).

Tom Fereday  
**Designer Identity**

A graduate of the Wimbledon School of Art and Industrial Design (Honours) at UTS, Tom established his sole practice in 2012. Working across Europe and Australia, the furniture designer has won numerous international awards, including a mentorship with Marc Newson. In 2010 he was nominated by Triple J and ABC News as a ‘Top 25 Young Achiever’, and his products have been selected for exhibition in Europe, USA and Australia.

Tom follows the principles of honest design, conveying a design process which celebrates the materials and manufacturing processes behind furniture and products, to design from the inside out.

Cameron Tonkinwise  
**Transition Design**

Cameron comes to UTS from Carnegie Mellon University’s School of Design where he was Director of Design Studies and Doctoral Studies. Before that he was the Associate Dean Sustainability at Parsons The New School for Design and co-Chair of the Tishman Environment and Design Center at the New School in NYC.

Cameron has a background in continental philosophy and continues to research what design practice can learn from material cultural studies and sociologies of technology. His primary area of research and teaching is Sustainable Design. He has also been a strong advocate for the importance of critical practice-based design research. Cameron’s current focus, in collaboration with colleagues at CMU and an international network of scholar-practitioners, is Transition Design – design-enabled multi-level, multi-stage structural change towards more sustainable futures.
Master of Design

Course code: C04243
Duration: 1.5 years full-time or 3 years part-time
Delivery mode: On campus.

Admission requirements:
Applicants must have a bachelor's degree, or equivalent, in a design-related field with a mid-credit (70) average. Additional application requirements also required, more information at: uts.edu.au/future-students/find-a-course/courses/c04243

Fees
Local students are eligible for a Commonwealth Supported Place, meaning fees are subsidised by the Australian Government and the contribution can be deferred using FEE-HELP. For more information regarding fees please refer to fees.uts.edu.au

COLLABORATE WITH SPECIALISTS IN DESIGN DISCIPLINES OF THE FUTURE
The Master of Design program focuses on the relationship between emerging forms of knowledge in design practice and the implications they have for the foundations of the discipline. As a student of this course, you’ll obtain experience in the practice and theory of user experience design, interaction design, service design and how these relate to commercial, environmental and social contexts.

DISCOVER THE MEANING OF NEW TECHNOLOGIES
Explore the question of what new technologies might mean in professional studio settings. The Master of Design curriculum is based on the premise that designers can become leaders in shaping the objects, spaces and images that will determine future forms of human interconnection.

Graduates of this course are known leaders in design and related industries through their expertise in product and service development. They are able to utilise strategic processes, creative tools and research skills to make persuasive cases for the value of design in a range of different organisational settings.

For detailed information regarding course electives, visit: handbook.uts.edu.au/courses/c04243

CAREERS
The UTS Master of Design is open to designers looking to pivot into another area of design, senior designers wanting to make that next move into a leadership role, or experienced industry practitioners in fields related to design who want to learn the practice from the inside out.

Career options include: Design strategist, design lead, design entrepreneur, design researcher, service designer, interaction designer, user experience designer, visual designer, strategy and innovation lead, design director, experience designer, digital marketer, design educator, project manager, product developer, product designer, management consultant and leadership development.
Master of Design students worked with Centennial Park’s head ecologist to develop four signage installations about the native bird population.

The Gyro, a design solution by Alex Jones that seeks to improve passenger comfort in autonomous vehicles.

Virtual navigation system designed by VIA Team for the service and interaction design studio.
HANAN BOU AKL
UTS Master of Design student

“Design has the capacity to change environments and processes to serve humanity and the public in a more efficient way.”

Designing an Efficient Transport System for Sydney

For decades Sydneysiders have demanded an efficient, integrated public transport system, a challenge which UTS Master of Design student, Hanan Bou Akl, was ready to tackle as part of the course’s Service Design unit.

“The brief was to provide evaluations and service solutions to a current problem faced by the government, so as a regular user of the city’s already stretched public transport system I felt that a fresh perspective was long overdue,” explains Hanan.

Interviews with commuters across Sydney’s largest stations including Central and Parramatta, uncovered alarmingly low levels of customer satisfaction among current passengers:

“Many of the people I interviewed shared similar sentiments about the strained network being at capacity and that it struggles to provide commuters with a reliable, efficient and affordable service.”

After conducting research and exploration studies, Hanan developed a proposal which includes the introduction of a Unified Trip Planning app offering express or regular rides, a reward program plus the ability to book seats and carriage types such as family-friendly online, all using a card or smart phone.

“What really stood out of Hanan’s proposal is how a human-centered approach to service design can potentially reform Sydney’s ailing public transport network,” says Tom Lee, course director for the Master of Design program.

“By targeting the several pain points felt by commuters in a methodical manner, Hanan has created a network that addresses the most common gripes felt by current commuters,” continued Tom.

Her design also focused on simplifying the interior space of stations to provide an easier flow of traffic, with multiple entry and exit points directly from each individual platform, plus fast and slow walking lanes.

“Successful communication and design is a result of research, case studies and experimentation. Design is never a personal taste; it always comes out as a result of the subject matter, a solution to a specific problem or an answer to a brief,” reflected Hanan.

The experienced visual designer who does freelance work in Beirut, was always destined to work in the creative industry, being raised in family of photographers and artists.

“For six years I worked for international advertising agencies such as Leo Burnett and TBWA in Lebanon, which allowed me to understand and value the role of design and communication for social and behavioural change.

“Design has the capacity to change environments and processes to serve humanity and the public in a more efficient way.”
Hanan's proposal includes simplifying station interiors and offering multiple entries, direct to platforms.

ILKA STAUDINGER
Doctor of Philosophy, School of Design

Ilka’s research on corporate social responsibility hopes to enable better understanding of the ways that designed things within CSR initiatives contribute to public perception and expectation, as well as to the accomplishment of social and environmental good.

“I chose UTS for two reasons: first, I was looking for supervisors who would best suit my research project. Second, I wanted a faculty with a good and vibrant HDR student culture.”

“It is important to have a good network of peers throughout the journey to share experiences and to support each other. I am fortunate to be working alongside a number of students exploring similar theoretical territory, applied in a range of very different contexts. This triggers fascinating discussions that not only broaden my understanding but help me to gain greater insight into my own project.”
MARK LIU  
PhD Graduate,  
UTS School of Design  
Chancellors Post Doctoral Research Fellow  

Mark Liu, who recently completed his thesis, has developed a new invention that is set to change the way designers measure people for clothes and, at the same time, address the problems of fitting people of different shapes and sizes that are inherent throughout the fashion industry.

“The geometry of curved things is far more complicated than fashion designers think. It’s almost more complex to look at the cleavage or moving arm of a person than it is at equations,” explains Mark.

His investigations resulted in his patented ‘Drape Measure’ – a device that can measure the human body in 3D, and one that bypasses many problems encountered in traditional patternmaking.

“The device works like a normal tape measure, but it also can capture a conical or 3D shape in a 360-degree angle to then translate onto the pattern and fabric,” he says. “So, with the Drape Measure, we get the exact shape we want; the exact measurement.

The accomplished fashion designer and self-proclaimed ‘maths and science buff’, is also an acclaimed pioneer of zero-waste fashion:

“Zero-waste had been, basically, rejected by a lot of big companies in the 70s and 80s because it just wasn’t working,” explains Liu. “I’m really into fashion pattern cutting, which is the way you construct clothing and that was just a really big challenge for me. I thought, ‘What is the hardest pattern to create?’ and the answer was zero-waste”.

Excerpts from interview originally published in U: Magazine, August 2016.

“Most people seem to think of fashion as frivolous and anti-intellectual, but it’s actually very technical, so the future of cutting-edge fashion design will be based on pioneering scientific research.”
THE ACADEMIC YEAR
There are three teaching sessions at UTS:

– Autumn Session: March to June
– Spring Session: July to October
– Summer Session: November to February

While not all subjects offered by UTS are currently run during Summer session, make sure you check out which ones are. It’s a great way to get ahead or to reduce your study load during Autumn and Spring Sessions.

APPLICATION CLOSING DATES
If you want to start studying at UTS in either the Autumn or Spring sessions, you need to apply by:

– Autumn session: 31 January 2020
– Spring session: 28 June 2020

LOCAL APPLICANTS: COURSEWORK
In a postgraduate by coursework degree you’ll attend tutorials and lectures, and do assessments, like writing essays and exams. Submit your application for a postgraduate by coursework degree online:

– through the UTS Online Application system at uts.edu.au/pg-admissions, or
– at one of our Postgraduate Expos or postgraduate information sessions. Find out everything you need to know about upcoming information sessions at uts.edu.au/dab-events

LOCAL APPLICANTS: RESEARCH
A postgraduate by research degree will see you undertake and complete a research project. Before you submit your application though, you’ll need to consider what you want to research, write a research proposal and find a supervisor. When you’ve done that, send your application to the UTS Graduate Research School.

Visit uts.ac/apply-for-research or email grs@uts.edu.au to find out more about the application process and to apply.

INTERNATIONAL APPLICANTS
If you’re an international student, head to uts.edu.au/international to find the course information, fees and application details relevant to you.

NON-AWARD STUDY
Do you want to study a single subject without committing to a full degree? You can! It’s called non-award study and it’s a great way to upgrade your skills or just learn more about something you enjoy.

What’s even more exciting is that any subjects you complete may be recognised in future study. To apply, visit uts.ac/non-award-study

ENGLISH LANGUAGE PROFICIENCY
There are English language proficiency requirements for all courses. These requirements may apply to you, even if you are not an international student.

Visit uts.edu.au/english-language-requirements to find out more.

OFFERS
UTS will begin making postgraduate offers for 2020 from 18 September 2019.

FEES
If you’re studying a postgraduate by coursework degree, you’ll need to pay tuition fees. You can find out more about what your degree will cost at uts.edu.au/tuition-fee-calculator

For postgraduate by research degrees, you will need to either pay a fee or, if you’re eligible for the Research Training Program, the Australian Government will cover the cost for you. To find out more visit uts.edu.au/domestic-hd-fees

If you do have to pay a fee and you’re a local student, you may be eligible for FEE-HELP, an Australian Government loan scheme. Using FEE-HELP means you don’t have to pay for your tuition fees up front. More information can be found at uts.edu.au/government-help-schemes

TIMETABLE INFORMATION
Do you like to plan ahead? Then check out the UTS Timetable Planner. The online tool lets you see the timetable for the current session, so you can get an idea about when the subjects for your degree may be scheduled and offered. The 2020 timetable will be published in mid-October 2019. Visit mytimetable.uts.edu.au
Custom Fit Courses

Master of Technology

GAIN MULTIDISCIPLINARY SKILLS TO INNOVATE AND LEAD
Industries and organisations are being transformed by technology. This degree will give you the multidisciplinary skills to thrive in this rapidly changing world by developing a set of capabilities, in technology and other areas, that will enable you to succeed in digitally disrupted organisations and industries.

FLEXIBLE, INDIVIDUALISED LEARNING
The Master of Technology combines practice-based subjects, called Studios, with subjects from across the university, to adapt the degree to your individual needs.

You will engage in peer and professional career coaching in the core studios to hone skills tailored to your career – problem solving, mindful collaboration, adaptive leadership, communication, research, critical thinking – equipping you with social and reflective competencies for our rapidly changing, digitally disrupted and technology enriched enterprises and communities.

THE PLACE TO BE FOR TECHNOLOGY LEADERS
As a graduate, you will become a decision maker and innovator tackling complex problems requiring a diverse skillset.

COURSE STRUCTURE

<table>
<thead>
<tr>
<th>Subjects</th>
<th>Graduate Certificate in Technology</th>
<th>Graduate Diploma in Technology</th>
<th>Master of Technology</th>
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</thead>
<tbody>
<tr>
<td>Core Studio Stream (each 6 credit points)</td>
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<tr>
<td>Technology Disruptors Studio</td>
<td>●</td>
<td>●</td>
<td>●</td>
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<tr>
<td>Capstone Studio</td>
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<td>N/A</td>
<td>●</td>
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<tr>
<td>Global Technology Issues Studio</td>
<td>N/A</td>
<td>●</td>
<td>●</td>
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<tr>
<td>Innovation and Entrepreneurship Studio</td>
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<td>●</td>
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<tr>
<td>Prototyping Design and Systems Studio</td>
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<td>Technology and Communities-focused</td>
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<td>Technology/Scientific Thinking-focused choice</td>
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<tr>
<td>Communities of Practice-focused choice</td>
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<td>Specialisations (Sub-majors)</td>
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<tr>
<td>Total Credit Points</td>
<td>24</td>
<td>48</td>
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<tr>
<td>Minimum course duration: Full-time years</td>
<td>0.5</td>
<td>1</td>
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For more details and admission requirements please visit: uts.edu.au/mt
BECOME AN AGILE LEADER WITH MULTIDISCIPLINARY SKILLS
The course aims to initiate, develop and showcase your professional skills in an individual, career-focused e-portfolio spanning the course.

Technology, Industry 4.0, climate actions, globalisation and more: we live and work in a time of unprecedented change that affects the ways we live and work. This degree with give you a multidisciplinary advantage to lead in your organisation and the wider community.

The Master of Professional Practice course structure allows for the engagement with postgraduate subjects across the spectrum of disciplines. The core studios focus critical reflections on situating the learner in their professional and global context. The Master of Professional Practice core studios are professional practice and people oriented and afford open-ended opportunity to explore challenges.

THE PLACE TO BE FOR INNOVATIVE LEADERS
As a graduate, you will become an agile decision maker and persuasive communicator who adaptively leads people in tackling complex problems.

### COURSE STRUCTURE

<table>
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<th>Subjects</th>
<th>Graduate Certificate in Professional Practice</th>
<th>Graduate Diploma in Professional Practice</th>
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<td>Core Studio Stream (each 6 credit points)</td>
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<tr>
<td>Professional Learning Studio</td>
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<tr>
<td>Capstone Studio</td>
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</table>

| Global Issues Studio | N/A | ● | ● |
| Human-centred Design and Systems Studio | N/A | ● | ● |
| Innovation and Entrepreneurship Studio | N/A | ● | ● |

| Professional-focused choice | 18 credit points | 36 credit points | 48 credit points |
| Specialisations (Sub-majors) | up to two specialisations (including personally configured sub-majors) may be selected |

| Total Credit Points | 24 | 48 | 72 |
| Minimum course duration: Full-time years | 0.5 | 1 | 1.5 |

### Graduate Certificate
- **Course code:** C11298
- **Course duration:** 0.5 years

### Graduate Diploma
- **Course code:** C06136
- **Course duration:** 1 year

### Master
- **Course code:** C04404
- **Course duration:** 1.5 years

For more details and admission requirements please visit: [uts.edu.au/mpp](http://uts.edu.au/mpp)
dab.uts.edu.au

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DAB Postgraduate Information Evening
See upcoming information evenings at uts.edu.au/dab-events

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