FACULTY SNAPSHOT

3,266 students
839 postgraduate coursework students
83 higher degree research students
131 staff

UTS AT A GLANCE

36,300 students
31,802 students at the City campus
3,557 students at Kuring-gai campus
9,469 international students
23,973 undergraduate students
11,036 postgraduate coursework students
1,348 higher degree research students
3,068 staff

UTS STUDENT DIVERSITY

50% female students
50% male students
60% under 25
130+ languages other than English spoken by UTS students

CONTENTS

Futures in Our Professions 2
Faculty Values 2
The DAB Dynamic 3
Cutting-edge Facilities 4
Facilities at UTS, City Campus
Master Plan 6
Advisory Board Members 9
Design 10
Animation 16
Architecture 20
Advanced Architecture 24
Planning 30
Property Development 34
Project Management 38
Research Degrees 42
Academic Profiles 44
How to Apply 48
FUTURES IN OUR PROFESSIONS

Our vision at UTS: Faculty of Design Architecture and Building is to advance knowledge in our professions with impact through integrative and technology led thinking for the next generation of professional leaders. The discipline areas of DAB aim to transform urban life and environments. We promote and enable new ethical and social values and a knowledge of emerging processes for the design and management of urban developments, architecture, products, garments, spaces and visual media. We educate for a sustainable transformation of urban environments and creative cultures.

Your postgraduate program at UTS: Faculty of Design Architecture and Building will provide you with a comprehensive understanding of the complex and changing work environments in which you will operate and of the challenges these bring. As well as core knowledge you will have time for an intellectual engagement and reflection that fosters your capacity to lead and impact change.

Desley Luscombe
Dean

FACULTY VALUES

JOIN THE BEST IN YOUR PROFESSION, EXPAND YOUR KNOWLEDGE OR CHANGE CAREER DIRECTION SUCCESSFULLY

Through our research, education and engagement with the professions, the UTS Faculty of Design, Architecture and Building aims to sustainably transform urban environments and creative cultures. We enable new social values and processes for the design and management of, and engagement across; urban developments, architecture, products, garments, spaces and visual media.

We value:
> Quality outcomes and an excellent reputation in research that is socially significant and intellectually focused on the nexus of creativity and technology
> Academic excellence and accountability in the delivery of the UTS model of global practice-oriented learning for the 21st century
> A university experience that is vibrant and socially engaging
> International leadership in our disciplines

We are at the forefront of progressive design, animation, architecture, project management, property development and planning education. Our courses are renowned for their innovative and practical application. We attract people with experience from many different fields and disciplines.
JOIN THE BEST IN YOUR PROFESSION

UTS: Design, Architecture and Building postgraduate degrees enable you to succeed to the highest levels in your chosen profession. Through a combination of teaching methods that replicate the workplace, industry input into course content, along with a broad worldview and context embedded in the subjects, you will improve your professional standing through practical and theoretical knowledge.

Professionals graduating from our courses include:
- Property developers with detailed planning knowledge
- Planners with an understanding of urban design
- Designers and Animators with ability to create, collaborate and innovate
- Business-savvy architects with a flair for design
- Project managers who lead cross-disciplinary teams to success

CONNECTED TO INDUSTRY

The key to a postgraduate course which meets your career aspirations is its worldwide connection to industry. At UTS, our close industry connections ensure that our courses and subjects are contemporary and relevant to today’s professional workforce.

Our courses are regularly reviewed for relevance by industry advisory committees to make sure they keep pace with change, and develop students’ professional and practical skills to match employers’ needs. In some cases, we develop aspects of the curriculum in joint partnership with industry to meet company-specific needs.

Employers tell us that our graduates have the skills to see and move beyond traditional professional boundaries, both within Australia and around the globe, taking their place as leading creative practitioners in their chosen professions.

CONNECTED INTERNATIONALLY

Through adjunct professors, international field trips and collaborative research, the faculty is connected to design, architecture and building institutions around the world. Our courses and subjects have a global perspective, and our teaching staff are at the forefront of international trends. After graduating, your knowledge will be global in perspective and your professional network will be international.

ACCREDITATIONS: THE PATHWAY TO A GLOBAL CAREER

Graduating from our postgraduate degrees gives you the capacity to work internationally through professional recognition of our courses. Our courses have accreditation with a wide range of professional associations and governing bodies, including:
- Australian Institute of Architects (AIA)
- Architect’s Accreditation Council of Australia (AACA)
- Project Management Institute (PMI)
- Royal Institution of Chartered Surveyors (RICS)
- Planning Institute of Australia (PIA)

BALANCING WORK AND STUDY

The balance between work, study and personal life are drivers in how we deliver our courses. We cater for busy lifestyles by offering after-hours classes, part-time study or intensive mode to enable you to have an enriching experience with us. We also provide high level after-hours and off-campus library and IT support to make your balancing act that much easier.

Our central location means we’re easy to get to, particularly by public transport. The city campus has the added benefit of being close to Chinatown, Darling Harbour and Central Station’s transport hub. There are also a number of parking stations close to campus which offer discounted student rates.
CUTTING-EDGE FACILITIES

ADVANCED ARCHITECTURE LAB
The dedicated Advanced Architecture Lab houses processors with high end animation, modelling, CAD, graphic and web publishing software; access to two ABS 3D printers; and a Universal X2/660 large format laser cutter and FastScan Cobra 3D portable digitizer. The Lab is supported by expert software. It has been established specifically for the Master of Advanced Architecture.

DAB LAB
DAB Lab is a unique facility dedicated to supporting faculty design research. It provides managerial assistance to develop exhibitions for academic staff and postgraduate student designs, case studies and research projects. DAB Lab provides a public showcase for the leading research that the faculty academics produce.

FACULTY COMPUTER LABS
The Faculty has six main Computing Labs which run both Apple OS and Windows, with a wide range of the latest software programs. Students also have access to a number of computers throughout the building. Facilities for black and white and colour printing are available through the Digital Image Service (DIS). The faculty Computing Labs are linked to the DIS so work can be digitally transferred for printing. Access to the Faculty Computing Labs is by personal identification number only and is restricted to DAB students.

SENSE-AWARE RESEARCH LAB
The Sense-Aware Lab enables information interaction design using contextual, user-centred responsiveness and intuitive physical interfaces. It is used to make the data concealed in ubiquitous information networks accessible and meaningful, using natural experiences such as physical motion, gesture, tangible device manipulation, e-fashion wear and smart products.

ANIMATION HUB
The Level 7 Animation Hub comprises all the facilities necessary for professional animation. The Animation Computing Lab runs industry-standard applications for 3D and 2D Animation, DVD and Video Production, Web and Multimedia Design and more. The Hub is connected to a world class renderfarm of several hundred CPUs for 3D rendering and compositing, all running on a high-speed network.

The Faculty’s Motion Capture Laboratory (MoCap) allows students and staff to use the same world-class system as leading animation production companies worldwide.

The MoCap Lab uses a Vicon optical system which allows human movement to be captured by a series of cameras and then encoded as digital data. These data allow animators to produce characters with life-like movement. The MoCap Lab is enhanced with Motion Builder software to allow the captured movement to be applied to the movement of characters which do not conform to human body dimensions.

The Animation Hub also contains a Chromakey studio, with green screen plates to allow live action to be combined with animation and visual effects. Further facilities include a sound booth for recording sound effects and voices; and computer controlled dolly and tracking equipment for stop motion animation.

DIGITAL WORKSHOP
The state-of-the-art digital workshop holds two high-end 3D printers, a laser cutter and a 3D scanner. This workshop allows students and staff to quickly create three-dimensional prototypes directly from a computer generated design. The 3D scanner provides the ability to digitally record the physical properties of objects as a digital file for further design manipulation, while the laser cutter can cut a range of materials from cardboard and plastics to metal.

TEXTILES STUDIO AND PRINT WORKSHOP
The Textiles Studio and Print Workshop contain a number of valuable technology resources including: lamination, ultrasonic bonding, single head machine embroidery, and digital and flock printing.

The Textile Print Workshop consists of a dye lab, a print area with large print tables, small transfer presses and heat setter, a screen exposure room, a screen washbay room, screen drying racks, a screen coating area and a large format digital printer.

Artwork can be produced by hand or digital imaging. Students can place images onto fabric by screen printing using pigments, reactive dyes, transfer printing methods and foil printing or through digital printing. The finished fabric is used in garment construction, furnishing and other design applications.
FABRICATION WORKSHOP
Students can use the Fabrication Workshop for metalworking, woodworking, plastics, welding, spray painting and rapid prototyping. Equipment in the workshop includes wood and metal lathes, vacuum table, pedestal drills, disc sanders, welders, bench saws, routers, milling machines, steel benders and guillotines, and a collection of hand and portable power tools.

INTERACTIVATION STUDIO
The Interactivation Studio is used to research the interaction between people and technology. It develops Human-Computer interfaces for expression and performance, instruments, and interactive environments. It has a flexible layout: all furniture and equipment can be relocated, with reconfigurable wiring schemes through cable ducts in the floor and ceiling. This encourages rapid changes into a research lab, design office, lecture room, workshop, performance space and video installations, suiting the needs of the processes.

PHOTOMEDIA STUDIO
The Photomedia Studio includes professional standard studios with electronic and tungsten lighting, product table, backdrops and a cyclorama; a film processing area; and black and white darkrooms. Its digital image lab contains colour-calibrated Apple computers and a large variety of film scanners with variable formats.

ICE STUDIO
The Immersive Construction Environments [ICE] Studio integrates research and teaching applications of 3D simulations for the built environment: visualising cities, precincts, projects, and buildings in three dimensions to change the way we create, collaborate, and test solutions to complex problems.

It includes a stereoscopic rear projection system capable of delivering 3D images and video.
A WORLD-CLASS CAMPUS

UTS is creating a vibrant, campus of the future for you! Embracing visionary teaching and learning paradigms,
the UTS City Campus Master Plan will revitalise the
campus environment with new buildings, renovated
facilities and increased public spaces to encourage
collaboration for the UTS community.

FACILITIES AT UTS CITY CAMPUS MASTER PLAN
BUILT FOR LEARNING

UTS offers a variety of purpose-built labs, workshops and innovative learning on campus, shaping the future of students. These spaces provide dedicated and flexible supported learning experience.

The UTS Library provides a mix of spaces to best meet your study and research needs. These include study areas, silent rooms and a dedicated International Cultural and News Centre. By 2014, a highly sophisticated underground robotic retrieval system will be in place to hold 75% of the UTS library collection, the first step in delivering the library of the future.

If you are a business student in 2014, you will study in Australia's first Frank Gehry designed building, a physical embodiment of the unique and innovative approach to education at UTS. Sydney’s most distinctive project since the Opera House, inside resembles a ‘tree house’ to encourage a sense of creative play. The building will be completed in August 2014.

UTS LIBRARY

An international hub for your study, the UTS Library provides a mix of spaces to best meet your study and research needs. These include study areas, silent rooms and a dedicated International Cultural and News Centre. By 2014, a highly sophisticated underground robotic retrieval system will be in place to hold 75% of the UTS library collection, the first step in delivering the library of the future.
Re-engineering Teaching and Learning
UTS is creating a range of environments especially designed to support interaction and enquiry, through project work and collaborative learning experiences.
Some of Australia’s most respected and influential executive professionals sit on the UTS:Design, Architecture and Building Advisory Board, giving us access to deep knowledge and experience from a wide range of backgrounds.

Mr Graham J Jahn
Director, City Planning and Regulatory Services
City of Sydney

Mr Nicholas Wolff
Chief Operating Officer
Frasers Greencliff Developments Pty Ltd

Mr Paul Sloman
Principal, Sydney Buildings Group Leader
ARUP

Mr Aidan Sarsfield
CG Supervisor
Animal Logic

Mr David Beslich
Director
Hansen Yuncken Pty Limited

Mr Stephen Carter
Operations & Special Projects Manager
JETS Swimwear P/L

Mr Mark Armstrong
Director
Blue Sky Digital

Mr Steven Pozel
Director
Object

Dr Gene Sherman
Director
Sherman Contemporary Art Foundation
The UTS **Master of Design** is a studio-based program centred on emerging practices, experimentation and collaboration.
MASTER OF DESIGN

The shifting context of design practice demands that designers are skilled practitioners, researchers and entrepreneurs. The UTS Master of Design enables designers to develop the agility they need to create innovative objects, products, services and environments for an increasingly complex world.

Central to this course are the specialist studios, which encourage critical design practice. Supported by technology and theory seminars and workshops, the studio majors include Interactivation, Lighting Design, Fashion and Textiles, Experimental Visual Communications, Objects and Accessories, Perception-Space-Materials, Designing Out Crime and Design for Change: Sustainability and Creative Futures.

SPECIALISED KNOWLEDGE, EMERGING PRACTICES

The studio majors each target an area of specialised or emerging design practice. Your studio experiences will foster flexible and critical approaches to design, strong conceptual skills, and the development of an adaptive or focussed expertise, as appropriate to your particular practice context. Supported by workshops in technology and theory, these studios will position you for entry into cutting-edge practice and/or a high-level research degree.

EXPERIMENTATION THROUGH METHODS, MATERIALS AND TECHNOLOGIES

In the UTS Master of Design experimental practice is valued at all stages of the design process, from research and ideation to representation and production. This course provides a space for speculation, provocation and risk-taking that is otherwise unavailable in the workplace. You will have the opportunity to explore innovative and creative technologies, plus gain a range of skills in areas such as rapid prototyping, laser cutting, programming, 3D printing, drawing and screen-printing.

ENGAGEMENT WITH INDUSTRY AND COMMUNITY

As a student in the Master of Design course at UTS you will have opportunities to engage with industry and community leaders. Studio support subjects focussing on innovation and entrepreneurship provide an interface with the business world and a forum for cross-disciplinary collaboration and knowledge sharing. You can choose to augment your studio expertise with an understanding of entrepreneurial and participatory designing, appropriate to both social and business innovation contexts.
The UTS Master of Design enables designers to create innovative designed objects, products, services and environments for an increasingly complex world by providing:

> A space for speculation, provocation and risk-taking unavailable in the workplace.
> A focus on experimentation through research methods, theories, technologies and materials, at all stages of the design process from research and ideation through to representation and production.
> Collaboration with industry and community.

**INTERACTIVATION**

**Studio leader: Assoc Prof Bert Bongers**
The Interactivation Studio is dedicated to the relationship between people and technology, in particular the design of interfaces connecting technological environments with its inhabitants.

You will practice across a broad field of design studies that involve a variety of disciplines, and become equally confident in understanding and applying technology, human factors and artistic-conceptual thinking.

**LIGHTING DESIGN**

**Studio leaders: Emrah Baki Ulas and Mike Day**
The Lighting Studio provides a solid understanding of the physics and human factors of lighting, through extensive hands-on experiences and studies of wider contextual considerations that relate to lighting design.

You will shape and continually improve the future of the lighting design profession, by challenging the traditional use of lighting in the built environment.

**FASHION AND TEXTILES**

**Studio Leader: Cecilia Heffer**
The Fashion and Textiles Studio reflects the versatility of material application and development, offering you the opportunity to develop knowledge and skills in current and future advanced textiles, related technologies and their use in design.

You will advance your expertise in emerging business models, globalisation, ethical and sustainability issues.

**EXPERIMENTAL VISUAL COMMUNICATIONS**

**Studio Leader: Dr Kate Sweetapple**
The Experimental Visual Communications Studio explores the potential of information visualisation to reveal or elaborate on the social, cultural, scientific or economic narratives embedded in data.

You will learn how to play a central role in one of the twenty-first century’s largest communicative challenges – the extraction and communication of meaningful stories from increasingly complex data and systems.

**OBJECTS AND ACCESSORIES**

**Studio leader: Berto Pandolfo**
The Objects and Accessories Studio gives designer-makers the opportunity to experiment and innovate.

You will learn how to creatively apply emerging and/or traditional methods to develop new approaches to form making, within the context of small batch production.

**PERCEPTION-SPACE-MATERIALS**

**Studio leader: Prof Benedict Anderson**
The Perception-Space-Material Studio explores the experiencing of constructed space. By canvassing alternative design methodologies, composition and technologies in this studio you will develop advanced spatial practices and unique concepts for urban, commercial and habitable environments.

**DESIGNING OUT CRIME IN RETAIL ENVIRONMENTS**

**Studio leader: Assoc Prof Douglas Tomkin**
Led by the UTS interdisciplinary Designing Out Crime Research Centre, the focus of this studio is on creating vibrant, safe, sustainable and profitable retail environments.

You will work on real projects, often in teams and always supported by experts in the fields of social design, environment design, crime prevention, and retail planning.

**DESIGN FOR CHANGE: SUSTAINABILITY AND CREATIVE FUTURES**

**Studio leader: Dr. Susan Stewart**
The Design for Change Studio seeks to foster more sustainable and creative human futures through design. It brings an interdisciplinary focus to the role of design in initiating and negotiating difficult change through engaging artefacts, systems, environments, services and expressive media.

You will gain expertise in human-centred design, understand different ways of seeing the world and develop ways to foster resilience and creativity in contemporary communities that are facing change.
Laetitia Sonami (Interactivation)

Photo by Bert Bongers (Interactivation)

Lesley Hunt (Experimental Visual Communications)

Berto Pandolfo (Objects and Accessories). Photo by Dieu Tan

Kenny Son (Objects and Accessories). Photo by Dieu Tan

Alfred Ching (Objects and Accessories). Photo by Dieu Tan

Karen Yvenes (Objects and Accessories)

Rada Paskhova (Objects and Accessories) Photo by Dieu Tan
<table>
<thead>
<tr>
<th>SEMESTER ONE</th>
<th>SEMESTER TWO</th>
<th>SEMESTER THREE</th>
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<tbody>
<tr>
<td>Specialist Studio (12cp)</td>
<td>Specialist Studio (12cp)</td>
<td>Specialist Studio (12cp)</td>
</tr>
<tr>
<td>Theory and Technology subjects (2 x 6cpt)</td>
<td>Theory and Technology subjects (2 x 6cpt)</td>
<td>Theory and Technology subjects (2 x 6cpt)</td>
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</table>

**SPECIALIST STUDIO STREAMS**

3 x 12cp studios each:

- Design for Change: Sustainability and Creative Futures, led by Susan Stewart
- Experimental Visual Communications, led by Kate Sweetapple, Zoe Sadokierski and Aaron Seymour
- Fashion and Textiles, led by Cecilia Heffer, Donna Sgro and Todd Robinson
- Interactivation, led by Bert Bongers
- Lighting Design, led by Emrah Baki Ulas and Mike Day
- Objects and Accessories, led by Berto Pandolfo
- Perception-Space-Materials, led by Benedict Anderson
- Designing Out Crime, led by Douglas Tomkin

**OPTIONS**

6 cpt subjects are offered in the following:

- Innovation and Entrepreneurship
- Design Theory and Research
- Technology Workshops
KEY INFORMATION

COURSE CODE
C04243 Master of Design

CRICOS CODE
071751F Master of Design

COURSE LENGTH
18 months (three semesters) full-time or 3 years part-time.

WHERE
City campus

HOW
Master classes, workshops and public lectures on campus during semester, and during winter and summer schools, with the possibility of field trips. Seminars will be delivered in intensive block mode.

ENTRY REQUIREMENTS
An undergraduate degree with a credit average which relates to your chosen major. You must also submit a résumé, personal statement and a digital portfolio of 10 pieces of work that demonstrates design ability.

STUDENT PROFILE

Eduardo De Macedo
Production Designer
Master of Design

I chose UTS because...
Of its credibility in the design industry and the amazing facilities that support the course.

My studies are exciting, challenging and are helping me carve an innovative future.

Benefits of PG study are....
The incredible access and opportunity for students to engage with, and work on, real world projects.

The Master of Design provides exposure to a variety of projects and industries where innovative design thinking can be applied.

PG study has helped my career...
By exposing me to interesting and new areas of design. Study has opened up a new and exciting career path, full of fascinating possibilities, particularly in my area of interest, interactive technology.
Australia’s first Master of Animation is based on creativity, collaboration and innovation, underpinned by the study of animation theory and history.
MASTER OF ANIMATION

Our graduates work in a range of fields within animation, including film and television graphics, film production, special effects, storyboard design, computer games and simulator software design, animation for the internet, architecture, character design and experimental animation.

CREATIVITY COMBINED WITH CRAFT
The Master of Animation has been designed and developed for film and television graphic artists, special effects engineers, computer simulator and game designers, traditional and experimental animators, and storytellers with a difference. Beyond the technical skills, you will become a leader in the field, an innovator and a true creative. Our students have the use of industry-standard facilities, including a Vicon MoCap studio, an Apple-powered render farm, Spherion HDRi camera and state-of-the-art video equipment.

MASTERY THROUGH COLLABORATION
The essence of this course is collaboration. It is offered across three faculties: Design, Architecture and Building; Engineering and Information Technology; and Arts and Social Sciences, and is informed by their strengths in design, animation, programming and production. As a student of the course, you will work with other students across the full range of roles required to produce excellent animation.

ANIMATION IN ALL ITS FORMS
The program combines coursework, research and project work, and includes traditional film animation, 2D and 3D digital animation, game design, motion capture and other specialised areas of animation studies, culminating in the production of a short animated work. You can choose to specialise in animation for game design or for film and video. Your skills will be developed through a series of studio projects, supported by technology workshops and animation electives.

GLOBAL INDUSTRY CONNECTIONS AND STANDARDS
Developed in close consultation with the animation industry, this course will challenge you to exceed your own expectations. The social and cultural diversity of our students, staff and professional partners, along with the full mix of disciplines, has created a vibrant and rich learning environment that prepares you for a borderless workplace.
<table>
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<tr>
<th>TYPICAL PATHS</th>
<th>SEMESTER 1</th>
<th>SEMESTER 2</th>
<th>SEMESTER 3</th>
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<tr>
<td><strong>Animation for Game Design Major</strong></td>
<td><strong>4 x 6cp subjects</strong></td>
<td><strong>2 x 6cp subjects and 1 x 12cp Studio</strong></td>
<td><strong>2 x 6cp subjects and 1 x 12cp Studio</strong></td>
<td><strong>2 x 6cp subjects and 1 x 12cp Studio</strong></td>
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<td><strong>Animation Major Autumn Entry</strong></td>
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<td><strong>2 x 6cp subjects and 1 x 12cp Studio</strong></td>
<td><strong>2 x 6cp subjects and 1 x 12cp Studio</strong></td>
<td><strong>2 x 6cp subjects and 1 x 12cp Studio</strong></td>
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<tr>
<td><strong>Animation Major Spring Entry</strong></td>
<td><strong>4 x 6cp subjects</strong></td>
<td><strong>2 x 6cp subjects and 1 x 12cp Studio</strong></td>
<td><strong>2 x 6cp subjects and 1 x 12cp Studio</strong></td>
<td><strong>2 x 6cp subjects and 1 x 12cp Studio</strong></td>
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</tbody>
</table>

Note: - Autumn and Spring Entry for Animation Major
- Autumn Entry only for Animation for Game Design Major
- Part-time pathways available for both strands
Animation

KEY INFORMATION

COURSE CODE
C04266 Master of Animation

CRICOS CODE
079734J Master of Animation

COURSE LENGTH
2 years full-time or 4 years part-time

WHERE
City campus

HOW
Classes on campus during semester

ENTRY REQUIREMENTS
A recognised bachelor’s degree in a relevant field or significant professional industry experience. You must also submit a show reel (max 10 mins), a portfolio of up to 10 printed images, CV and personal statement. Please see the website for full details.

STUDENT PROFILE

Brayden Gifford
Master of Animation

I chose UTS because...
It was the only institution that offered a Masters degree in Animation. The excellent central location, great resources and incredible lecturers were also a big plus.

Benefits of PG study are....
I wanted to change from my career in Prop Making and pursue my passion for animation. The intensive eighteen-month course suited my lifestyle and other commitments.

PG study has helped my career...
By allowing me to pursue my passion for animation, and affording me the ability to work as a freelancer and teacher. I’ve been lucky to keep really busy in the first years after graduation!
The UTS **Master of Architecture** engages with the complexity of the contemporary built environment, and contributes to the profession through vibrant international discourse and innovative research-informed design.
ARCHITECTURE

MASTER OF ARCHITECTURE

This degree is the second of a two-tier degree structure, undertaken after the successful completion of the Bachelor of Design in Architecture or equivalent, and is required to become a practicing architect. It is a qualification that allows you, after a period of industry experience, to take the professional examination of the NSW Architects Registration Board. You can also join the Australian Institute of Architects (AIA).

After graduating, you can embark on a local or international career in architecture, urban design or other design fields, as the course allows you to study subjects from the Master of Advanced Architecture or the Master of Planning.

BECOME A LEADING ARCHITECTURAL DESIGNER

The UTS Master of Architecture teaches you how to lead the discipline through a deep understanding of design and professional practice, with the aid of the latest digital technology. You will be able to invent new outcomes and become a designer of urban environments, a professional who can work across a breadth of design challenges and lead teams of allied professionals.

After completing this degree, you can complete a further 36 credit points of Master of Advanced Architecture subjects to qualify for a Master of Advanced Architecture, providing you have completed the necessary subjects during your studies.

REALISE ARCHITECTURAL INNOVATIONS

Through the architectural practice subjects in our master’s course, you will be able to take a project beyond concept, to realisation. These subjects have a business orientation, to provide an understanding of what it takes to become a leading practitioner, advocate and design manager, able to work globally.

INFORMED DESIGN DECISION MAKING

Design within our course is a dynamic process informed by and, in turn, informing research. Research-driven project outcomes are fully integrated into all architectural design subjects. You will directly apply research to realising architectural design challenges. At graduation, your portfolio will be fully informed, have a strong design focus and be engaged with contemporary social and urban contexts.

ENGAGED WITH INDUSTRY

Our course is intrinsically linked with leading architectural innovators nationally and internationally, such as Gehry Partners. Along with frequent guest lectures and master classes, we offer subjects which allow you to work in a team environment with innovative architectural practitioners, and the opportunity to be involved with contemporary competition projects. You will learn the skills of teamwork, which will strengthen your ability to lead in architectural practice.
### Architectural Design

<table>
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<th>Architectural Practice</th>
<th>Electives – 24cp from:</th>
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<tr>
<td>Masters Architectural Design Studio 1 (12cp)</td>
<td>Advocacy (6cp)</td>
<td>Sustainable Urban Development (6cp)</td>
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<td>Finance and Project Management (6cp)</td>
<td>Property Development Process (6cp)</td>
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<td>The Profession (6cp)</td>
<td>Planning and Environmental Law (6cp)</td>
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<tr>
<td>Masters Architectural Design Studio 4 (12cp)</td>
<td>The City (6cp)</td>
<td>Digital Theory (6cp)</td>
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<tr>
<td>OR</td>
<td></td>
<td>Design Differences: Community Identities (6cp)</td>
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<tr>
<td>Masters Architectural Design Thesis* (12cp)</td>
<td></td>
<td>Graphic Visualisation (6cp)</td>
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*may be elected by high performing students

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KEY INFORMATION

COURSE CODE
C11212 Graduate Certificate in Architecture
C07115 Graduate Diploma in Architecture
C04235 Master of Architecture

CRICOS CODE
065843G Graduate Certificate in Architecture
065844G Graduate Diploma in Architecture
061397B Master of Architecture

COURSE LENGTH
2 years full-time

FEES
The Master of Architecture is available to local students as a Commonwealth Supported Place degree, meaning the Australian government pays part of your tuition fees and you pay a contribution, as for an undergraduate degree. If eligible, you can elect to pay your student contribution up front and receive a 10 per cent discount. Alternatively you can defer payment of your student contribution using HECS-HELP. It is also available to full-fee paying students.

WHERE
City campus

HOW
Classes on campus during semester

ENTRY REQUIREMENTS
Bachelor of Design in Architecture or equivalent. You must also submit a portfolio of design work.

STUDENT PROFILE

Sally Hsu
Master of Architecture [2010]

I chose UTS because...
Of the passionate and professional staff. The teaching staff bring with them a wealth of experience, knowledge and networks, something that is essential in a well round education.

Benefits of PG study are....
The great range of specialised study areas, such as computation, urban design, or sustainability within the Master of Architecture allowed me to tailor the skills I developed based on my area of interest and need.

PG study has helped my career...
By allowing me to shape my career goals through immense exposure to academic and professional networks. The degree afforded me opportunities for international travel, professional project collaboration and job offers which maximised my career choices as a graduate.
The **Master of Advanced Architecture** *(Design Technologies)* connects design, research and emerging technology, and is at the forefront of global architectural design practice.
MASTER OF ADVANCED ARCHITECTURE (DESIGN TECHNOLOGIES)

This post-professional degree explores the implications of technological developments on the conceptualisation of architectural form. Students will develop innovative and research-informed design awareness. This degree is an evolution of UTS’s well recognised Master of Digital Architecture. Graduates of this course will be recognised for their advanced design abilities, understanding of the implications and applications of architectural technology, and connection to international architectural theory and contemporary practices.

ADVANCED DESIGN INNOVATION

The basis of this course lies in experimentation and research, allowing you to explore the potentials of the latest digital technologies for architecture and urbanism. The design focus of the course is underpinned by a strong theoretical foundation which investigates the history and implications of new technologies in design practice. The Master of Advanced Architecture will enable you to develop an experienced understanding of the possibilities of emerging technology and design.

FOCUSED DESIGN RESEARCH IN DEDICATED STUDIOS

With full access to a dedicated studio space, experimentation is encouraged in a range of areas, such as computationally-driven design processes, building information modelling, advanced visualisation techniques, building performance simulation and CNC fabrication. Your experimental approach is informed by theory with a focus on thinking through the debates, ideas and history of contemporary architecture, and the challenges and potential brought to it by technological change.

LEARN FROM LEADING PRACTITIONERS

Integral to your success is the exposure to leading architectural innovators. You will take part in master classes and seminars led by international innovators in architectural design. Contributors to the Master of Advanced Architecture (Design Technologies) include Peter Davidson (LAB), Sulan Kolotan (Kolmac, NY), Chris Bosse (LAVA), Alisa Andrasek (biothing, UK) Michael Hensel (Ocean North), and Tom Wiscombe (Emergent, LA). Our associations with international schools such as the AA School in London and the University of Michigan provide further global perspectives.
The **Master of Advanced Architecture (Urban Design)** focuses on the spatial transformation of urban environments through research, technology and collaboration.
MASTER OF ADVANCED ARCHITECTURE (URBAN DESIGN)

The Master of Advanced Architecture (Urban Design) provides an opportunity for practicing professionals to build global networks, gain international perspectives and accelerate design innovation in their practice. Graduates will shape the city through ideas, plans and policies. Graduates are recognised for their innovative approaches to strategic design thinking at an urban scale.

The course will encourage you to re-frame current challenges to the urban environment, become a central participant in larger political contexts, and implement advanced architectural design in cities.

COLLABORATIVE AND DESIGN-FOCUSED

This course addresses the challenges of social and political change, environmental degradation and globalisation through the design of the urban fabric, including infrastructure, buildings and open spaces. Collaborating with leading edge contemporary practices and situated within a critical and experimental research environment, this post-professional degree will enable you to provide innovative spatial responses to complex urban conditions. Using new methods for mapping and experiencing cities, you will become a leading professional in the development of urban design responses for the 21st century metropolis.

INTERNATIONAL PERSPECTIVE

This course encourages you to take an international perspective on contemporary urbanism by giving you the opportunity to travel to conduct research, develop international networks and gain skills that are relevant and mobile in global growth markets. As part of the course, you will investigate the spatial impact of economic and social transformation across a variety of local and international metropolitan contexts.

INFORMED BY A RESEARCH CULTURE

The Master of Advanced Architecture (Urban Design) focuses on an understanding of the city as an emergent phenomena that is shaped and regulated by a mixture of forces. Your learning will be formed through a continuous series of research design studios and seminars that draw on the disciplinary knowledge of a wide range of invited guests across a broad range of professions. You will be actively involved in researching the dynamic relationships between different aspects of urban systems including infrastructure, information, politics and branding.

KEY INFORMATION FOR MASTER OF ADVANCED ARCHITECTURE

COURSE CODE
C04240 Master of Advanced Architecture

CRICOS CODE
065866A Master of Advanced Architecture

COURSE LENGTH
1 year full-time or 2 years part-time (local students only)

WHERE
City campus

HOW
Classes on campus during semester, and during winter and summer schools, with the possibility of international field trips.

ENTRY REQUIREMENTS

A professional degree in architecture or a design-related field within the built environment. You must also submit a portfolio of design work. UTS Master of Architecture graduates may receive credit for subjects completed in their previous studies, subject to the course director’s approval.
<table>
<thead>
<tr>
<th>MASTER OF ADVANCED ARCHITECTURE</th>
<th>DESIGN TECHNOLOGIES STREAM</th>
<th>URBAN DESIGN STREAM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autumn session 14 weeks</td>
<td>Advanced Architecture Studio (DT)</td>
<td>Advanced Architecture Studio (UD)</td>
</tr>
<tr>
<td></td>
<td>DT Master Class 1</td>
<td>One elective from:</td>
</tr>
<tr>
<td></td>
<td>Spatial Research</td>
<td>&gt; City Governance: Public Policy and Law</td>
</tr>
<tr>
<td></td>
<td></td>
<td>&gt; Urban economics and Finance</td>
</tr>
<tr>
<td></td>
<td></td>
<td>&gt; City Infrastructure</td>
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<td></td>
<td></td>
<td>&gt; Planning Rationality and Power</td>
</tr>
<tr>
<td>Winter session 4 weeks</td>
<td>Global Field Studio OR Competition Studio OR Activism Studio</td>
<td></td>
</tr>
<tr>
<td>Spring session 14 weeks</td>
<td>Design Studio (DT)</td>
<td>Design Studio (UD)</td>
</tr>
<tr>
<td></td>
<td>DT Master Class 2</td>
<td>UD Master Class 1</td>
</tr>
<tr>
<td></td>
<td>Digital Theory</td>
<td>One elective from above</td>
</tr>
<tr>
<td>Summer session 8 weeks</td>
<td>Demonstration Project</td>
<td></td>
</tr>
</tbody>
</table>

For full course and subject details, visit www.handbook.uts.edu.au
The courses are also rich in opportunities for practice-oriented learning, professional learning and cultural diversity. In close collaboration with architectural practice, they feature an expanded program that equips you with the skills of entrepreneurship, marketing, business and management necessary for leadership in the profession.

The Graduate Certificate in Architecture is comprised of 24 credit points of Master of Architecture subjects: one 12cp subject in the Architectural Design stream, one 6cp Architectural Practice subject and one 6cp elective.

The Graduate Diploma in Architecture comprises 48 credit points of Master of Architecture subjects: two 12cp subjects in the Architectural Design stream, two 6cp Architectural Practice subjects and two 6cp electives.

I chose UTS because...
The program offered a very high quality of instruction from real practitioners in the field. There is also flexibility in completing the degree, which dovetailed well with my full-time work commitments.

Benefits of PG study are...
The Master of Advanced Architecture has strengthened my architectural capabilities immeasurably.

Through my studies, I was introduced to new materials and techniques in architectural practice that are cutting edge.

PG study has helped my career...
By unlocking the opportunity to join a large and very high profile architecture practice.
The postgraduate **Planning** program enhances knowledge and skills in urban analysis, policy and the use of emerging technologies.
GRADUATE CERTIFICATE IN PROPERTY AND PLANNING

GRADUATE DIPLOMA AND MASTER OF PLANNING

The Master of Planning places a strong emphasis on master planning, sustainability and urban design, equipping its graduates to respond to changing natural, economic and social environments.

The engaged, practice oriented course prepares graduates for leadership roles in government departments and agencies, major development companies and private consulting firms.

ENGAGED WITH BROADER ISSUES

In addition to traditional physical planning skills, you will develop economic and spatial analysis skills, and experience with collaborative planning and community involvement. Beyond a firm understanding of how to make excellent urban plans, you will graduate with an understanding of how to engage with broader social issues and incorporate that reflection into better plans. Our graduates have an industry reputation for being proactive, practical and creative in the way they address urban and environmental problems.

PRACTICAL AND ANALYTICAL FOCUS

The coursework emphasises real world problem solving to respond to the sustainability challenges we face over the coming decades. Subjects are taught using a mentored group workshop approach, with guest lecturers drawn from a pool of industry leaders who present critical examinations of contemporary case studies. You will learn how to produce high quality plans for urban renewal and greenfield developments, and to work collaboratively with other built environment professionals to solve problems creatively.

INTEGRATED URBAN DEVELOPMENT KNOWLEDGE

Through a first year of study shared with the Master of Property Development program, you will develop a close working relationship with other built environment professionals in class projects. This will be the basis for a sound intellectual and practical understanding of the broader issues facing urban planners and administrators, and a grasp of the decision-making priorities and constraints of stakeholders in the public and private sectors.

After completing the Master of Planning, you will only need to complete a further 24 credit points of planning subjects to qualify for a Master of Property Development as well.

INDUSTRY CONNECTION AND RECOGNITION

Our course structure has been developed with full support and participation from leaders in the planning profession. Our subjects are based on an understanding of the skills, knowledge and judgement that planners will need in order to lead and coordinate urban development and regeneration efforts in the next decade.

After completing the Master of Planning and required professional experience, you are eligible for corporate membership of the Planning Institute of Australia (PIA).
**GRADUATE CERTIFICATE IN PROPERTY AND PLANNING**

**Core subjects Level 1 – 24cp**
- Introduction to Property and Planning (6cp)
- Sustainable Urban Development (6cp)
- Planning and Property Law (6cp)
- Urban Design (6cp)

**GRADUATE DIPLOMA IN PLANNING (48CP)**

**Core subjects Level 2 – 24cp**
- Group Project B: Greenfields Development (6cp)
- Development Negotiation (6cp)
- Urban Economics and Finance (6cp)
- Group Project A: Urban Renewal (6cp)

**Options Level 3 – 24cp**

**Major Project stream:**
- Planning Theory and Decision Making (6cp)
- Major Project: Methods (6cp)
- Major Project: Analysis (6cp)
- Major Project: Outcomes (6cp)

**OR**

**Minor Project and Elective Stream:**
- Planning Theory and Decision Making (6cp)
- Minor Project (6cp)

**Two electives from:**
- Conservation and Heritage (6cp)
- Property Market Analysis (6cp)
- Property Development Finance (6cp)
- Spatial Analysis in Planning and Property (6cp)

For full course and subject details, visit www.handbook.uts.edu.au
KEY INFORMATION

COURSE CODES
C11001 Graduate Certificate in Property and Planning*  
C07002 Graduate Diploma in Planning*  
C04007 Master of Planning

CRICOS CODE
064794J Master of Planning

COURSE LENGTH
1 semester full-time or 1 year part-time (Grad Cert Property and Planning)  
1 year full-time or 2 years part-time (Grad Dip Planning)  
1.5 years full-time or 3 years part-time (M Planning)

WHERE
City campus

HOW
Up to three intensive teaching blocks during semester, with up to 46 contact hours.  
Web and email access is critical for all course communication.

ENTRY REQUIREMENTS
An Advanced TAFE Diploma in a property-related discipline, a bachelor’s degree or relevant industry experience.

ARTICULATION
The Graduate Certificate in Property and Planning articulates into the Graduate Diploma in Planning, which is an exit degree for students enrolled in the master’s course. The Graduate Diploma in Planning articulates into the Master of Planning

*This course is not available to international students.

STUDENT PROFILE

Ann-Maree Carruthers
Master of Planning

I chose UTS because...
I was fortunate enough to be one of three recipients of a scholarship from the Department of Planning and Infrastructure to study the Master of Planning at UTS.

Benefits of PG study are....
The Master of Planning course has provided me with knowledge of areas of planning that I have had limited exposure to during my career as a planner. The course has assisted me greatly with my day-to-day work as a planner.

PG study has helped my career...
By enhancing my professional development, whilst broadening my skills and knowledge. The course will enable me to further my career as a town planner.
The only postgraduate property course dedicated to **development** and delivered with a built environment focus.
GRADUATE CERTIFICATE IN PROPERTY AND PLANNING

GRADUATE DIPLOMA AND MASTER OF PROPERTY DEVELOPMENT

The Master of Property Development provides a thorough and advanced understanding of all aspects of the property development process, markets and institutions, including the political, managerial, legal and physical systems which contribute to the effective management and development of property assets, property investment portfolios and development proposals.

Graduating with a Master of Property Development will demonstrate your commitment to professionalism in the property sector. This degree is ideal for property professionals who need to upgrade their qualifications or expertise, or for those who wish to enter and excel in the property industry.

PRACTICAL FOCUS

Our courses integrate theory with a strong practical focus, meaning your learning is readily applicable in the workplace. Subjects are taught by both academics and practicing industry professionals, exposing you to a broad range of skills and experiences.

INDUSTRY CONNECTION AND RECOGNITION

Our course structure has been developed with the full support of the property industry. Our subjects have been developed with an understanding of the issues facing developers, managers and planners, especially how they must work together to realise a property development.

Our course is one of a handful with RICS and API accreditation.

ENHANCED PLANNING KNOWLEDGE

With a first stage of study shared with the Master of Planning program, you will gain a sound intellectual understanding of the broader issues facing property developers and managers. This close working relationship will give you a better approach to the planning challenges facing property developers, which will dramatically improve your employability.

Depending on the electives you choose, you could be eligible for substantial block credit in the Master of Planning or the Master of Project Management.

DEDICATED LEARNING ENVIRONMENT

Delivered by the School of the Built Environment, this course is focused on property development, planning and property management. It is a tailor-made course for the 21st century property professional, not a general business course with property add-ons.

The program is delivered in a flexible block pattern, with up to 38 hours of contact per semester delivered face-to-face in two intensive blocks of typically 2.5 days length each per subject.
<table>
<thead>
<tr>
<th>Program</th>
<th>Course Requirements</th>
</tr>
</thead>
</table>
| Graduate Certificate in Property and Planning (24cp) | Introduction to Property and Planning (6cp)  
Sustainable Urban Development (6cp)  
Valuation Application (6cp)  
Planning and Environmental Law (6cp)  

| Graduate Diploma in Property Development (48cp)* | Property Transactions (6cp)  
Group Project A: Urban Renewal (6cp)  
+ 2 electives  

| Master of Property Development (72cp) | Advanced Property Development (6cp)  
Property Development Finance (6cp)  
+ 2 electives  

| Property Development electives: | Strategic Asset Management (6cp)  
Property Market Analysis (6cp)  
Green Building Evaluation (6cp)  
Property Taxation (6cp)  
Commercial Retail Property Management (6cp)  
Construction Cost Planning (6cp)  
Construction Contracts and Finance (6cp)  
Land Acquisition and Statutory Valuation (6cp)  

| Planning electives: | Urban Economics and Finance (6cp)  
Urban Design (6cp)  
Spatial Analysis for Planning and Property (6cp)  
Group Project B: Greenfields Development (6cp)  
Development Negotiation (6cp)  
Planning Theory and Decision Making (6cp)  

| Project Management electives: | Project Management Principles# (6cp)  
You may also choose a 6cp subject from across UTS’s postgraduate offerings.  

* Required for API CPV accreditation  
# Project Management Principles is a prerequisite for other project management subjects  
For full course and subject details, go to www.handbook.uts.edu.au  

Photo by Clem Girault
KEY INFORMATION

COURSE CODES
C11001 Graduate Certificate in Property and Planning*
C06006 Graduate Diploma in Property Development
C04008 Master of Property Development

CRICOS CODES
066575D Graduate Diploma in Property Development
019745C Master of Property Development

COURSE LENGTH
1 semester full-time or 1 year part-time (Grad Cert Property and Planning)
1 year full-time or 2 years part-time (Grad Dip Property Development)
1.5 years full-time or 3 years part-time (M Property Development)

WHERE
City campus

HOW
Two intensive 2.5 day teaching blocks per subject during semester.
Web and email access is critical for all course communication.

ENTRY REQUIREMENTS
An Advanced TAFE Diploma in a property-related discipline, a bachelor’s degree or relevant industry experience. You may receive recognition for prior learning for recognised tertiary qualifications.

ARTICULATION
The Graduate Certificate in Property and Planning articulates into the Graduate Diploma in Property Development.
The Graduate Diploma in Property Development articulates into the Master of Property Development.

*This course is not available to international students.

STUDENT PROFILE

Yolanda Gil
Master of Property Development (2012)

I chose UTS because...
Of the reputation the Master of Property development has amongst colleagues. The flexibility of block-mode teaching allowed me to manage fulltime work with my studies.

Benefits of PG study are....
The Master of Property development gave me a more rounded approach to urban planning and deeper understanding of how to achieve greater urban development outcomes.
The project-based approach to learning, working on real projects to solve real problems, was a great way to develop deeper understanding.

PG study has helped my career...
The diverse knowledge and skills I have gained has improved my approach to projects and understanding of the full spectrum of development. I now feel more confident in professional decisions I make.
Leading **Project Management** education in Australia through a globally recognised focus on quality and rigour.
This program provides practice-based knowledge, skills and the tools necessary for delivering projects of differing types and sizes across all industry sectors, underpinned by theory and research. At the forefront of industry trends, the UTS program incorporates project complexity, program management, governance, reflective practice and leadership into its subject offerings.

Drawing on areas of excellence across UTS, students may choose a sub-major in Construction, Business, IT or Engineering, or undertake a pure Project Management postgraduate degree.

We have been delivering postgraduate Project Management education for over two decades. The course is highly regarded by industry as providing in-demand ‘professionally excellent’ graduates. Our focus on leadership, program management and governance has further increased the employability of our graduates at senior levels.

During your studies, you will map your professional and academic development against international standards. This provides you with a benchmark for your professional development, and an understanding of project management performance requirements to global best practice.

With close industry contact, our program is delivered through block workshops designed to provide realistic preparation for Project Management in the workplace. Most subjects offered in the course emulate project environments, giving you the opportunity to directly develop your ability to manage real projects.

Along with international case studies as the basis for learning and assignments, you will also study the experiences of major organisations, such as Optus, the ATO and HSBC. Your learning will be practice-oriented, covering multifaceted subjects involving workshop components, online components, and individual and group work.

The first Australian program to be accredited by the Project Management Institute’s (PMI) Global Accreditation Centre, it is also accredited by the Royal Institution of Chartered Surveyors (RICS) and endorsed by the Australian Institute of Project Management (AIPM), which is a member of the International Project Management Association (IPMA). Our foundation subjects are compatible with the structures used by the PMI and AIPM to certify practitioners, preparing you for industry certification.

Our subjects are delivered by international industry leaders, and high-profile international visiting academics, while the core team of UTS academics has industry expertise and an internationally recognised research reputation. Such input exposes you to global developments in the fields of project and program management, engaging you in a global network of project management professionals.

We also offer a Doctor of Project Management for experienced project managers. Our research students are supervised by leading academics and practicing professionals.
## CHOICE BLOCK 1
- Graduate Certificate in Project Management
  - Four core subjects:
    - Project Management Principles (6cp)
    - Project Management Knowledge Areas (6cp)
    - Project Management Methodologies (6cp)
    - Communication and Critical Thinking (6cp)

## CHOICE BLOCK 2
- Graduate Diploma in Project Management
  - Choose four subjects:
    - Managing Complex Projects (6cp)
    - Negotiation and Conflict Management (6cp)
    - Project Management Practicum (6cp)
    - Program Management (6cp)
    - Systems Thinking for Managers (6cp)
    - Project Management Professional Practice (6cp)
    - Introduction to Research (6cp)
    - The Research Process (6cp)
    - Project Analysis and Finance (6cp)
    - Commercial Management of Projects (6cp)
    - Integrated Project Delivery Management (6cp)

## CHOICE BLOCK 3
- Master of Project Management
  - Choose four subjects from Choice Block 2
    OR
  - Choose a sub-major below
    - Business sub-major
      - Choose four MBA subjects from below:
        - Accounting for Managerial Decisions
        - Financial Management
        - Marketing
        - Change Management
        - Strategic Supply Chain Management
        - Strategic Procurement
    - Engineering sub-major
      - Choose four MEM subjects from below:
        - Engineering and Financial Control
        - Quality and Operations Management Systems
        - Quality Planning and Analysis
        - Value Chain Engineering Systems
        - Technology and Innovation Management
        - Risk Management and Engineering
    - IT sub-major
      - Choose four subjects from below:
        - Information Systems Architecture
        - Enterprise Business Requirements
        - Enabling Enterprise Information Systems
        - Business Process Design
        - Business Application Development
        - Enterprise Computing
    - Construction sub-major
      - Integrated Project Delivery
      - Commercial Management of Projects
      - Program Management
      - Managing Project Complexity

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Graduate Certificate in Project Management = 24cp from choice block 1  
Graduate Diploma in Project Management = 24cp from choice block 1 and 24cp from choice block 2

Master of Project Management = 72cp, with 24cp from choice blocks 1, 2 and 3.

For full course and subject details, go to http://www.handbook.uts.edu.au
KEY INFORMATION

COURSE CODES
C11005 Graduate Certificate in Project Management
C07004 Graduate Diploma in Project Management
C04006 Master of Project Management

CRICOS CODE
001099J Master of Project Management

COURSE LENGTH
1 semester full-time or 1 year part-time (Grad Cert Project Management)
1 year full-time or 2 years part-time (Grad Dip Project Management)
1.5 years full-time or 3 years part-time (M Project Management)

WHERE
City campus.

HOW
Intensive four-day workshops during semester, per subject.
Web and email access is critical for all course communication.

ENTRY REQUIREMENTS
A recognised undergraduate degree plus six month’s experience (Master of Project Management), or five year’s industry experience (Graduate Certificate in Project Management). You may also receive recognition of prior learning for recognised tertiary qualifications.

ARTICULATION
The Graduate Certificate in Project Management articulates into the Graduate Diploma in Project Management, which is an exit degree for students enrolled in the Master of Project Management.
The Graduate Diploma in Project Management articulates into the Master of Project Management.

This course is not available to international students.

STUDENT PROFILE

Madelon Willemsen
Master of Project Management

I chose UTS because...
Of the excellent reputation both the University, and Master of Project Management has. I found the course so great that after completing my masters, I decided to do a PhD at UTS as well.

Benefits of PG study are....
Studying the Master of Project Management, I made a solid network of friends while receiving a comprehensive and integrated education, in both project management and business more generally.

PG study has helped my career....
I have worked in zoos over the last 12 years running conservation projects, and the knowledge I gained in understanding and using sound project management principles, has greatly helped these projects run successfully.
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
<th>Duration Options</th>
<th>CRICOS Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C03012</td>
<td>Master of Design (Research)</td>
<td>2 years full-time or 3 years part-time</td>
<td>030867M</td>
</tr>
<tr>
<td>C03001</td>
<td>Master of Architecture (Research)</td>
<td>2 years full-time or 3 years part-time</td>
<td>008672F</td>
</tr>
<tr>
<td>C03002</td>
<td>Master of Built Environment (Research)</td>
<td>2 years full-time or 3 years part-time</td>
<td>008674D</td>
</tr>
<tr>
<td>C02001</td>
<td>Doctor of Philosophy</td>
<td>4 years full-time or 6 years part-time</td>
<td>032316D</td>
</tr>
<tr>
<td>C02051</td>
<td>Doctor of Project Management</td>
<td>3 years full-time or 4.5 years part-time</td>
<td>045835G</td>
</tr>
</tbody>
</table>
If you are a qualified professional and wish to extend and deepen your knowledge of an appropriate area within design, architecture or the built environment, a master’s or doctoral degree by research might be for you. Your research investigation will take place under the supervision of members of the faculty’s academic staff, which includes academics and practitioners from around the world.

Research at UTS: Design, Architecture and Building leads the way in developing the Design, Architecture and Built Environment professions, with a particular focus on the integration of digital technologies and research into professional practice. The ways we research span a spectrum from applied, practice-based methods, through to traditional academic research methods drawn from the humanities and sciences, and speculative research-and-design explorations of possible futures.

The Faculty is home to the Centre for Contemporary Design Practices, the Designing Out Crime Research Centre, the Asia-Pacific Centre for Complex Real Property Rights and the Built Environment Design and Management Group.

These centres support the dynamic research culture of the faculty, and are at the forefront of its linkage to industry, professions and the broader community. A unique facility within the faculty is DAB LAB Research Gallery, a curated gallery space that provides a public showcase for our leading research. State-of-the-art labs and workshops help support our growing and vibrant research community.

Our design research responds to the challenges posed by new technologies and changing social priorities. It is focused on leading the design profession and engaging with industry, government and the community, including:
- emerging critical fields such as interactivity with all things designed and made
- practice-based, practice-led and practice-integrated research methodologies for designers
- creative use of digital technologies in the design and production of products and spaces
- the historical, cultural and philosophical impact of design on society and culture

Our research educates architects who are transforming the profession through innovations in design, technology and urbanism. Research in architecture is strongly focused on:
- the impact of new media, technologies and networked organisational structures on urban space
- innovation in managing design practice
- the exploration of digital tools and technologies in the architectural design process
- the historical, cultural and philosophical impact of architecture on society and culture

Through research, we educate professionals who construct, manage and value the places and spaces of sustainable cities. Research in the built environment focuses on:
- managing economically and environmentally sustainable urban developments and communities
- complex real property rights
- urban sustainability, including: water and energy use, healthy environments and spaces, public transport, and housing affordability and accessibility
- the history, philosophy and culture of the built environment

A Doctor of Project Management degree for experienced project managers is also available. Through coursework, workplace learning and research, students conduct research into specific project types and industries. (Fees apply for this degree).
Aaron Seymour
Studio Leader: Experimental Visual Communications

Aaron Seymour is a designer and academic with a particular interest in the affective capacities of design. He has designed numerous audience experiences for museums and cultural institutions, harnessing interactive technologies to bring museological and archival collections to life. These have included works for the Australian War Memorial, National Museum of Australia, Historic Houses Trust, Australian National Maritime Museum and the Australian Centre for the Moving Image.

His short films have twice been nominated for AFI awards, screening internationally in festivals, on television and in commercial cinema releases. They are held in the collections of state and national film archives. Identity, publication, communication and exhibition design work has been undertaken for clients including the Sydney Dance Company, Björk, Sydney Opera House Trust, Sydney Symphony Orchestra, Levis Europe and London’s Wellcome Collection.

Since entering academia Aaron has pursued experimental graphic applications of new material and fabrication technologies, curating the highly successful Graphic Material at UTS Gallery in 2010. His current research interest focuses on the affective potential of designed space.

Dr Zoë Sadokierski
Studio Leader: Experimental Visual Communications

Zoë Sadokierski is a lecturer in design and an award-winning book designer and illustrator. Her doctoral thesis examined hybrid novels – novels in which graphic devices such as photographs, drawings, and experimental typography are integrated into the written text. She runs a print design and illustration practice, focusing on publications in which word and image combine in innovative ways.

Dr Kate Sweetapple
Studio Leader: Experimental Visual Communications

Dr Kate Sweetapple is Associate Head of Design and a senior lecturer in Visual Communication Design. One of her key research interests is Information Design – specifically the visualisation of quantitative and qualitative data through exploratory visual communication practices, including print, object and installation design. In 2004, Kate completed her doctorate, The Rhetoric of Distance: a model of the visual narrator in design, which uses a literary framework to explore contemporary visual communication artefacts. Kate explores the intersection of words and images through exhibitions, installations and printed matter.

Assoc Prof Bert Bongers
Studio Leader: Interaction Design

Bert Bongers established the Interaction Design Studio at a laboratory with a flexible infrastructure to support design and research in interacting objects and spaces within the Faculty of Design, Architecture and Building at UTS.

He has a mixed background in technology (BSc EE), human sciences (MSc Erg. UCL London), and the arts, developed through education as well as practice. In his PhD thesis (VU Amsterdam) he combined insights and experiences gained from musical instrument design, interactive architecture, video performances, and interface development for multimedia systems to establish frameworks and an ecological approach to the design for the interaction between people and technology.

Bert’s research and design focuses on this interaction, developing new interface prototypes and demonstrating new ways of interacting with computer environments.

Dr Joanne Jakovich
Innovation and Entrepreneurship

Dr Joanne Jakovich specialises in design-led innovation and its application to creativity, urbanism, governance and business innovation. She is a core member of Centre for Contemporary Design Practice, a co-founder of the UTS u.lab [http://ulab.org.au] and producer of a new generation of urban innovation projects such as Groundbreaker [http://groundbreaker.org.au], BikeTank [http://biketank.org] and CitySwitch [http://cityswitchlab.org] that embed design-led innovation and entrepreneurship into the city.

Joanne’s teaching blends her research interests in design-led innovation, entrepreneurship, social architecture, urban innovation, interaction design, and physical computing. Her creative work has been exhibited in Japan, Australia, Taiwan and The Netherlands. She is the editor of four books, and presents regularly to public and professional audiences.

Assoc Prof Benedict Anderson
Studio Leader: Perception-Space-Materials

Benedict Anderson is an Australian born practitioner working in scenography, dance dramaturgy, architecture and film. He has designed for ballet, opera and contemporary dance. Projects and exhibitions include: En Residencia, Laboral Gijon and ARCO 05 Art Fair Madrid Spain, Millennium Centre Cardiff, Fondation Cartier Paris and Festival of Arts Amman, Jordan.

He co-convened Mobility Visions Symposium for Theater der Welt Halle Germany exploring the relational themes in architecture, public space and surveillance and co-convened SEAM2009/2011 Symposia Sydney; exploring inter-relationships with architecture, film and choreography, design, site specificity, city as event, pulse and activation.

He has taught in architecture, design and scenography at Bauhaus Dessau, Institut für Raumgestaltung (Spatial Design) University of Innsbruck, TU/Berlin, RMIT and Swinburne Universities and University of Hertfordshire UK. He led a design team for an urban redevelopment design strategy for the UK National Highways Agency and is an associate partner in the Berlin based firm Thinkbuild Architecture [www.thinkbuild.com].
Dr Susan Stewart

Course Director: MDesign and MAnimation
Studio Leader: Design for Changes: Sustainability and Creative Futures

Dr Susan Stewart is a specialist in practice theory, phenomenology, philosophies of technology, design history, sustainability and social innovation.

As a senior lecturer, Susan teaches within both undergraduate and postgraduate programs and supervises postgraduate research across diverse design disciplines. Her current research students are drawn from visual communication design, fashion design and spatial design.

Susan’s education and early years in practice were in architectural design. Since receiving her PhD, she has researched and taught across diverse areas of spatial and interdisciplinary design, especially in areas of design history and theory. Within these, her focus has been on phenomenological and sociological approaches to the contexts both for making, and for dwelling in and being with, designed objects and environments.

She has a strong interest in sustainability and social innovation, and understands design as an (often wayward and unpredictable) agent of change. Her current work mobilises practice theory, philosophies of technology, and actor-network theory to describe contexts for design, and to explore motivations for and barriers to change.

Berto Pandolfo

Studio Leader: Objects and Accessories

Berto Pandolfo’s teaching covers the history of industrial design from the industrial revolution to the present day, technical and visual communication for industrial designers and industry linked studio projects.

His research focuses on: how new and emerging technologies can benefit industrial design and the end user in a non-exclusive manner; the articulation and validation of practice-led design research; and what industrial design can learn from the successes and failures of the Australian manufacturing industry during the period 1940-1990. He led the Digifacture industry-linked project in 2010, which explored the technology of selective laser sintering [SLS] as a possible new method of product manufacture.

Cecilia Heffer

Studio Leader: Fashion and Textiles

Cecilia Heffer is a practice-based researcher and textile designer who specialises in contemporary lace and textile innovation. Cecilia coordinates the textile design program for Fashion & Textiles and supervises final year textiles for the fashion collections.

Her research specifically explores the integration of the handmade with emerging technologies. Her focus is to explore contemporary translations of lace as a vehicle for innovative textile design concepts.

Cecilia was commissioned to design the lace curtains for NSW Government House and her work has been acquired by both public and private collections such as the Powerhouse Museum, the National Gallery of Victoria and Tamworth Regional Gallery.

Her work is exhibited regularly nationally and internationally.

Donna Sgro

Studio Leader: Fashion and Textiles

Donna Sgro is a fashion designer and practice-led researcher who specialises in emergent fashion design methodologies and fashion business practice. Donna has a background in fashion practice and art history and theory. With a focus on mixed digital and analogue techniques for the creation of fashion outcomes, her research specifically explores the sites of overlap between fashion and other disciplines, including art, architecture, biology, philosophy, ecology and design.

Donna’s fashion work has been included in international exhibitions and collections shows, including in Tokyo, London and Paris, and is part of the London Science Museum’s design collection. She teaches across technical, design and professional practice subjects. Working within an interdisciplinary practice, Make:Shift Concepts, she also teaches into interdisciplinary design.

Christopher Bowman

Studio Leader: Animation

Chris Bowman is an internationally-recognised production designer, artist, writer, director and teacher who works with animation, film, and convergent media display systems. He has directed and produced award-winning animated and experimental art films and has more than 30 film and television productions to his credit.

His multi-disciplinary, cross-institutional and industry-based research projects explore animation, data visualisation and interaction in mixed reality and locative media environments for museum and public spaces.

Chris is particularly interested in understanding how drawing, spatio-temporal schematics, 3D rapid prototyping, animation, data visualisation and interaction in mixed reality and locative media environments for museum and public spaces. He regularly exhibits his screen media work in Australia.
Anthony Burke is a Professor of Architecture and Head of the School of Architecture at the University of Technology, Sydney. A graduate of Columbia University, Anthony is an internationally recognised designer, curator and architectural theorist, and sits on a number of urban and architectural advisory panels, and recently was elected to chair the board of the Australian Design Centre.

In 2011, Anthony was selected as co-creative director for the 2012 Australian Pavilion at the Venice Architecture Biennale, and spoke as one of the 2012 TEDx Sydney presenters. His designs have been exhibited internationally as one of the 2012 Architectural Biennale, and spoke at the Architecture Association (AA) in London, Columbia’s Graduate School of Architecture, Preservation and Planning (GSAPP), Princeton University, the Pratt Institute and the University of Michigan.

Dave has worked for Studio Daniel Libeskind, taught at the Architecture Association (AA) in London, Columbia’s Graduate School of Architecture, Preservation and Planning (GSAPP), Princeton University, the Pratt Institute and the University of Michigan.

Dave continues to co-direct research into algorithmic and robotic fabrication as a co-founder of the International Fabrication Robotics Network.

Urtzi Grau

Course Director,
Master of Advanced Architecture
in Urbanism

Urtzi Grau is an architect and founding partner of Fake Industries Architectural Agonism—an architectural office of diffuse boundaries and questionable taste, distributed between Sydney, New York and Barcelona. Grau graduated from the School of Architecture of Barcelona in 2000, was awarded Master of Science in Advanced Architectural Design by the Graduate School of Architecture Planning and Preservation, Columbia University (GSAPP) in 2004, and is currently completing his Ph.D. at Princeton University School of Architecture on the 1970’s urban renewal of Barcelona. Grau has taught studios at Cooper Union, Princeton University, Columbia University and Cornell University. His work and writings have been published in various international journals such as Architect’s Newspaper, AV, Bawelt, Domus, Kerb, Plot, Praxis, Span, Volume or White Zinfadel and exhibited in the Buenos Aires Biennale, PI Gallery, Shenzhen Biennale, Storefront, the Venice Biennale or 0047.

Jeffrey Preiser

Assistant Professor

Jeffrey Preiser has been teaching at the Pratt Institute School of Architecture since 2006. He obtained his Bachelor of Architecture from the University of Oregon and his Master of Architecture from Princeton University. Jeffrey has been involved in a number of research and design projects for the past two decades. These projects have focused on sustainability, urban design, and architecture. Jeffrey has also been a visiting critic at many universities including the University of British Columbia, the University of Oregon, and the Pratt Institute. Jeffrey has also worked in the private sector for a number of years. Jeffrey is currently researching the relationship between public policy and the built environment and is working on a new book on the role of architecture in sustainable development.

Dr Sumita Ghosh

Course Director

Sumita Ghosh was awarded a PhD from the School of Architecture and Planning, The University of Auckland, New Zealand. Sumita has teaching, research and professional experience in Australia, New Zealand and India. She has participated in the preparation of sustainability frameworks, water management plan, urban growth policy and urban design guidelines reviews and sustainability communication for local and regional councils and government and private organisations.

Her research interests focus on: sustainable settlement planning and morphologies; urban performance indicators; sustainability assessments and tools; alternative energy and water infrastructure and innovative Geographic Information Systems (GIS) applications.

Dr Heather MacDonald

Head of School of Built Environment

Heather MacDonald received her PhD in Planning and Public Policy from Rutgers University in New Jersey (USA). She was an Associate Professor at the University of Iowa where she served as Chair of Department. Her research has focused on affordable housing policy and finance, and the role of spatial analysis in urban policy.

She is the author of Unlocking the Census with GIS (2004), and Urban Policy and the Census (2011). She is currently engaged in two research projects, one investigating whether there is ethnic discrimination in private rental housing in Sydney, the other investigating the impact of planning regulations on housing affordability in six Australian cities.
Gerard De Valence
Senior Lecturer in Property Development

Gerard De Valence has worked in industry as an analyst and economist, and as a task leader in the Policy and Research Division of the Royal Commission into Productivity in the Building Industry in NSW. His principal areas of research activity and interest include the measurement of project performance, the study of economic factors relevant to the construction industry, the analysis of the construction industry’s role in the national and international economy, the study of interrelationships between construction project participants, and the impact of emerging technologies. He has published and presented internationally on these topics.

Assoc Prof Sara Wilkinson
Course Director

Sara is a Chartered Building Surveyor, a Fellow of the Royal Institution of Chartered Surveyors (RICS) and a member of the Australian Property Institute (API). Prior to becoming an academic, she provided professional building surveying services in London to clients particularly in commercial refurbishment.

She has published over one hundred papers and her books include Best Value in Construction, A Greener Home and Property Development.

Sara researches on building user perceptions and satisfaction, quantifying and measuring the uptake of sustainability in the built environment, retrofit of green roofs and walls and the conceptual understanding of sustainability.

Sara is an active member of the RICS Oceania Sustainability Working Group, The Oceania Education Standards Board and the NSW Committee. She is the International Federation of Surveyors (FIG) Vice-Chair of Commission 10 ‘Construction Management & Construction Economics’. Sara is on the editorial board of three international peer reviewed journals Structural Survey, the Journal of Corporate Real Estate and the Journal of Building Performance.

Dr Julien Pollack
Course Director

The author of many papers and articles, Julien Pollock’s special area of interest is complexity and systems thinking. He has won national and international awards for his work linking project management, systems thinking and multi-methodology in practice. Julien’s career has included work with both government and commercial sectors. He has facilitated complex strategy projects and programs within the challenging, multiple stakeholder environments, commonly associated with the public sector.

Chivonne Algeo
Lecturer in Project Management

Chivonne Algeo is a specialist in project management, project governance, knowledge management, and reflective practice. Who has worked internationally to deliver a range of projects for major financial, insurance, health and government organisations.

Her current research is an investigation into how project managers in Australia acquire and exchange knowledge.

Chivonne’s teaching focuses on practice-oriented learning to develop professional project managers, and has been recognised with a UTS Vice Chancellor’s Learning and Teaching Citation for significant and sustained contributions to student learning, student engagement and/or the student experience. She also has strong industry connections working with the Project Management Institute (PMI), the Australian Institute of Project Management (AIPM), and is currently a member of the AIPM Council of Fellows and the Knowledge and Research Council.

Assoc Prof Shankar Sankaran
Associate Head of School

Shankar Sankaran is the Associate Head of School and Associate Professor of Project Management at the School of the Built Environment and a cluster leader of the Centre for Management and Organisation Studies (CMOS) research strength at UTS. Shankar has worked in the oil, gas, petroleum, petrochemical and energy industries in Asia, the Middle East, South East Asia and Oceania, and has managed major projects and engineering operations in industry before joining academia.

Shankar has recently co-edited a book titled Novel Approaches to Organizational Project Management Research: Translational and Transformational. He is also an Associate Editor of the first Sage Encyclopedias of Action research forthcoming in 2014.

He is on the Editorial Board of The International Journal of Project Management, a Vice President of Research and Publication at the International Society for the Systems Sciences Distinguished Fellow of the Action Research Centre at the University of Cincinnati.

Shankar frequently publishes papers in ranked international journals and has been an invited speaker at international project management conferences. He has also contributed to several book chapters.

His research and teaching philosophy is based on systemic thinking and linking theory and practice.
HOW TO APPLY

LOCAL APPLICANTS
How you can apply
You can submit your applications for postgraduate coursework:

> in person at one of our postgraduate info sessions
For more information visit: dab.uts.edu.au or pg.uts.edu.au
> Online through the Universities Admissions Centre (UAC)
www.uac.edu.au or call 02 9752 0200

Key dates for 2014 postgraduate applications
Applications open: 5 September 2013
Main application closing dates:
Summer semester (Limited course offerings): 31 October 2013
Autumn semester (Semester one): 31 October 2013
Spring semester (Semester two): 30 May 2014
Applications made after the main closing date for each intake will be considered and offers made to suitable applicants subject to the availability of places.
Final application closing dates:
Summer semester (Limited course offerings): 31 October 2013
Autumn semester: 31 January 2014
Spring semester: 30 June 2014
Offers are made progressively from late September 2013.
For further information, please contact the UTS Student Centre:
Tel: 1800 ASK UTS
Web enquiries: www.ask.uts.edu.au

ADVANCED STANDING OR EXEMPTIONS
Exemptions are granted on the basis of the successful completion of equivalent subjects at an equivalent level at a tertiary institution.

Please contact us for more information, or if you think you may be eligible for recognition of prior learning.

APPLICATIONS

RESEARCH APPLICANTS
Applications for research degrees should be made through UTS Graduate School.
For more information visit:
www.research.uts.edu.au/future-students/apply.html
www.dab.uts.edu.au/research

Research scholarships
A range of scholarships are available
For details visit:
www.gradschool.uts.edu.au

FEES
For information on fees for postgraduate studies visit www.fees.uts.edu.au

FEE-HELP
FEE-HELP is a government loan scheme that assists eligible local students to pay their tuition fees. Visit www.goingtouni.gov.au for details.

Using FEE-HELP means you do not have to pay for your tuition fees up front. You can inform your employer that you have a FEE-HELP loan and they will withhold your payments through the PAYG tax system.

If your postgraduate degree is related to your employment, your tuition fees may be tax deductable. For more information, contact your financial adviser or the Australian Tax Office (ATO) ato.gov.au

For information about FEE-HELP please contact:
Tel: 1800 020 108
www.goingtouni.gov.au

ENGLISH LANGUAGE PROFICIENCY
If your previous studies were undertaken in an overseas country you may need to provide evidence of your English proficiency.

For details please visit:
www.uts.edu.au/study/english.html

WHAT TO SUBMIT
You must provide a curriculum vitae and a personal statement directly to the university, which can be submitted online. Documentation in a language other than English must be submitted with an official translation, and copies of originals must be certified.

For Design, Animation and all Architecture applications, you must also submit a portfolio that presents your design ability, (preferably on CD or DVD) directly to the University.

For more information, go to:
www.dab.uts.edu.au/courses/apply

INTERNATIONAL APPLICANTS

Please note this guide is not intended for international students and not all courses are available to international students.

Applicants who are not citizens or permanent residents of Australia or citizens of New Zealand must apply as International students directly through UTS International.

Tel outside Australia: (+61 3) 9627 4816
Freecall within Australia: 1800 774 816
Email: international@uts.edu.au
Web: www.uts.edu.au/international

Disclaimer: Courses and electives are offered subject to numbers. The information in this brochure is provided for Australian and New Zealand Citizens and Australian Permanent Residents. If you are an international student, please consult the International Course Guide available from UTS International. Information is correct at time of printing (August 2013) and is subject to change without notice. Changes in circumstances after this date may alter the accuracy or currency of the information. UTS reserves the right to alter any matter described in this brochure without notice. Readers are responsible for verifying information that pertains to them by contacting the university.