FACULTY SNAPSHOT

3,627 students
844 postgraduate coursework students
91 higher degree research students
150 staff

UTS AT A GLANCE

37,673 students
33,092 students at the City campus
3,473 students at Kuring-gai campus
10,043 international students
25,164 undergraduate students
10,983 postgraduate coursework students
1,526 higher degree research students
3,110 staff

UTS STUDENT DIVERSITY

50% female students
50% male students
40% are 25 or older
130+ languages other than English are spoken by the UTS student body
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.
At DAB, leading-edge digital technologies are provided alongside professional analogue facilities, offering students a broad range of creative tools to develop and enhance learning.

ARCHITECTURE STUDIO
A dedicated ‘home-based’ space for students, the Master of Architecture studio is a flexible teaching and learning space that features individual student workstations, lockable storage units, and display areas. The space is reconfigurable and highly equipped with 31 iMac Computers, short throw projectors, digital whiteboards and wireless access.

CARLAB
The Collaborative Action Research Laboratory (CARLAB) is a new dedicated collaborative environment that integrates single and multi-user interfaces. This is achieved through the use of Cruiser Interactive Software developed by CRC Smart Services, which “provides seamless and immersive connectivity across touch and gesture-based hardware” and a flat interactive tablet with a 55-inch screen. The lab will aid in investigating individual and group activities using activity theory and action research. The interactive surface can also aid in study group decision-making, action learning, collaborative learning and group dynamics.

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.

DATA ARENA
The Data Arena is an immersive and interactive 360˚ 3D visualisation system. The facility can accommodate 20 people and features a continuous panoramic screen. Data projectors are used to create 360-degree 3D projection. The main purpose of the Data Arena is to develop research at UTS, aiding researchers to visually present and interact with complex data sets and 3D-spatial models. It is located at the Broadway Building’s Jones St entrance.

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 Animation Hub also contains a Chromakey studio, which allows 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 cameras for traditional 2D animations.

DIGITAL WORKSHOP
The state-of-the-art digital workshop holds six high-end 3D printers, and two laser cutters. This workshop allows students and staff to quickly create three-dimensional prototypes directly from a computer generated design, while the laser cutter can cut a range of materials from cardboard and plastics to plywood and various material for fashion.

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 former, pedestal drills, disc sanders, welders, 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, suits the needs of the processes.

PROTOTYPING ROBOT
What will be Australia’s premier robotic laboratory, this advanced prototyping lab is a Faculty-wide research facility that will enable linkages to industry towards the collaborative development and commercialisation of new material and construction processes. The lab will be a key visible shopfront to The Goods Line. The 6-axis robotic arm’s capabilities will include: CNC rod bender for cold forming steel; hot-wire cutter for EPS foam; CNC milling for complex timber joinery; and fibre spool and reel for composite systems.

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 stereoscopic images and video in a truly immersive environment.
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 UTS City Campus environment with new buildings, renovated facilities and increased public spaces to encourage collaboration for the UTS community.

FACULTY OF ENGINEERING AND IT BUILDING

The FEIT Building’s unique design, by Melbourne-based architects Denton Corker Marshall, will create a dramatic new gateway to Sydney and UTS’s City campus. On the inside, state-of-the-art teaching and learning spaces will feature the latest technology and a range of collaborative and practice-based learning. There will also be a number of innovative research facilities including a 3D visualisation centre.

 IMAGE BY: ANDREW WORSSAM
BUILT FOR LEARNING

DAB offers a variety of purpose-built labs, workshops and innovative learning spaces that are shaping the future of learning on campus. These spaces provide a flexible, supported learning experience for group and individual modes of study.

UTS LIBRARY

A natural hub for your study, the UTS Library provides a mix of spaces to meet your study and research needs. These include people-focused spaces such as group study areas, silent rooms and a dedicated International Cultural and News Centre. By 2014, a highly sophisticated underground robotic Library Retrieval System will be ready to hold 75% of the UTS library collection, the first step in delivering the Library of the future.

UTS CHAU CHAK WING BUILDING

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, “a tree house to encourage a sense of creative play”, this building will be completed in August 2014.

DAB OFFERS A VARIETY OF PURPOSE- BUILT LABS, WORKSHOPS AND INNOVATIVE LEARNING SPACES THAT SHAPING THE FUTURE OF LEARNING ON CAMPUS. THESE SPACES PROVIDE A FLEXIBLE, SUPPORTED LEARNING EXPERIENCE FOR GROUP AND INDIVIDUAL MODES OF STUDY.

UTS LIBRARY

A NATURAL HUB FOR YOUR STUDY, THE UTS LIBRARY PROVIDES A MIX OF SPACES TO MEET YOUR STUDY AND RESEARCH NEEDS. THESE INCLUDE PEOPLE-FOCUSED SPACES SUCH AS GROUP STUDY AREAS, SILENT ROOMS AND A DEDICATED INTERNATIONAL CULTURAL AND NEWS CENTRE. By 2014, A HIGHLY SOPHISTICATED UNDERGROUND ROBOTIC LIBRARY RETRIEVAL SYSTEM WILL BE READY TO HOLD 75% OF THE UTS LIBRARY COLLECTION, THE FIRST STEP IN DELIVERING THE LIBRARY OF THE FUTURE.

UTS CHAU CHAK WING BUILDING

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, “a tree house to encourage a sense of creative play”, this building will be completed in August 2014.

COURTESY OF DEMATIC
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.

Sarah Hill  
Chair, DAB Advisory Board  
Director  
Hill PDA

Tyrone Hodge  
Director – Valuations and Advisory  
Jones Lang LaSalle

Alex Calder  
Managing Director  
Calibre Capital Limited

Sascha Coles  
Director  
Aspect

Joe Aguis  
Director  
COX Architecture

Albert Quizon  
Architectural Designer  
CHROFI & DARC

Peter Poulet  
NSW Government Architect & General Manager

Mark Feary  
Curator  
Artspace

Rachel Healy  
Executive Manager Culture (Cultural Policy)  
City of Sydney

Jim Ballantine  
Managing Director  
Flying Bark Productions

Nicholas Perren  
Joint Managing Director  
TEKTUM, Future Housing Solutions Sydney

Paul Sloman  
Principal, Sydney Building Group Leader  
ARUP

Aidan Sarsfield  
CG Supervisor  
Animal Logic

David Beslich  
Director  
Hansen Yuncken Pty Ltd

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

Steve Pozel  
Director  
Object
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.
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.

**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 Leaders: Cecilia Heffer, Donna Sgro and Todd Robinson**

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 Leaders: Dr Kate Sweetapple and Dr Zoe Sadokierski**

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.

**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)

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

Lesley Hunt (Objects and Accessories). Photo by Dieu Tan

Radka Passianova (Objects and Accessories). Photo by Dieu Tan

Renee Jones (Objects and Accessories). Photo by Dieu Tan

Daniela Doliakova (Fashion and Textiles)
### SEMESTER ONE

| Specialist Studio (12cp) Theory and Technology subjects (2 x 6cpt) |

### SEMESTER TWO

| Specialist Studio (12cp) Theory and Technology subjects (2 x 6cpt) |

### SEMESTER THREE

| Specialist Studio (12cp) Theory and Technology subjects (2 x 6cpt) |

### 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 and Zoe Sadokierski
- **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

### OPTIONS

6 cpt subjects are offered in the following:

- **Design Theory and Research**
- **Technology Workshops**
- **Visual Communication and Animation Skills**
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 resumé, personal statement and a digital portfolio of 5 pieces of original design work appropriate to the Masters Studio being applied for and a 1 page written submission stating studio preference/s and addressing your reasons for undertaking study in the nominated specialisation.

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**STUDENT PROFILE**

**Rebecca Cadorin**
Master of Design

*I chose UTS because...*
It is offers flexibility in how and what you study so that you can tailor the coursework to suit your career goals and lifestyle. The lecturers are an amazing source of knowledge with real world experience and are very passionate about what they do.

**Benefits of PG study are...**
It provides an environment to further develop knowledge and expertise in collaboration with industry, and provides exposure to cutting edge technology and practices.

**PG study has helped my career...**
By providing me with the opportunity to specialise in a new an exciting field within design, and also by giving me the credentials to work with world class leaders.
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. The degree offers two specialist studio strands, one of which you will elect as a major within your degree. These two studio majors are in Narrative Media and Immersive Media. Your animation skills will be developed through a series of studio projects within your elected studio major strand, 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>
<thead>
<tr>
<th>TYPICAL PATHS</th>
<th>SEMESTER 1</th>
<th>SEMESTER 2</th>
<th>SEMESTER 3</th>
<th>SEMESTER 4</th>
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<tbody>
<tr>
<td>Animation: Immersive Media Major</td>
<td>4 x 6cp subjects&lt;br&gt;Animation Fundamentals, 3D Animation, Animation Concept Seminar, Computer Game Design</td>
<td>2 x 6cp subjects and 1 x 12cp Studio&lt;br&gt;Graphic Visualisation, Technology Workshop: Creative Play, Immersive Media Studio 1</td>
<td>2 x 6cp subjects and 1 x 12cp Studio&lt;br&gt;Sound &amp; Interaction / Moving Image / Computer Graphics, Technology Workshop: Experimental Media, Immersive Media Studio 2</td>
<td>2 x 6cp subjects and 1 x 12cp Studio&lt;br&gt;Digital &amp; Multi-platform Storytelling, Technology Workshop: New Poetics, Immersive Media Studio 3</td>
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<tr>
<td>Autumn Entry</td>
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<tr>
<td>Animation: Narrative Media</td>
<td>4 x 6cp subjects&lt;br&gt;Animation Fundamentals, 3D Animation, Animation Concept Seminar, Film Animation</td>
<td>2 x 6cp subjects and 1 x 12cp Studio&lt;br&gt;Graphic Visualisation, Technology Workshop: Creative Play, Narrative Media Studio 1</td>
<td>2 x 6cp subjects and 1 x 12cp Studio&lt;br&gt;Moving Image or Sound &amp; Interaction, Technology Workshop: Experimental Media, Narrative Media Studio 2</td>
<td>2 x 6cp subjects and 1 x 12cp Studio&lt;br&gt;Digital &amp; Multi-platform Storytelling, Technology Workshop: New Poetics, Animation: Narrative Media Studio 3</td>
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<tr>
<td>Autumn Entry</td>
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<tr>
<td>Animation: Narrative Media</td>
<td>4 x 6cp subjects&lt;br&gt;Animation Fundamentals, Graphic Visualisation, Writing for Screen, Sound and Interaction</td>
<td>2 x 6cp subjects and 1 x 12cp Studio&lt;br&gt;3D Animation, Animation Concept Seminar, Animation: Narrative Media Studio 1</td>
<td>2 x 6cp subjects and 1 x 12cp Studio&lt;br&gt;Sound &amp; Interaction / Moving Image / Writing for Screen, Technology Workshop: Experimental Media, Animation: Narrative Media Studio 2</td>
<td>2 x 6cp subjects and 1 x 12cp Studio&lt;br&gt;Technology Workshop: New Poetics, Animation: Classic Animation Techniques Narrative Media Studio 3</td>
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<tr>
<td>Spring Entry</td>
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</table>

Note: - Autumn and Spring Entry for Animation: Narrative Media Major<br>- Autumn Entry only for Animation: Immersive Media<br>- Part-time pathways available for both strands
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 portfolio including up to 10 printed images and/or a show reel (max 10 mins) and a CV and personal statement. Please see the website for full details.

STUDENT PROFILE

Rachael Priddel
Master of Animation

I chose UTS because...
I wanted a specialist course that did more than teach technical skills. UTS offered me the resources to explore beyond pipeline 3D processes, allowing me to design my own experience across the faculty and experiment in areas of architecture, interactivity and design.

Benefits of PG study are...
Postgraduate study helped me define and refine my career goals. As someone that had a new dream job every six months, the guidance of industry experts was invaluable. They worked with me to explore my talents and capabilities, introducing me to ideas, artists and opportunities I would not have been aware of otherwise.

PG study has helped my career...
In the short time since graduating with my Masters I have screened my work across Sydney, presented at an international symposium, been published, secured a full-time position as a department head and joined an artistic research collective working on a series of large-scale installation projects for Sydney Olympic Park. The connections I made at UTS are extremely important to me having given me the opportunity to work with members of faculty, students and international artists on a number of projects.
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.
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 join the Australian Institute of Architects (AIA), and after a period of industry experience, to take the professional examination of the NSW Architects Registration Board.

Graduates of the Master of Architecture degree pursue local and international careers in architecture, urban design and other fields related to design and the built environment. The course offers a broad range of electives, professional practice subjects and elective studio subjects that encourage students to tailor their degree to their emerging professional interests.

DISCIPLINARY LEADERSHIP

The UTS Master of Architecture prepares graduates to take-up leading roles in the discipline by providing a deep understanding of design, professional practice, and critical theory aided by the latest digital technology in state of the art facilities. As a graduate, you will be able to work creatively and critically across a breadth of design challenges, lead teams of allied professionals and advocate for the value of good design in our built environments.

INNOVATION IN PRACTICE

Through the four architectural practice subjects in the Master’s course, graduates are well prepared to take a project from concept to realisation. These subjects include business and management skills necessary for running a successful practice, and provide an understanding of what it takes to become a leading practitioner, advocate and design manager in an exciting and globally competitive field.

INFORMED DESIGN AND CREATIVE

Design is a central subject within this course, and considered as a dynamic process informed by research and critical design investigation. Studios use dedicated facilities for each student, and offer a broad range of project topics including a range of international travelling studios each semester. Studios are coordinated by leading Australian and international practitioners and academics who are motivated by the creative potential of architecture. At graduation, your portfolio will demonstrate your strong design focus and technical skills and feature projects around architectural topics engaged with relevant and contemporary social and urban contexts.

ENGAGED WITH INDUSTRY’S BEST

Our course is focused on architecture within Australia’s emerging urban contexts, public advocacy of good design, and technological expertise. We foster a deep professional network of leading innovative architectural practitioners nationally and internationally, including practices such as Gehry Partners, who regularly contribute to the culture of the school. Students are encouraged to be involved with the frequent guest lectures, master classes and other public events. The Master of Architecture course thrives on a commitment to developing architecture and design culture in Sydney, and has an excellent reputation internationally for the passion of our purpose and the quality of our graduates.
<table>
<thead>
<tr>
<th>Architectural Design</th>
<th>Electives – 24cp from:</th>
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<tbody>
<tr>
<td>Selectives – 48cp from:</td>
<td>Sustainable Urban Development (6cp)</td>
</tr>
<tr>
<td>Masters Architectural Design Studio 1 (12cp)</td>
<td>Property Development Process (6cp)</td>
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<tr>
<td>Masters Architectural Design Studio 2 (12cp)</td>
<td>Planning and Environmental Law (6cp)</td>
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<tr>
<td>Masters Architectural Design Studio 3 (12cp)</td>
<td>Digital Theory (6cp)</td>
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<tr>
<td>Masters Architectural Design Studio 4 (12cp)</td>
<td>Design Differences: Community Identities (6cp)</td>
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<tr>
<td>OR Masters Architectural Design Thesis* (12cp)</td>
<td>Graphic Visualisation (6cp)</td>
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<td></td>
<td>Special Project [Theory] (6cp)</td>
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<td>Special Project [Technology] (6cp)</td>
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<td>Special Project [Communications] (6cp)</td>
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<td>Special Project [Design] (6cp)</td>
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<td>Special Project [Offshore] (6cp)</td>
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<td>Reading and Writing Architectural Criticism (6cp)</td>
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<td>Modern Western Aesthetics (6cp)</td>
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<td>Drawing to Diagrams:</td>
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<td>Topics in Architectural Theory (6cp)</td>
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<td>Architectural Communications:</td>
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<td>Building Information Modelling (6cp)</td>
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<td>Group Project A: Urban Renewal (6cp)</td>
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<td>Group Project B: Greenfields Development (6cp)</td>
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<td>Development Negotiation (6cp)</td>
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<td>Exploring Space 1: from Simple Beginnings to Baudrillard Design for Three-Dimensional Computer Animation (6cp)</td>
</tr>
</tbody>
</table>

*may be elected by high performing students

Architectural Practice Core – 24cp

- Advocacy (6cp)
- Finance and Project Management (6cp)
- The Profession (6cp)
- The City (6cp)

*Anh Nguyen, Jordan Soriot and Jonathan Capparelli. Identity Crisis III led by William Feuerman*
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. From 2016, applications with a UTS recognised Bachelor’s degree must have a WAM of 65 or above. You must also submit a portfolio of design work.

STUDENT PROFILE

I chose UTS because...
It has excellent teaching staff, new facilities and spaces and access to the latest innovative practices and technologies. The UTS Architecture School also provides exceptional opportunities to get involved with the wider architectural community both locally and internationally. Due to being an urban campus, UTS is very connected to the city, which allows for easy access and active engagement with the city environment.

Benefits of PG study are...
The post-graduate degree gives you the opportunity to specialise and choose research areas that interest you. This motivates and stimulates creative thinking and is also personally satisfying. Additionally, skills and methodology learnt in the undergraduate degree are developed and honed for better communication of design ideas.

PG study has helped my career...
The Master of Architecture degree has helped my professional development in several significant ways: I have become much better at managing time with projects, collaborating in teams, presentations and with the practice of production. These skills have enabled me to be better prepared for the professional environment and armed me with the confidence that I am ready for the complex challenges of the workplace.
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 postgraduate Planning courses place a strong emphasis on structure and master-planning, sustainability and urban design, equipping its graduates to respond to responsive design and planning of built environments within changing environmental, economic and social contexts.

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).
<table>
<thead>
<tr>
<th>GRADUATE CERTIFICATE IN PROPERTY AND PLANNING</th>
<th>GRADUATE DIPLOMA IN PLANNING (48CP)</th>
<th>MASTER OF PLANNING (72CP)</th>
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<tbody>
<tr>
<td>Core subjects Level 1 – 24cp</td>
<td>Core subjects Level 2 – 24cp</td>
<td>Options Level 3 – 24cp</td>
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<tr>
<td>Property Development Process (6cp)</td>
<td>Group Project A: Urban Renewal (6cp)</td>
<td>Major Project stream:</td>
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<tr>
<td>Sustainable Urban Development (6cp)</td>
<td>Group Project B: Greenfields Development (6cp)</td>
<td>&gt; Planning Theory and Decision Making (6cp)</td>
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<td>Planning and Environmental Law (6cp)</td>
<td>Development Negotiation (6cp)</td>
<td>&gt; Major Project: Methods (6cp)</td>
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<td>&gt; Major Project: Outcomes (6cp)</td>
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<td>Minor Project and Elective Stream:</td>
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<td>&gt; Planning Theory and Decision Making (6cp)</td>
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<td>&gt; Minor Project (6cp)</td>
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<td>Electives from:</td>
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<td>&gt; Advanced Global Property Trends (12cp)</td>
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<td>&gt; Conservation and Heritage (6cp)</td>
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<td>&gt; Development Feasibility and Valuation (6cp)</td>
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<td>&gt; Global Property Trends (6cp)</td>
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<td>&gt; Green Building Evaluation (6cp)</td>
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<td>&gt; Land Acquisition Statutory Valuation and Litigation (6cp)</td>
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<td>&gt; Property Development Finance (6cp)</td>
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<td>&gt; Property Market and Risk Analysis (6cp)</td>
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<tr>
<td>&gt; Spatial Analysis in Planning and Property (6cp)</td>
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</tbody>
</table>

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

Christopher Croucamp
Master of Planning

I chose UTS because...
of its excellent reputation as being a hands-on university that provides opportunities for extensive practical experience across a wide range of skills applicable to my degree.

Benefits of PG study are...
PG studies have also put me in direct contact with many professionals working within the planning industry. This has given me a critical advantage in the job market and I truly believe that in order to stand out these days, PG studies are essential. Evening and weekend classes have also given me the flexibility to work part-time while completing my degree.

PG study has helped my career...
in a big way! Before starting my Masters of Planning degree I completed a Bachelor of Arts majoring in Human Geography and therefore had very little knowledge of the planning system in New South Wales. However, since nearing completion of my Masters, I now feel confident that I have the knowledge and skill set required to be an effective urban planner and look forward to entering the workplace.
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 associated knowledge areas. 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>Core Subjects</th>
<th>Electives</th>
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</thead>
</table>
| Graduate Certificate in Property and Planning (24cp) | Property Development Process (6cp)  
Sustainable Urban Development (6cp)  
Development Feasibility and Valuation  
Planning and Environmental Law (6cp) | Project Management Principles is a prerequisite for other project management subjects |
| Graduate Diploma in Property Development (48cp)* | Property Transactions (6cp)  
Group Project A: Urban Renewal (6cp)  
+ 2 electives | Property Development electives:  
Strategic Asset Management  
Advanced Property Development  
Construction Technology & Management  
Project Cost Planning & Control  
Property Taxation  
Commercial Retail Property Management  
Sustainable Building Design & Assessment  
Land Acquisition & Statutory Valuation*  
Commercial Property Analysis  
Conservation & Heritage  
Advanced Global Property Trends  
Global Property Trends  
Planning electives:  
Urban Economics & Finance  
Urban Design  
Spatial Analysis for Planning and Property Development Negotiation  
Planning Theory & Decision Making  
Group Project B: Greenfields Development |
| Master of Property Development (72cp)   | Property Market and Risk Analysis (6cp)  
Property Development Finance (6cp)  
+ 2 electives                          | Project Management electives:  
Project Management Principles#  
You may also choose a 6cp subject from across UTS’s postgraduate offerings. |

* Required for API CPV accreditation

For full course and subject details, go to www.handbook.uts.edu.au
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

Elizabeth Goodall
Master of Property Development
Assistant Development Manager,
Lend Lease

I chose UTS because...
of the reputation that the Master of Property Development degree has within
the industry. I was told by numerous property professionals that it was a
practical course that would give me real skills and knowledge to work in the
property sector, and I can vouch that this advice was spot on.

Benefits of PG study are...
Postgraduate studies broadened my skill set tremendously and developed my
understanding of the many facets of the property industry, as well as introducing
me to a new network of industry colleagues who I still call upon today.

PG study has helped my career...
by opening the door to the property industry. It facilitated my career change
from a HR professional to a Property Developer working for one of the world’s
leading fully integrated property and infrastructure solutions providers. It
doesn’t get much better than this and being able to put a Master’s degree on
the table in a company like this is a huge plus.
Leading **Project Management** education in Australia through a globally recognised focus on quality and rigour.
GRADUATE CERTIFICATE AND MASTER OF PROJECT MANAGEMENT

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 critical and system thinking, 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, Health or Engineering, or undertake a pure Project Management postgraduate degree.

RIGOROUS WITH A TRADITION OF EXCELLENCE

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.

INDUSTRY FOCUS AND PRACTICAL ORIENTATION

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 on campus or with a client through a community internship.

Along with international case studies as the basis for learning and assignments, you will also study the experiences of major organisations, such as Downer EDI, the Jack Thompson Foundation, Optus, Rotary, the ATO, and HSBC.

Your learning will be practice-oriented, covering multifaceted subjects involving workshop components, online components, and individual and group work.

GLOBAL RECOGNITION AND ENGAGEMENT WITH INTERNATIONAL EXPERTS

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. You also have the opportunity of studying with one of our partner universities in Paris, Berlin, Montreal and Oslo. 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.
Four core subjects:
- Project Management Principles (6cp)
- Project Management Knowledge Areas (6cp)
- Project Management Methodologies (6cp)
- Communication and Critical Thinking (6cp)

Managing Project Complexity (6cp)
- Negotiation and Conflict Management (6cp)
- Program Management (6cp)
- Systems Thinking for Managers (6cp)
- Introduction to Research (6cp)
- The Research Process (6cp)
- Project Finance and Analysis (6cp)
- Commercial Management of Projects (6cp)
- Professional Project Practice (6cp)
- Community Internship Project (6cp)
- Project Performance Improvement (6cp)
- Governance and Leadership of Project Management (6cp)
- Advanced Project Risk Management (6cp)
- Construction Project Delivery (6cp)
- Project Knowledge Management (6cp)

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

Choose four subjects from Choice Block 2
OR
Choose a sub-major below

Business sub-major:
- Choose four subjects from below:
  - Strategic Supply Chain Management
  - Change Management
  - Strategic Procurement
  - Accounting for Managerial Decisions
  - Financial Management

Construction sub-major:
- Choose four subjects from below:
  - Group Project A: Urban Renewal
  - Commercial Management of Projects
  - Project Implementation
  - Property Development Process
  - Development Feasibility & Valuation
  - Property Market & Risk Analysis
  - Construction Contracts & Finance
  - Construction Cost Planning

Engineering sub-major:
- Choose four subjects from below:
  - Risk Management in Engineering
  - Technology and Innovation Management
  - Engineering Financial Control
  - Quality and Operations Management Systems
  - Quality Planning and Analysis
  - Value Chain Engineering Systems

Information Technology sub-major:
- Choose four subjects from below:
  - Enterprise Computing
  - Fundamentals of Software Development
  - Enabling Enterprise Information Systems
  - Business Systems Design
  - Information Systems Architecture Design
  - Enterprise Business Requirements

Health Services Management and Planning sub-major:
- Choose four subjects from below:
  - Planning and Evaluating Health Services
  - Advanced Health Services Planning
  - Organisational Management in Health Care
  - Managing Quality, Risk and Cost in Health Care
  - Health Systems and Change
  - Policy, Power and Politics in Health Care

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

Carol Lawrence  
Master of Project Management  

I chose UTS because...
The course was specific to my interests, with a great range of subjects being offered around project, program and portfolio management. Not only were the block workshops easier than weekly lectures to plan for around family and work commitments, but they also provided opportunities to apply new techniques being taught immediately, enhancing the learning experience.  

Benefits of PG study are...
That you already have business and work experiences to build on, which aids in helping understand how new techniques and information can be applied. Another big factor for me is the enhanced learning that comes from other students' experiences and industries, as well as from the many UTS, guest and industry lecturers that contribute to the courses.  

PG study has helped my career...
I was able to apply most subjects directly to the workplace, and my project management and business networks have been extended through meeting up with other like-minded lecturers and students. During my studies I moved from a country to a regional role and the function I work in, from Research & Development across to HR and Payroll, and this has taught me just how transferable project management skills are! It is a great qualification to have and a great differentiator in the marketplace.
RESEARCH DEGREES

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 both the humanities and sciences, and speculative research and design explorations.

Our researchers use theoretical, historical and philosophical approaches in order to understand how we assign value and meaning to space, objects, materiality and the management of the built environment. We explore the agency of the designer and architect in making all aspects of the 21st-century city. We investigate the financial, social, and institutional contexts that mediate urban development and regeneration.

The Faculty’s research strength is the Centre for Contemporary Design Practices (CCDPI), which orientates its research around themes of transformation in design practices, mapping out a terrain within which the design professions will be reformulated. CCDP provides an intellectual catalyst and financial support for mentoring early and mid-career researchers in DAB. The Centre encourages speculative approaches across disciplines to enable innovative practices with industry partnerships. CCDP values the interrelationship between theory and practice, creating distinctive research. The Faculty is also home to the Designing Out Crime Research Centre, the Design Innovation Research Centre, the Asia-Pacific Centre for Complex Real Property Rights and the Built Environment Design and Management Group.

For more information please contact Ann Hobson (Research Manager):
Email: Ann.Hobson@uts.edu.au

DESIGN RESEARCH

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 making of products and spaces
- the historical, cultural and philosophical impact of design on society and culture

PhD Supervision is available in the areas of:
- activating and transforming space
- materiality – theory and practice
- history, theory and criticism of design
- data visualisation
- rapid prototyping and industry connections

ARCHITECTURAL RESEARCH

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

PhD Supervision is available in the areas of:
- representation and drawing
- urbanism
- architecture and new media
- architects and agency
- future cities

BUILT ENVIRONMENT RESEARCH

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

PhD Supervision is available in the areas of:
- sustainable urban design
- urban morphologies
- modern methods of construction
- Building Information Modelling (BIM)
- housing affordability and social equity
- spatial analysis: urban policy and planning

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).
Siqi Yan, PhD candidate, School Built Environment and Dr Janet Ge

Siqi Yan is a PhD student in the School of Built Environment whose research is being supervised by Senior Lecturer, Dr Janet Ge. Siqi’s research focuses on housing markets in Chinese cities, examining the impacts that government intervention in land markets has on housing market outcomes.

“Governments around the world are faced with the task of ensuring adequate land supply to meet the increasing demand for housing, and this issue is especially critical in some developing countries which are undergoing rapid economic growth and urbanization,” he says.

“Currently, there is a nearly exclusive focus on housing prices without due attention to housing supply. This situation is problematic, as researchers are unable to determine whether the impacts that government intervention in residential land markets have on housing prices are due to demand-side or supply-side changes.”

“This work can assist governments in formulating effective policies to promote urban redevelopment and make land supply more responsive to changing market conditions.”

According to Dr Janet Ge, Siqi’s research is well suited to UTS’s School of Built Environment, which has a great deal of expertise in the area, along with a strong reputation as a leader of research in the real estate field.

“Although Siqi’s case study is focussed on housing markets in China, it is very significant and has important implications for governments around the world, where government activities have the potential to improve the supply and stability of their housing markets,” says Dr Janet Ge.
**Dr Zoë Sadokierski**

**Studio Leader: Experimental Visual Communications**

Zoë Sadokierski is a lecturer in design, an award-winning book designer and illustrator and Vice President of the Australian Book Designers Association. 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**

Kate Sweetapple is a design academic with an interest in the intersections between language, literature and design. Her focus is the use of practice-led research methods (thinking through making) to extract and visualise unlikely data sets from written texts. Her research is realised through a variety of practices: designing, curating, writing and teaching.

She is interested in the positioning of design as a poetic, critical, speculative and experimental practice, specifically the move away from design’s instrumental role, towards the capacity for delight and play to create meaningful interactions. Kate is also drawn to design curation as an approach for interaction between people and technology.

**Prof Benedict Anderson**

**Studio Leader: Perception-Space-Materials**

Benedict Anderson works in scenography, dance dramaturgy, architecture and film. Project venues include: Laboral Gijon and ARCO Art Fair Madrid Spain, Fondation Cartier Paris, CDC Toulouse, Es Space Pier Paolo Pasolini, Valenciennes and Lisbon Architecture Triennial. Commissions include: design leader, redevelopment proposals for pedestrian subways for UK Highways Agency and competitions such as the Unity Monument for Berlin. Screening of film works include: Espace Media, Centre de Recontre International Monaco, Normandy Contemporary Film Festival, Panorama Film Festival Athens, Museum for Contemporary Art Leipzig and the Palast der Republik Berlin. He co-convened Mobility Visions Symposium for Theater der Welt Halle Germany and co-curated SEAM2009/2011/2013 Symposums on choreography, performance, architecture and film in Sydney.

He has reviewed for Architecture Australia and publications include: Out of Space; the rise of vagrancy in scenography, The Architectural Flaw; Self-ruining and Situated Vagrancy: The Geography of Performance and Breathe – the air we wear for ACADIA. Positions held include: Advisor, EU Urbanism, Bauhaus Kolleg Dessau 2006-2007, Gäst Professor Institut für Raumgestaltung University of Innsbruck, 2002-2004 and Gäst Doctor/ Dozent TU Berlin 2003-2006. He studied scenography at St. Martins London and won prizes for his scenographic work and academic research (MA, Ph.D). He is a partner in the Berlin based firm Thinkbuild Architecture, Professor of Spatial Design and Director of the Centre for Contemporary Design Practices, University of Technology, Sydney.

**Dr Susan Stewart**

**Course Director: M Design and M Animation**

**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 is an Industrial Designer whose design research interests are focused around the application of emerging and/or traditional methods to develop new approaches to complex form making, within the context of batch production in Australia. This type of design research is characterised by non-traditional or practise-based investigations. Berto’s designs have been cited in both local and international design journals and his work has been exhibited in design events both locally and internationally. Berto is senior lecturer and director of Integrated Product Design at the University of Technology Sydney.
Emrah Baki Ulas
Studio Leader: Lighting Design

Emrah Baki Ulas is a renowned lighting designer, educator and researcher and is an Associate at the leading design and engineering consultancy practice Steensen Varming. His wide ranging work with light spans over iconic and high profile projects, including designs for performing art venues, museums and galleries, research and education institutions, monuments, urban lighting and masterplanning as well as permanent and temporary light installations. Amongst his professional recognitions are CIBSE’s Young Lighter of The Year Award in 2008 and the PLDC Professional Lighting Design Recognition in 2011 and many award winning projects. Emrah’s work has been published worldwide.

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 textiles for the Fashion & Textiles program and supervises final year textiles for the fashion collections. Her research explores the integration of the handmade textile with emerging technologies. Her focus is to explore contemporary translations of lace as a vehicle for innovative textile design concepts. She has received a number of awards including research grants for the development of her work from the Visual Arts/Craft Board of the Australia Council of the Arts. 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 Centraal Museum Wlokiennictwa, Lodz, Poland, Powerhouse Museum Sydney, the National Gallery of Victoria, Artbank and the Wangaratta and Tamworth Regional Galleries. Her work is exhibited regularly nationally and internationally. Cecilia is the guest curator for the 2nd Tamworth Textile Triennial, Group Exchange, which will tour nationally 2014-2016.

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.

Todd Robinson
Studio Leader: Fashion and Textiles

Todd Robinson entered academia to pursue practice-based research in 2004 after 8 years of design practice where his work was profiled in Australian Vogue, Harpers Bazaar, Marked Magazine, Australian Style, Oyster, GQ Australia and also internationally in Fashion Wire Daily, Noise magazine and Les Substance Masculine.

He exhibited solo collection shows at Mercedes Australian Fashion Week and the Melbourne Fashion Festival and was awarded a prize for Best New Menswear at the Melbourne Fashion Festival in 2001 and prize for innovation in menswear by internationally renowned menswear designer Dirk Bikkembergs in 1999.

Since making the transition to academia he has developed an interdisciplinary practice exploring the complex inter-relationships between the body, materiality and creativity. His work has been acquired by the National Gallery of Victoria and Artbank, and he has been exhibited in a range of esteemed contexts including a solo exhibition at Artspace, Sydney, The Ian Potter Museum of Art in Melbourne and The Art Gallery of New South Wales.

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 and film can craft an immersive interactive experience for the audience that is both intimate and engaging. He regularly exhibits his screen media work in Australia.
Director of the Australian Pavilion

In 2012 Gerard was also Creative Director of the Danish pavilion for the 2012 event. (2008 and 2010) and was in the Pavilion at the Venice Biennale featured twice in the Australian exhibition. The practice has also been published in 2007. TERROIR have also appeared in and produced exhibitions in Australia, Germany, the United States and Scandinavia. TERROIR’s work encompasses projects, research and regular contributions to the profession through exhibitions, teaching and writing. The practice held the Cosmopolitan Ground was published in 2007. TERROIR have also appeared in and produced exhibitions in Australia, Germany, the United States and Scandinavia. The practice has also been featured twice in the Australian Pavilion at the Venice Biennale (2008 and 2010) and was in the Danish pavilion for the 2012 event. In 2012 Gerard was also Creative Director of the Australian Pavilion at the Venice Biennale with UTS colleague Anthony Burke. Gerard’s current role is split between his Directorship of TERROIR’s Sydney and Copenhagen offices and his Professorial role at UTS. This crossover of practice and research is centred on questions around the agency of the architect in making our cities and the future of the profession in a globalised interconnected world marked by ever increasing flows of capital and expertise. These questions drive the professional practice stream in the Masters of Architecture.

Prof Anthony Burke
Head of School of Architecture

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, and he has published books on Architecture, technology and practice. Anthony curated the international architectural symposium, Architecture Makes the City, as part of the Sydney Opera House 40th anniversary celebrations in 2013, and has presented as part of the Sydney Biennale in 2012 and 2014 at the Art Gallery of NSW.

Prof Gerard Reinmuth
Course Director, Master of Architecture

Gerard Reinmuth is the Professor of Practice at UTS. He runs the professional practice stream and is Course Director for the Masters program. His focus in this role has been in building an integrated course where studio, professional practice and elective subjects work as a constellation through which students build deep knowledge about the discipline of architecture from a wide cross section of perspectives. Gerard’s specific role at the school is a result of his 15 years as a Director of TERROIR, an architectural practice which emerged from conversations around the potential for architecture to open up questions of cultural consequence. TERROIR’s work encompasses projects, research and regular contributions to the profession through exhibitions, teaching and writing. The practice held the Cosmopolitan Ground was published in 2007. TERROIR have also appeared in and produced exhibitions in Australia, Germany, the United States and Scandinavia. The practice has also been featured twice in the Australian Pavilion at the Venice Biennale (2008 and 2010) and was in the Danish pavilion for the 2012 event. In 2012 Gerard was also Creative Director of the Australian Pavilion at the Venice Biennale with UTS colleague Anthony Burke. Gerard’s current role is split between his Directorship of TERROIR’s Sydney and Copenhagen offices and his Professorial role at UTS. This crossover of practice and research is centred on questions around the agency of the architect in making our cities and the future of the profession in a globalised interconnected world marked by ever increasing flows of capital and expertise. These questions drive the professional practice stream in the Masters of Architecture.

PLANNING

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, government and private organisations.

Her research interests focus on: sustainable urban design and planning, urban morphologies, sustainability performance assessments, alternative energy and water practices, green infrastructure planning and innovative Geographic Information Systems (GIS) applications for spatial analysis.

Assoc Prof 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 is the author of Unlocking the Census with GIS (2004), and Urban Policy and the Census (2011), and numerous academic articles on housing policy, urban economic structure, and planning. 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. She is a member of the Planning Institute of Australia, and a Fellow of the Australian Property Institute.
Paul Van der Kallen
Course Director
Originally qualified as a property valuer, Paul holds master degrees in both property development and adult education and is a member of the Australian Property Institute [API] and Royal Institution of Chartered Surveyors (RICS).
His industry experience encompasses both the public and private sectors of the property industry including roles with the NSW Department of Planning, NSW Roads & Traffic Authority, corporate real estate and specialist property valuation firms. Property valuation and consultancy experience includes Sydney CBD, metropolitan commercial and industrial sectors, development site acquisitions and property divestment.
Paul has many years experience in the design, programming and delivery of university and vocational property education and has taught at UTS since 2001 across both undergraduate and postgraduate property programs. Paul has also developed and delivered numerous courses for institutional property groups, statutory authorities, professional associations and corporate real estate operators.
In conjunction with the RICS, Paul recently completed the development of an industry-training program relating to the impact of energy efficiency and other sustainability performance measures on commercial property values in Australia.

Dr Chivonne Algeo
Course Director
Chivonne Algeo is an academic and researcher in the field of project management and has more than 20 years of experience delivering a variety of projects for major financial, insurance, and health organisations. In her role as Course Director for the postgraduate project management program at the University of Technology, Sydney, in Australia, Chivonne develops and delivers a range of practice-oriented subjects for students to advance their project management capability. Chivonne was recognised with a UTS Vice Chancellors Learning and Teaching Citation for significant and sustained contributions to student learning, student engagement and the student experience.
Chivonne’s research centres on project knowledge acquisition and exchange; environmental influences and the impact of project delivery; and the use of individual and group reflection to improve project outcomes. She also focuses on the management of project knowledge and how multiple and conflicting demands are managed in projects. Chivonne was awarded the best student research paper, for an innovative research methodology developed as part of her PhD, at the International Research Network on Organising by Projects (IRNOP) Research Conference in Oslo, Norway.
Chivonne is a Fellow and the Chairman of the Australian Institute of Project Management’s [AIPM] Council of Fellows, previously chaired the AIPM Knowledge and Research Council, and is closely associated with the Project Management Institute [PMI]. Chivonne has significant board experience in her roles as chair, company secretary, and director for a variety of organisations.

Dr Julien Pollack
Senior Lecturer in Project Management
The author of many papers and articles, Julien Pollack’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.

Prof Shankar Sankaran
Associate Head of School of Built Environment
Shankar Sankaran is the Associate Head of School and Professor of Organisational Project Management at the School of the Built Environment. He is a cluster leader of the Centre for Management and Organisation Studies (CMOS) research strength and Member of the Centre for Contemporary Design Practices (CCDP) 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 coedited a book titled Novel Approaches to Organizational Project Management Research: Translational and Transformational. He is also an Associate Editor of the first Sage Encyclopaedia of Action research forthcoming in 2014.
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   www.uac.edu.au or call 02 9752 0200

Key dates for 2015 postgraduate applications
Applications open: 4 September 2014
Main application closing dates:
    Autumn semester (Semester one): 31 October 2014
    Spring semester (Semester two): 29 May 2015
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:
    Autumn semester: 30 January 2015
    Spring semester: 30 June 2015
Offers are made progressively from late September 2014.

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.

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Applications for research degrees should be made through UTS Graduate School.
For more information visit:
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www.uts.edu.au/research

Research scholarships
A range of scholarships are available
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FEES
For information on fees for postgraduate studies visit www.fees.uts.edu.au

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FEE-HELP is a government loan scheme that assists eligible local students to pay their tuition fees. Visit www.studyassist.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.
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For information about FEE-HELP please contact:
   Tel: 1800 020 108
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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.uts.edu.au/dab-additional-application-requirements

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.
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