2009 Undergraduate Tables and Unit Descriptions - Architecture, Design and Planning

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# Table A: Bachelor of Design in Architecture

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>A: Assumed knowledge</th>
<th>P: Prerequisites</th>
<th>C: Corequisites</th>
<th>N: Prohibition</th>
<th>Session</th>
</tr>
</thead>
</table>
## Core units of study

Candidates are required to complete all of the following core units.

### Junior units of study

| DESA1001 Design Practice 1A | 12  | A: HSC Mathematics, HSC English Standard | C: DESA1101 Progression to DESA1002 requires successful completion of this unit. Students may incur materials costs in this unit. | Semester 1 |
|-------------------------------|-----|----------------------------------------|------------------|----------------|----------------|-------------|
| DESA1101 Design Studies 1A   | 6   | A: HSC Mathematics and HSC English Standard or equivalent. | C: DESA1001 | Semester 1 |
| DESA1002 Design Practice 1B  | 12  | A: DESA1101 | P: DESA1001 | C: DESA1102 Progression to DESA1002 requires successful completion of DESA1001. Students may incur materials costs in this unit. | Semester 2 |
| DESA1102 Design Studies 1B   | 6   | A: DESA1001 and 1101 | C: DESA1002 | | Semester 2 |

### Senior units of study

| DESA2001 Design Practice 2A | 12  | A: DESA1101 and DESA1102 | P: DESA1002 | C: DESA2111 Progression to DESA2001 requires successful completion of DESA1002. Students may incur materials costs in this unit. | Semester 1 |
|-------------------------------|-----|-------------------------|------------|------------------|----------------|-------------|
| DESA2111 Design Studies 2    | 6   | A: DESA(1101 and 1102) | C: DESA2001 Progression to DESA3001 requires successful completion of all preceding Design Studies and Design Practice units. | Semester 1 |
| DESA2002 Design Practice 2B  | 12  | A: DESA2111 | P: DESA2001 Progression to DESA2002 requires successful completion of DESA2001. Progression to DESA3001 requires completion of all preceding Design Practice and Design Studies units. Students may incur materials costs in this unit. | Semester 2 |
| DESA3001 Design Practice 3A  | 12  | P: DESA1101, DESA1102, DESA2111 and DESA2002 Students may incur materials costs in this unit. | C: DESA3002 | | Semester 1 |
| DESA3002 Design Practice 3B  | 12  | P: DESA3001 Students may incur materials costs in this unit. | C: DESA3002 | | Semester 2 |

## Master of Architecture Prerequisite units of study

Candidates wishing to proceed to the Master of Architecture are required to complete the following prerequisite units. These may also be used to count towards the Architecture Electives.

### Senior units of study

| DAAAP3001 Contemporary Architecture and Theory | 6   | C: DESA3001 | Semester 1 |
| DAAAP3002 Architectural Technologies | 6   | P: DESA3001 | C: DESA3002 | Semester 2 |

## Architecture Electives

All candidates are required to complete a minimum of 18 Senior credit points from the Architecture Electives. The units are grouped into sub-disciplines.

### Architectural Technologies

### Senior units of study

| DAAAE2008 Innovative Building Structures | 6   | P: DESA2111 | Semester 2 |
| DAAAE3001 Sustainable Architectural Practice | 6   | P: DESA2111 | Semester 1 |
| DAAAP3002 Architectural Technologies | 6   | P: DESA3001 | C: DESA3002 | Semester 2 |

### Architectural Design

Candidates enrolled in Design Practice 3 with a distinction average may request permission to enrol in MARC6202 Architecture Workshop A and count this to the Architecture electives.

| MARC6202 Architecture Workshop A | 6   | Note: Department permission required for enrolment Students may incur materials costs in this unit. | S2 Intensive |

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### Architectural History and Theory

**Senior units of study**

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DAAE2001 20th Century Australian Architecture</td>
<td>6</td>
<td>Semester 2</td>
</tr>
<tr>
<td>DAAE3001 Contemporary Architecture and Theory</td>
<td>6 C DESA3001</td>
<td>Semester 1</td>
</tr>
</tbody>
</table>

### Environment, Behaviour & Society

**Senior units of study**

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DAAE2002 Architecture, Place and Society</td>
<td>6</td>
<td>Semester 1</td>
</tr>
<tr>
<td>DAAE2004 Housing for Health</td>
<td>6 Note: Department permission required for enrolment</td>
<td>Semester 1</td>
</tr>
</tbody>
</table>

### Management in Architecture

**Senior units of study**

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DAAE2007 Introduction to Project Management</td>
<td>6</td>
<td>Semester 2</td>
</tr>
</tbody>
</table>

### Streams

It is not a requirement to complete a stream. Candidates may complete a maximum of two streams within the 144cp degree total, and these will be recorded on the testamur.

#### Allied Arts in Architecture Stream

The minimum requirement is 18 credit points, including 12 credit points from the mandatory units of study and a minimum of 6 additional credit points, chosen from the following units of study. Candidates not enrolled in the Allied Arts in Architecture stream are restricted to a maximum of 18 credit points from AWSS units and are not required to complete the mandatory units.

#### Mandatory units

**Senior units of study**

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWS2001 Public Art</td>
<td>6</td>
<td>Semester 1</td>
</tr>
<tr>
<td>AWS2002 Site Specific Art</td>
<td>6</td>
<td>Semester 2</td>
</tr>
</tbody>
</table>

#### Additional Allied Arts in Architecture units

**Junior units of study**

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWS1001 Architectural Sketching and Drawing</td>
<td>6 Students may incur costs for materials in some Art Workshops units.</td>
<td>Semester 1</td>
</tr>
</tbody>
</table>

**Senior units of study**

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWS2010 Ceramics (Handbuilding)</td>
<td>6</td>
<td>Semester 1</td>
</tr>
<tr>
<td>AWS2011 Ceramics (Wheel Throwing)</td>
<td>6</td>
<td>Semester 2</td>
</tr>
<tr>
<td>AWS2013 Digital Video</td>
<td>6</td>
<td>Semester 1</td>
</tr>
<tr>
<td>AWS2014 Printmaking</td>
<td>6</td>
<td>Semester 2</td>
</tr>
<tr>
<td>AWS2015 General Drawing</td>
<td>6</td>
<td>Semester 2</td>
</tr>
<tr>
<td>AWS2016 Graphic Design (Introduction)</td>
<td>6</td>
<td>Semester 2</td>
</tr>
</tbody>
</table>
## 2009 Undergraduate Tables and Unit Descriptions - Architecture, Design and Planning

### Planning for the Public Domain

**DESP2001**

**Senior units of study**

- Introductory Urban Design and Planning

**DESP1001**

**Junior units of study**

- Urban Design and Planning Stream
  - **DECO2205** Principles of AutoCAD
  - **DECO2101** Digital Image Design & Representation
  - **DECO2102** Interactive Multimedia Design
  - **DECO2103** 3D Modelling
  - **DECO2204** Principles of AutoCAD
  - **DECO2205** Principles of ArchiCAD

**AWSS2018**

**AWSS2019**

**AWSS2020**

**AWSS2022**

**AWSS2023**

**AWSS2024**

**AWSS2026**

**AWSS2027**

**AWSS2028**

## Digital Architecture Stream

The minimum requirement is 18 credit points from the following units of study. Candidates not enrolled in the Digital Architecture stream are restricted to a maximum of 18 credit points from DECO units.

**Senior units of study**

- **DECO2101** Digital Image Design & Representation
- **DECO2102** Interactive Multimedia Design
- **DECO2103** 3D Modelling
- **DECO2204** Principles of AutoCAD
- **DECO2205** Principles of ArchiCAD

## Urban Design and Planning Stream

The minimum requirement is 18 credit points from the following units of study.

**Junior units of study**

- **DESP1001** Introductory Urban Design and Planning

**Senior units of study**

- **DESP2001** Planning for the Public Domain
- **DESP2002** Planning for the Built Environment

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### Table of Units

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>A: Assumed knowledge</th>
<th>P: Prerequisites</th>
<th>C: Corequisites</th>
<th>N: Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWS2018 Life Drawing</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
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<td>Semester 1</td>
</tr>
<tr>
<td>AWS2019 Mixed Media</td>
<td>6</td>
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<td>Semester 2</td>
</tr>
<tr>
<td>AWS2020 Object Design</td>
<td>6</td>
<td></td>
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<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>AWS2022 Painting</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Semester 2</td>
</tr>
<tr>
<td>AWS2023 Photography 1</td>
<td>6</td>
<td></td>
<td></td>
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<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>AWS2024 Photography 2</td>
<td>6</td>
<td></td>
<td>P AWS2023 or equivalent</td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>AWS2026 Screen Printing on Paper</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>S1 Intensive</td>
</tr>
<tr>
<td>AWS2027 Sculpture</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>AWS2028 Web Art and Design</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Semester 2</td>
</tr>
</tbody>
</table>

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**Not available in the Bachelor of Design Computing.**

Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.
### Elective units of study

A maximum of 18 credit points of elective units may be chosen from other faculties - see the relevant faculty handbook for details of units offered. Candidates who have passed 96 credit points with a Credit average may request permission to enrol in graduate units from Table G, the table of graduate units of study, or Table M Master of Architecture, in this handbook.

#### Junior units of study

**DESA1004**
Designing with Surfaces and Light
- Credit: 6
- Session: Semester 2, Summer, Winter
- Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.

#### Senior units of study

**DAAE2005**
Designing with Colour 1
- Credit: 6
- Session: Semester 1
- Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.

**DECO2010**
Collaborative Virtual Environments
- Credit: 6
- Session: Semester 2
- Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

**DECO2011**
Design Programming
- Credit: 6
- Session: Semester 1
- Note: Department permission required for enrolment. This unit will not run beyond 2009. Classes run with DECO1012.Bachelor of Design Computing students only.

**DECO2012**
Sound Design and Sonification
- Credit: 6
- Session: Semester 2
- Note: Department permission required for enrolment. This unit will not run beyond 2009. Classes run with DECO1013.Bachelor of Design Computing students only.

**DECO2013**
Generative Design Systems
- Credit: 6
- Session: Semester 2
- Note: Department permission required for enrolment. This unit will not run beyond 2009. Bachelor of Design Computing students only.

**DECO2006**
Real Time Multimedia
- Credit: 6
- Session: Semester 2
- Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

**DECO3003**
Design Computing Research Opportunity
- Credit: 6
- Session: Semester 2
- Note: Department permission required for enrolment. Students from other faculties may apply directly to the Faculty of Architecture, Design and Planning.

**DECO3005**
Advanced Interactive Multimedia Design
- Credit: 6
- Session: Semester 1
- Note: Department permission required for enrolment. Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

**DECO3006**
Principles of Animation
- Credit: 6
- Session: Semester 1
- Note: Department permission required for enrolment. Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

### General Electives

#### Senior units of study

**DECO3551**
Design Computing General Elective A
- Credit: 6
- Session: S1 Intensive
- Note: Department permission required for enrolment. Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

**DECO3552**
Design Computing General Elective B
- Credit: 6
- Session: S1 Intensive
- Note: Department permission required for enrolment. Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

**DECO3553**
Design Computing General Elective C
- Credit: 6
- Session: S1 Intensive
- Note: Department permission required for enrolment. Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

**DECO3554**
Design Computing General Elective D
- Credit: 6
- Session: S1 Intensive
- Note: Department permission required for enrolment. Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

**DESA3551**
Design Architecture General Elective A
- Credit: 6
- Session: S1 Intensive
- Note: Department permission required for enrolment. Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.
## Unit of study

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>A: Assumed knowledge</th>
<th>P: Prerequisites</th>
<th>C: Corequisites</th>
<th>N: Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DESA3552 Design Architecture General Elective B</td>
<td>6</td>
<td>P 48 credit points. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
<td></td>
<td>S1 Intensive S2 Intensive Semester 1 Semester 2</td>
</tr>
<tr>
<td>DESA3553 Design Architecture General Elective C</td>
<td>6</td>
<td>P 48 credit points. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
<td></td>
<td>S1 Intensive S2 Intensive Semester 1 Semester 2</td>
</tr>
<tr>
<td>DESA3554 Design Architecture General Elective D</td>
<td>6</td>
<td>P 48 credit points. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
<td></td>
<td>S1 Intensive S2 Intensive Semester 1 Semester 2</td>
</tr>
</tbody>
</table>

### Independent Study Electives

#### Senior units of study

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>A: Assumed knowledge</th>
<th>P: Prerequisites</th>
<th>C: Corequisites</th>
<th>N: Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DECO3441 Design Computing Independent Study A</td>
<td>6</td>
<td>P 48 credit points and WAM of at least 70. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>DECO3442 Design Computing Independent Study B</td>
<td>6</td>
<td>P 48 credit points and WAM of at least 70. Note: Department permission required for enrolment</td>
<td></td>
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<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>DECO3443 Design Computing Independent Study C</td>
<td>6</td>
<td>P 48 credit points and WAM of at least 70. Note: Department permission required for enrolment</td>
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<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>DECO3444 Design Computing Independent Study D</td>
<td>6</td>
<td>P 48 credit points and WAM of at least 70. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
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<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>DESA3441 Design Architecture Independent Study A</td>
<td>6</td>
<td>P 48 credit points and WAM of at least 70. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>DESA3442 Design Architecture Independent Study B</td>
<td>6</td>
<td>P 48 credit points and WAM of at least 70. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>DESA3443 Design Architecture Independent Study C</td>
<td>6</td>
<td>P 48 credit points and WAM of at least 70. Note: Department permission required for enrolment</td>
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<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>DESA3444 Design Architecture Independent Study D</td>
<td>6</td>
<td>P 48 credit points and WAM of at least 70. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1 Semester 2</td>
</tr>
</tbody>
</table>

### Honours units of study

Candidates enrol in A and B in their first semester and C and D in their second semester.

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>A: Assumed knowledge</th>
<th>P: Prerequisites</th>
<th>C: Corequisites</th>
<th>N: Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARCH4003 Dissertation and Research Methods A</td>
<td>12</td>
<td>P Completion of the Pass degree with a WAM of at least 70. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>ARCH4004 Dissertation and Research Methods B</td>
<td>12</td>
<td>C ARCH4003</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>ARCH4005 Dissertation and Research Methods C</td>
<td>12</td>
<td>C ARCH4004</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1 Semester 2</td>
</tr>
<tr>
<td>ARCH4006 Dissertation and Research Methods D</td>
<td>12</td>
<td>C ARCH4005</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1 Semester 2</td>
</tr>
</tbody>
</table>
### Table B: Bachelor of Design Computing

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>A: Assumed knowledge</th>
<th>P: Prerequisites</th>
<th>C: Corequisites</th>
<th>N: Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Core units of study</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Candidates are required to complete all the core units of study listed in this table.</td>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Junior units of study</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DECO1012 Design Programming</td>
<td>6</td>
<td>N DECO2011, SOFT1001</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>DECO1006 Understanding Design &amp; Cognition</td>
<td>6</td>
<td>N DECO1004</td>
<td></td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>DECO1100 Digital Design Studio</td>
<td>12</td>
<td>N DECO1011</td>
<td>Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.</td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>DECO1008 3D Modelling</td>
<td>6</td>
<td>N DECO2103</td>
<td>This unit is for BDesComp and BST students only. Others may enrol in DECO2103.</td>
<td></td>
<td></td>
<td>Semester 2</td>
</tr>
<tr>
<td>DECO1013 Sound Design and Sonification</td>
<td>6</td>
<td>N DECO2012</td>
<td>Enrolment limited by teaching resources. Permission required unless enrolled in the Bachelor of Design Computing or the BST. Other students may apply directly to the Faculty of Architecture, Design and Planning for a place.</td>
<td></td>
<td></td>
<td>Semester 2</td>
</tr>
<tr>
<td><strong>Senior units of study</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DECO2010 Collaborative Virtual Environments</td>
<td>6</td>
<td>P DECO (1100 and 1200 or (2101 and 2102) or INFO (1000 or 1003)</td>
<td>N DECO2005 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>INFO2120 Database Systems 1</td>
<td>6</td>
<td>A Some exposure to programming and some familiarity with data model concepts such as taught in INFO1103 or INFO1003 or INF1000 or INFO1903</td>
<td>N INFO (2820 or 2005 or 2905)</td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>DECO2200 Interaction Design Studio</td>
<td>12</td>
<td>P DECO1100, DECO1200</td>
<td>Core unit for the Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.</td>
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<td></td>
<td>Semester 2</td>
</tr>
<tr>
<td>DECO3100 Information Visualisation Design Studio</td>
<td>12</td>
<td>P DECO (1100 and 1200) or DECO (2101 and 2102) or DECO (2012 and 2013)</td>
<td>N DECO3001 Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.</td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>DECO3200 Human-Computer Experience Design Studio</td>
<td>12</td>
<td>P DECO3100 or DECO (2101 and 2102 and (DECO2011 or SOFT1001))</td>
<td>N DECO3002 Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.</td>
<td></td>
<td></td>
<td>Semester 2</td>
</tr>
<tr>
<td><strong>Technical electives</strong></td>
<td></td>
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</tr>
<tr>
<td>Candidates are required to complete a minimum of 18 credit points, with a minimum of 6 credit points at 2000 level or higher, from units offered by the Faculty of Engineering and Information Technologies prefixed ELEC, MTRX, COMP, ISYS and/or INFO.</td>
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<tr>
<td><strong>Arts, Economics or Science electives</strong></td>
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<tr>
<td>Candidates are required to complete a minimum of 18 points, with a minimum of 6 credit points at 2000 level or higher, from units offered by the Faculties of Arts, Economics and Business or Science.</td>
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<tr>
<td><strong>Electives</strong></td>
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<tr>
<td>Candidates are required to complete a maximum of 24 credit points of electives from the following list. Students who have completed 96 credit points with a WAM of at least 70 may substitute, with the permission of the unit coordinator concerned, units from Table G, The Faculty’s table of graduate units.</td>
<td></td>
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<tr>
<td><strong>Design Computing electives</strong></td>
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<tr>
<td>Senior units of study</td>
<td></td>
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<tr>
<td>DECO3005 Advanced Interactive Multimedia Design</td>
<td>6</td>
<td>P DECO (1200 or 2102 or 2002)</td>
<td>N DESC9142 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>DECO3006 Principles of Animation</td>
<td>6</td>
<td>P DECO (1003 or 1008 or 2103)</td>
<td>N DESC9019, DESC9141 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>DECO3008 Design Computing Prep Hons Research</td>
<td>6</td>
<td>P 72 credit points and minimum WAM of 70 Note: Department permission required for enrolment</td>
<td>N DESC9142</td>
<td></td>
<td></td>
<td>Semester 1</td>
</tr>
<tr>
<td>DECO2606 Real Time Multimedia</td>
<td>6</td>
<td>P DECO (1008 or 2103) and (SOFT1001 or DECO2011) Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.</td>
<td></td>
<td></td>
<td></td>
<td>Semester 2</td>
</tr>
</tbody>
</table>
### Unit of study Credit points A: Assumed knowledge P: Prerequisites C: Corequisites N: Prohibition Session

#### DECO3003 Design Computing Research Opportunity
6 A Computer programming. P 96 credit points and minimum WAM of 66. Note: Department permission required for enrolment. Students from other faculties may apply directly to the Faculty of Architecture, Design and Planning.

<table>
<thead>
<tr>
<th>Session</th>
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<tbody>
<tr>
<td>Semester 2</td>
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</tbody>
</table>

#### Allied Arts in Architecture

### Junior units of study

#### AWS2001 Architectural Sketching and Drawing
6 Students may incur costs for materials in some Art Workshops units. Semester 1

### Senior units of study

#### AWS2002 Site Specific Art
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting.

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<td>Semester 1</td>
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</table>

#### AWS2010 Ceramics (Handbuilding)
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting.

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<tr>
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</table>

#### AWS2011 Ceramics (Wheel Throwing)
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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#### AWS2012 Digital Video
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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<td>Semester 2</td>
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</table>

#### AWS2013 Printmaking
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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</table>

#### AWS2014 General Drawing
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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<tr>
<td>Semester 1</td>
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</table>

#### AWS2015 Graphic Design (Introduction)
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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#### AWS2016 Life Drawing
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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</table>

#### AWS2017 Mixed Media
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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</table>

#### AWS2020 Object Design
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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#### AWS2021 Painting
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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</table>

#### AWS2022 Photography 1
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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<tr>
<td>Semester 1</td>
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</table>

#### AWS2023 Photography 2
6 P AWS2023 or equivalent. Equivalence can be established by either presenting a portfolio of b&w photographic work or by presenting a transcript indicating a minimum of a full semester unit in b&w photography.

<table>
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<tr>
<th>Session</th>
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<tbody>
<tr>
<td>Semester 2</td>
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</table>

#### AWS2024 Screen Printing on Paper
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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</table>

#### AWS2025 Sculpture
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

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<tr>
<td>Semester 2</td>
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</table>

#### AWS2026 Web Art and Design
6 Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

<table>
<thead>
<tr>
<th>Session</th>
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<tbody>
<tr>
<td>Semester 1</td>
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</table>
# Design Architecture Electives

## Junior units of study

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Assumed knowledge</th>
<th>Prerequisites</th>
<th>Corequisites</th>
<th>Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DESA1004 Designing with Surfaces and Light</td>
<td>6</td>
<td>A</td>
<td>P</td>
<td></td>
<td></td>
<td>Semester 2, Summer Early/Winter Main</td>
</tr>
</tbody>
</table>

## Senior units of study

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Assumed knowledge</th>
<th>Prerequisites</th>
<th>Corequisites</th>
<th>Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DAAE2005 Designing with Colour 1</td>
<td>6</td>
<td>A DESA1004</td>
<td>P</td>
<td></td>
<td></td>
<td>Semester 1, Summer Early/Winter Main</td>
</tr>
<tr>
<td>DAAE2006 Designing with Colour 2</td>
<td>6</td>
<td>P DAAE2005</td>
<td></td>
<td></td>
<td></td>
<td>Semester 2</td>
</tr>
</tbody>
</table>

## General Electives

## Senior units of study

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Assumed knowledge</th>
<th>Prerequisites</th>
<th>Corequisites</th>
<th>Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DECO3551 Design Computing General Elective A</td>
<td>6</td>
<td></td>
<td>P</td>
<td></td>
<td></td>
<td>S1 Intensive, S2 Intensive</td>
</tr>
<tr>
<td>DECO3552 Design Computing General Elective B</td>
<td>6</td>
<td></td>
<td>P</td>
<td></td>
<td></td>
<td>S1 Intensive, S2 Intensive</td>
</tr>
<tr>
<td>DECO3553 Design Computing General Elective C</td>
<td>6</td>
<td></td>
<td>P</td>
<td></td>
<td></td>
<td>S1 Intensive, S2 Intensive</td>
</tr>
<tr>
<td>DECO3554 Design Computing General Elective D</td>
<td>6</td>
<td></td>
<td>P</td>
<td></td>
<td></td>
<td>S1 Intensive, S2 Intensive</td>
</tr>
</tbody>
</table>

## Independent Study Electives

## Senior units of study

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Assumed knowledge</th>
<th>Prerequisites</th>
<th>Corequisites</th>
<th>Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DECO3441 Design Computing Independent Study A</td>
<td>6</td>
<td></td>
<td>P</td>
<td></td>
<td></td>
<td>Semester 1, Semester 2</td>
</tr>
<tr>
<td>DECO3442 Design Computing Independent Study B</td>
<td>6</td>
<td></td>
<td>P</td>
<td></td>
<td></td>
<td>Semester 1, Semester 2</td>
</tr>
<tr>
<td>DECO3443 Design Computing Independent Study C</td>
<td>6</td>
<td></td>
<td>P</td>
<td></td>
<td></td>
<td>Semester 1, Semester 2</td>
</tr>
<tr>
<td>DECO3444 Design Computing Independent Study D</td>
<td>6</td>
<td></td>
<td>P</td>
<td></td>
<td></td>
<td>Semester 1, Semester 2</td>
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</tbody>
</table>

## Honours units of study

Candidates enrol in A and B in their first semester and C and D in their second semester.

<table>
<thead>
<tr>
<th>Unit of study</th>
<th>Credit points</th>
<th>Assumed knowledge</th>
<th>Prerequisites</th>
<th>Corequisites</th>
<th>Prohibition</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>DECO4001 Design Computing Honours Research A</td>
<td>12</td>
<td></td>
<td>P Completion of the Pass degree. Students in the Bachelor of Design Computing will require a WAM of at least 70. Note: Department permission required for enrolment</td>
<td></td>
<td></td>
<td>Semester 1, Semester 2</td>
</tr>
<tr>
<td>DECO4002 Design Computing Honours Research B</td>
<td>12</td>
<td></td>
<td>C DECO4001</td>
<td></td>
<td></td>
<td>Semester 1, Semester 2</td>
</tr>
<tr>
<td>DECO4003 Design Computing Honours Research C</td>
<td>12</td>
<td></td>
<td>C DECO4002</td>
<td></td>
<td></td>
<td>Semester 1, Semester 2</td>
</tr>
<tr>
<td>DECO4004 Design Computing Honours Research D</td>
<td>12</td>
<td></td>
<td>C DECO4003</td>
<td></td>
<td></td>
<td>Semester 1, Semester 2</td>
</tr>
</tbody>
</table>
Undergraduate Unit Descriptions

ARCH4003
Dissertation and Research Methods A
Credit points: 12 Session: Semester 1, Semester 2 Prerequisites: Completion of the Pass degree with a WAM of at least 70. Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Department permission required for enrolment. Note: Bachelor of Design in Architecture honours students only.

Students must submit an Honours application form. Entry into Honours in the Bachelor of Design in Architecture requires you to have completed your pass degree with a Weighted Average Mark of at least 70.

The honours degree requires full time study over two semesters (ARCH4003 and ARCH4004 and then ARCH4005 and ARCH4006). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which ARCH4006 Dissertation and Research Methods D is taken.

ARCH4004
Dissertation and Research Methods B
Credit points: 12 Session: Semester 1, Semester 2 Corequisites: ARCH4003 Mode of delivery: Normal (lecture/lab/tutorial) Day

Students must submit an Honours application form. Entry into Honours in the Bachelor of Design in Architecture requires you to have completed your pass degree with a Weighted Average Mark of at least 70.

The honours degree requires full time study over two semesters (ARCH4003 and ARCH4004 and then ARCH4005 and ARCH4006). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which ARCH4006 Dissertation and Research Methods D is taken.

ARCH4005
Dissertation and Research Methods C
Credit points: 12 Session: Semester 1, Semester 2 Corequisites: ARCH4004 Mode of delivery: Normal (lecture/lab/tutorial) Day

Students must submit an Honours application form. Entry into Honours in the Bachelor of Design in Architecture requires you to have completed your pass degree with a Weighted Average Mark of at least 70.

The honours degree requires full time study over two semesters (ARCH4003 and ARCH4004 and then ARCH4005 and ARCH4006). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which ARCH4006 Dissertation and Research Methods D is taken.

ARCH4006
Dissertation and Research Methods D
Credit points: 12 Session: Semester 1, Semester 2 Corequisites: ARCH4005 Mode of delivery: Normal (lecture/lab/tutorial) Day

Students must submit an Honours application form. Entry into Honours in the Bachelor of Design in Architecture requires you to have completed your pass degree with a Weighted Average Mark of at least 70.

The honours degree requires full time study over two semesters (ARCH4003 and ARCH4004 and then ARCH4005 and ARCH4006). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which ARCH4006 Dissertation and Research Methods D is taken.

AWSS1001
Architectural Sketching and Drawing
Credit points: 6 Teacher/Coordinator: Ms Jan Fieldsend Session: Semester 1 Classes: Two hours studio per week. Assessment: Portfolio of works and process journal. Practical field work: Studio practice. Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Students may incur costs for materials in some Art Workshops units.

This module aims to provide the student with the knowledge, skills and aptitude required to use a range of fundamental drawing skills and media to make a portfolio of drawings based on observation of the physical world, in particular the built world. On successful completion of this unit students will have demonstrated familiarity with a range of drawing media and techniques, including charcoal, graphite, conte crayon, pen, brush and ink, as well as being introduced to colour and mixed media. Students will be encouraged to develop a commitment to the practice of drawing as a discipline in its own right as well as a fundamental skill in all design areas. Each technique and approach will be presented against a background of art history and current architectural practice. Students will understand the importance of maintaining a diary as a site to record all their visual and conceptual research, and in which to draw on a daily basis as a means to develop both skills and ideas.

AWSS2001
Public Art
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.

The field of public art is rapidly growing and as such has generated much debate and interest. The aim of this unit is to provide students with a broad overview of the issues that influence and inform the production of art in the public sphere: history and theory of public art, policy and management, conservation, community response and evaluation, current local and international practice. It aims to develop each student’s ability to critically analyse and be able to enter into debate (both written and spoken) on public art issues, especially its relationship to architecture. Field trips, artist/commissioner talks, case studies, (eg. the Vietnam Memorial in Washington and the Sydney Olympic Public Art Projects) and slide lectures will complement the theoretical content of Public Art.

AWSS2002
Site Specific Art
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting.

This practical unit aims to give students a broad understanding of how site-specific art functions as a contemporary art medium, including its historical development and relationship to other visual art forms and
architecture. Students gain experience in ways of selecting and analysing sites for the purposes of incorporation into artwork. Students begin to develop an individual art practice through using a wide range of materials to make temporary site-specific artworks and also begin to develop ways of analysing and evaluating site-specific artworks through directed group discussions.

AWS2010
Ceramics (Handbuilding)
Credit points: 6
Teacher/Coordinator: Mark Jones
Session: Semester 1, Semester 2
Classes: Three hours per week.
Assessment: Studio projects, seminars and associated assignments.
Practical field work: Studio practice
Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting.

This practical unit aims to give students the understanding to create handbuilt ceramic constructions that will be fired and glazed. Students will explore the plastic properties of clay as well as glazing, underglazing and surface treatments. There will be an investigation of handbuilt ceramics at both historical and contemporary levels. Set projects will enable students to discover their own means of expression and design of vessels and sculptural forms. Projects include slab and coil construction and combinations of coil, slab and pinch construction. Various surface finishes such as brushwork, glazing and sculptural relief applications will be introduced including coloured underglazes, slips and glazes.

AWS2011
Ceramics (Wheel Throwing)
Credit points: 6
Teacher/Coordinator: Mark Jones
Session: Semester 1, Semester 2
Classes: Three hours per week.
Assessment: Studio projects, seminars and associated assignments.
Practical field work: Studio Work
Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting.

This practical unit aims to give students an introduction to the varied techniques of throwing on the wheel to produce vessels and designed forms. The emphasis is on the art and craft of this age old method of construction. There will be an investigation of this practice at both historical and contemporary levels. Various techniques will be introduced including combination throwing and handbuilding, turning, glazing and brushwork with slips and underglazes.

AWS2013
Digital Video
Credit points: 6
Session: Semester 1, Semester 2
Classes: Three hours per week.
Assessment: Assessment is based on participation, process/research journal, practical digital video skills and completed projects.
Practical field work: Studio practice
Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting.

This practical unit aims to explore the languages of moving images; conventions of framing, movement and editing; developing a fundamental understanding of the technical aspects of pre-production, production and post-production; and generate independent and cooperative working methods using a variety of media. Students will be introduced to digital video systems with up-to-date editing software. Emphasis is placed on skills development, process/storyboarding and ideas. The module is divided into units exploring approaches to lighting, shooting, editing, sound production and concept development.

AWS2014
Printmaking
Credit points: 6
Teacher/Coordinator: Ms Seraphina Martin
Session: Semester 1, Semester 2
Classes: Three hours per week.
Assessment: Attendance: 10%, Studio skills, image conception, research journal 30%, Print portfolio 50%
Practical field work: Studio practice
Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This practical unit aims to give students a broad understanding of how an etching is developed, offering contemporary non-toxic alternatives to traditional etching. A wide range of mark making techniques will be applied combining collage, photography, photocopy art, textural found objects, digital images, as well as the traditional discipline of drawing. Students will gain knowledge of fundamental plate making techniques, and their different applications through demonstration, slide lectures and discussion. Other forms of printmaking, such as linocuts and mono prints maybe also explored.

Students will be introduced to the history/theory of printmaking as an art form in contemporary art. Printmaking’s relationship to architecture and digital media will be also discussed. Particular emphasis will be placed on the production of a high quality print portfolio on state of the art printmaking papers.

AWS2015
General Drawing
Credit points: 6
Teacher/Coordinator: Ms Sue Pedley
Session: Semester 1, Semester 2
Classes: Three hours per week.
Assessment: Studio projects and associated assignments.
Practical field work: Studio practice
Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This module aims to provide the student with the knowledge and aptitude required to use a range of fundamental drawing skills and media to make a portfolio of drawings based on observation of the physical world. It aims to increase the student’s level of skill in representational, interpretive and expressive areas of drawing. The focus is on the formal aspects of composition and perspective as well as mixed media and experimental approaches. Students use a wide variety of mark-making methods to render line, tonal value and texture. Students are provided with the opportunity to combine sound observational skills with imaginative and experimental techniques in order to encourage a personal vision and a commitment to the practice of drawing. Drawing is a discipline in its own right as well as a fundamental skill in all design areas. Each technique and approach will be presented against a background of art history and theory.

AWS2016
Graphic Design (Introduction)
Credit points: 6
Teacher/Coordinator: Ms Teena Clarke
Session: Semester 1, Semester 2
Classes: Three hours per week.
Assessment: Studio projects and associated assignments.
Practical field work: Studio practice
Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit; allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This unit of study assumes the student knows little or nothing about graphic design. The aim is to introduce basic design principles and processes, examining the use of design elements, the construction of meaning in visual communications, research methods and the relationships between type, image and form.

The unit involves practical studio work with a lecture series that introduces students to the history, theory and practice of graphic design and typography. Preliminary exercises develop an understanding of the basic skills, concepts and materials of visual communication and document layout. Students learn about the elements of design, page composition and the use of type and image.
Understanding the integration of type and image is applied in the final project. Students consider how information is transmitted and interpreted and develop an understanding of the key roles of the media form, the audience and the communication objective.

Students address the issues of style and meaning in contemporary design and typography and are required to research and present a journal of collected print samples and readings that expand their knowledge.

AWS2018 Life Drawing
Credit points: 6 Teacher/Coordinator: Mr Brandt Lewis Session: Semester 1, Semester 2 Classes: Three hours per week. Assessment: Studio projects and associated assignments. Practical field work: Studio practice Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit. Allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This module aims to provide the student with the knowledge, skills and aptitude required to use a range of fundamental drawing skills to make a portfolio of work based on observation of the human body through the use of life models. It aims to increase the student’s level of skill in representational, interpretive and expressive areas of drawing, using a wide range of drawing media and techniques, focusing on the formal aspects of composition, anatomy, scale, proportion and foreshortening as well as developing dynamic approaches to drawing the human body. Students will be provided with the opportunity to combine sound observational skills with imaginative and experimental techniques in order to encourage a personal vision and style and a commitment to the practice of drawing as a discipline in its own right. Each technique and approach will be presented against a background of art history and theory.

AWS2019 Mixed Media
Credit points: 6 Teacher/Coordinator: Ms Jan Fieldsend Session: Semester 2 Classes: Three hours per week. Assessment: Studio projects and associated assignments. Practical field work: Studio practice Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit. Allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

In the twentieth century, collage techniques profoundly changed the form and content of visual arts. Mixed Media examines these developments through practical classes, slide lectures and discussion. Collage, assemblage, montage, photocopy art and the more traditional disciplines of drawing, painting and printmaking are included in mixed media.

This unit of study presents students with a wide range of art materials, techniques and concepts. It aims to develop skill in and knowledge of various formal considerations in art practice: scale, line, texture, colour, space, shape etc. as well as understanding the conceptual bases of artwork. Through a set of preparatory exercises and finished artworks students can explore and develop creative expression, technical abilities and knowledge of materials. An awareness of art history/theory in relation to mixed media will be presented and discussed to inform the student’s own approach to image making.

AWS2020 Object Design
Credit points: 6 Teacher/Coordinator: Ms Anne Harry Session: Semester 1, Semester 2 Classes: Three hours per week. Assessment: Studio projects and associated assignments. Practical field work: Studio practice Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit. Allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

In this unit students develop and inter-relate manufacturing and artisan skills with research, analysis and design development. It aims to develop a critical awareness of the nature of all objects which surround us, exploring cultural, contextual and symbolic aspects of object design as well as functional and aesthetic qualities. Sustainability and social issues relating to their manufacture, use and disposal are also discussed. The unit aims to increase appreciation of the materiality of objects focusing on timber as an example and introduces students to the wonderful diversity of timber species, environmental and ethical issues associated with their selection, and also emerging alternative materials. Through a series of exercises and production of their major project, students develop knowledge of construction techniques and skills in using wood/plastics tools and machinery and in so doing, build an awareness of industrial and craft practices and how they impact on the design process and outcome.

AWS2022 Painting
Credit points: 6 Session: Semester 1, Semester 2 Classes: Three hours per week. Assessment: Studio projects and associated assignments. Practical field work: Studio practice Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit. Allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This module aims to provide the student with the knowledge and aptitude required to use a range of fundamental painting skills to make a portfolio of work based on observation of the physical world, and to experiment with imaginative applications of acrylic or oil media. Students with little or no experience with painting will be shown how to prepare grounds, mix colours, make a tonal scale in colour), then undertake practical work in observational painting including still-life and interior (painting form, modeling and shading techniques, use of pure colour), landscape (compositional techniques, perspective, use of grounds), the nude and self-portraiture (painting with a life model, anatomy). Each project will be presented against a background of relevant art history and conceptual approaches, including, where appropriate, contemporary approaches to style and appropriation, the decorative, text, collage and abstraction. Students will be shown how to use a visual diary as their research/process journal which will include all their visual and conceptual research.

AWS2023 Photography 1
Credit points: 6 Teacher/Coordinator: Ms Paola Talbert or Ms Virginia Ross Session: Semester 1, Semester 2 Classes: Three hours per week. Assessment: Studio projects and associated assignments. Practical field work: Studio practice Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit. Allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This practical unit assumes students have little or no understanding of dark room practice. It aims to give students an understanding of how photography functions as a contemporary visual medium, including its historical development. Students will gain knowledge of the principles and practice of camera operations, the production of high quality black and white negatives and prints in small studio style classes. This module covers the use of a 35mm SLR camera, image composition, use of lighting, film developing and printing photographs. Practical work includes darkroom, gallery visits, completion of set class projects, technical exercises, class discussions and the production of a portfolio. Students should have access to a 35mm SLR film camera.

AWS2024 Photography 2
Credit points: 6 Teacher/Coordinator: Ms Paola Talbert or Ms Virginia Ross Session: Semester 1, Semester 2 Classes: Three hours per week. Prerequisites: AWS2023 or equivalent. Equivalence can be established by either presenting a portfolio of b&w photographic work or by presenting a
transcript indicating a minimum of a full semester unit in b&w photography. Assessment: Studio projects and associated assignments. Practical field work: Studio practice Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

In this unit of study, students will have the opportunity to develop creative photographic projects from initial ideas to production of artwork, producing two major photographic series that function successfully at both an aesthetic and a conceptual level. They will have the opportunity to research and experiment with a variety of different ideas and take an experimental approach to photography, trying different techniques and considering which will best serve the intentions of the artwork.

AWSS2026
Screen Printing on Paper
Credit points: 6 Teacher/Coordinator: Ms Jan Fieldsend Session: S1 Intensive Classes: Three hours per week. Assessment: Studio projects and associated assignments. Practical field work: Studio practice Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

This studio-based unit will introduce students to screen printing on paper, in both graphic design and contemporary art contexts. Screen-printing is most commonly known as a commercial process, however many artists have used this printmaking technique not only for its versatile aesthetic qualities but to comment on the way art is perceived in the age of mass media and consumerism.

It aims to provide students with: the knowledge and skills to design for and print on paper; awareness and appreciation of screen-printing in historical and contemporary contexts; a wide variety of techniques and exercises that can be developed into an edition or experimental series of screen-prints.

Techniques covered include: photo, wax emulsion stencils, preparation of photo-positives, ink technology, registration and print set-up for multi-coloured screen-prints. Through studio practice, set exercises, slide-lectures, gallery visits and library research students will develop an understanding of their creative process and ability to interpret ideas through the medium of screen-printing.

AWSS2027
Sculpture
Credit points: 6 Teacher/Coordinator: Mr Ari Purhonen Session: Semester 1, Semester 2 Classes: Three hours per week. Assessment: Studio projects and associated assignments. Practical field work: Studio practice Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

The aim of this unit of study is to develop knowledge and abilities in all areas, practical, historical and theoretical relevant to the making of sculpture.

Students will work with a broad range of materials and sculptural techniques such as clay modelling, plaster-mould making, casting, soldering, brazing and welding which will be used to explore elementary aspects of three-dimensional form and space.

You will be required to design, plan and complete two projects, a casting in plaster and a work using metal. In addition to this you will need to independently research historical precedents and contemporary practice in sculpture and discuss your ideas and development of your work in class.

AWSS2028
Web Art and Design
Credit points: 6 Teacher/Coordinator: Mr Gianni Wise Session: Semester 1, Semester 2 Classes: Three hours per week. Assessment: Studio projects and associated assignments. Practical field work: Studio practice Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Tin Sheds Gallery, Wilkinson Building. Attendance at the first class is compulsory to maintain your place in the unit: allocation of spare places will be made at the first meeting. Students may incur costs for materials in some Art Workshops units.

The Web Art and Design unit of study aims to introduce Web design and internet page creation within the context of contemporary art. The practical class will enable students to build a website using current software. The aim is to encourage engagement with the net in terms of its creative potential and cultural relevance rather than its commercial and educational uses. Students will investigate use of the internet by contemporary artists in such diverse areas as media arts, architecture, hypertext writing and other emerging forms of net art that engage with the very form of the internet. Students are expected to have a basic knowledge of Web design and the internet.

DAAE2001
20th Century Australian Architecture
Credit points: 6 Teacher/Coordinator: Mr Trevor Howells Session: Semester 2 Classes: 3 hrs/wk Assessment: One seminar presentation and one 3000 word essay. Mode of delivery: Normal (lecture/lab/tutorial) Day

The unit will introduce students to a range of architectural styles and aspirations in Australia. Lectures and seminars will cover key buildings representative of their period. At the conclusion, students will be familiar with a range of styles and their characteristics. They will undertake individual self-directed research and learn how to record and present the results of this research. Students will also acquire an appreciation of the ideals and aspirations that support the architectural styles examined, and how these are related to wider social and cultural movements.

On successful completion of this unit, students will be able to demonstrate: a familiarity with a range of Australian buildings and styles. Site tours will examine specific buildings, and these will be recorded in a site visit log; the ability to research, record and present a specific building in Sydney; the ability to link a specific building to other works of a similar style and period. This will be assessed in the seminar presentation and in the submitted essay.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation 26 hours per semester.

DAAE2002
Architecture, Place and Society
Credit points: 6 Teacher/Coordinator: A/Prof Anna Rubbo Session: Semester 1 Classes: 3 hours per week Assessment: two assignments: a) a 1500 word essay and b) a group or individual project requiring a research proposal, fieldwork, presentation, and reflection. Mode of delivery: Normal (lecture/lab/tutorial) Day

This unit aims to investigate the relationship between architecture, place and society and to explore the meaning of cultural and social sustainability in architectural design. The unit assumes that designers will increasingly work in places where cultures are unfamiliar at home or in a global context, and that an ability to understand, and interpret, diverse cultures, and the way design occurs in diverse locations, is an important area of knowledge for designers. A key aspect of social sustainability is the practice of social responsibility, and the unit explores how this may occur, including involving people in the design process.

On completion of this unit students will be able to demonstrate: an ability to better understand the connections between architecture place and society, and the social, cultural, political and economic factors affecting sustainable environments; skills and knowledge in participatory processes necessary for effective communication about environmental design issues; increased critical awareness about social
responsibility in relation to the practice of architecture and the design of the built environment, and an ability to exercise this awareness.

This unit will provide architecture students with knowledge of the relationship between culture and architecture, as well as practical knowledge of the social aspects of design practice. It is intended that students from other disciplines will develop a critical awareness of the built environment as a form of cultural production, and the possibilities for their participation in its production.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 26 hours per semester.

DAAE2004
Housing for Health
Note: Department permission required for enrolment.

Upon successful completion students will demonstrate: evidence of reading recommended texts and reporting on health-housing theory; completion of specific tasks in the measurement performance of household plumbing and electrical services and fittings against stated standards; completion of Healthabitat data sheets and logging into Healthabitat analysis programs to deliver work sheets for licensed plumbers and electricians; comprehension through report writing on the analyses of data, house fixing procedures and independent observations of other health risks, specifically for householders' information requiring regular maintenance and user practices.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Intensive delivery mode: 12 hours. Fieldwork, reading and preparation: 26 hours. Task research, preparation and documentation.

DAAE2005
Designing with Colour 1
Credit points: 6 Teacher/Coordinator: Dr Terry Purcell. Session: Semester 1. Summer Early, Winter Main Classes: Online delivery through WebCT Assumed knowledge: DESA1004 Assessment: The assessment for the unit involves an assignment that is divided into three parts each related to the three areas of knowledge presented in the unit. The three parts carry equal weight in terms of marks. Mode of delivery: On-line
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.

The aims of the unit are: (1) To make participants aware that any design decision that involves a physical material involves a decision about colour, and the consequences of this fact. This also applies to the design of digital environments. (2) To present participants with research based information about colour and associated topics that can be used in design. This information falls into three main areas. The first relates to the basics of colour vision and includes the structure of the world of colour we experience, colour mixing, colour measurement and specification. The second area deals with relationships between areas of colour and focuses on colour contrast and colour preference and the relationship between contrast and preference. The third area is concerned with the limits on human information processing and how this will effect the response to the number of colours used in a colour design. (3) To demonstrate to participants how that information can be used to understand experiences associated with specific examples of environments and the particular physical attributes of the examples associated with the experiences. (4) To teach participants basic skills in using the image processing program Photoshop. (5) To have participants use those skills and their knowledge about colour experience in colour design exercises that form the basis for the assignments and the assessment in the unit.

The objectives of the assessment procedure are to have participants demonstrate their understanding of the knowledge presented in each of the areas of the unit and their ability to use that knowledge by: developing designs that achieve defined outcomes by embodying that knowledge in the design; by critically discussing how the designs embody the knowledge to achieve those outcomes; and by specifically linking those outcomes to the attributes of the colours that are used in the design.

To preview the material in the course go to: http://people.arch.usyd.edu.au/~terry/DAAE2005/
This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 26 hours per semester.

Textbooks:

DAAE2008
Innovative Building Structures
Credit points: 6  
Teacher/Coordinator: D J Gunaratnam  
Session: Semester 2  
Classes: 3 hours per week  
Prerequisites: DSA2111  
Assessment: Case Study & Modelled assignments, Mode of delivery: Normal (lecture/lab/tutorial) Day

This unit engages students in detailed studies of innovative building structures, both the design and construction, and modelling techniques for structural synthesis. The unit initially investigates a number of innovative building structural designs and construction methods and processes, through case studies, and explores issues and factors that contribute to the innovative solutions. Modelling techniques are then introduced and their uses in the synthesis and analysis of innovative building structures are explored in-depth. Students are provided with experience in the computer and physical modelling of some of the advanced structures arising in the case studies.

The unit is organised around three major topics as follows:

(1) Innovative structural design: Discusses the differences between routine and innovative structural design, and identifies a set of dimensions along which the innovativeness of a structural design can be assessed. These dimensions form the basis for studying the developments in structural design to-date and for evaluating existing structural designs for their innovativeness. It also explores the different design requirements and decision criteria that lead to innovative structural solutions, in building designs, through a number of case studies.

(2) Modelling techniques: Introduces and provides the bases for a number of computer modelling techniques for advanced structures that can be used to analyse and design innovative structures. Discusses some of their limitations and explores the current developments in computational models and techniques, specifically aimed at facilitating innovative designs. Some of the physical modelling techniques and their usefulness in the exploration of innovative structural solutions are also considered.

(3) Innovative Construction: Explores construction requirements and decision criteria that lead to innovation in construction methods and processes, through selected case studies. Discusses the interactions between the innovations in structural design and in construction methods and processes.

Students are expected to be able to demonstrate a high level of competence in investigating and presenting case studies on structural design and construction, to identify and evaluate issues and factors that contribute to innovative structural solutions in case studies, to determine the relevance of the various advanced structural modelling techniques for a given building design and to demonstrate a high level of competence in computer and physical modelling of structures.

A case study assignment is used to assess the student's competence in investigating and presenting case studies and being able to identify and evaluate issues and factors contributing to innovative structural solutions. A two part modelling assignment is used to assess the competence in selecting suitable models for structural synthesis, for a given set of requirements and design criteria.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 26 hours per semester.

DAAE3001
Sustainable Architectural Practice
Credit points: 6  
Teacher/Coordinator: Prof Richard Hyde  
Session: Semester 1  
Classes: 3 hours per week  
Prerequisites: DSA2111  
Assessment: Group study, individual research paper, Mode of delivery: Normal (lecture/lab/tutorial) Day

The unit of study begins by exploring the concept of ecologically sustainable design as it applies to architectural practice and defines those key attributes of buildings which make them sustainable. The second part of the unit discusses the implication of applying sustainable design principles upon contemporary architectural practice. Potential new design paradigms are explored which could lead to more sustainable design practice in the future.

At the end of the unit of study students will be expected to: have explored the form making and space making potential of sustainable design principles by critically examining relevant contemporary architecture; demonstrate their ability to locate relevant published literature on sustainable architecture and to critically examine and discuss it in relation to the themes explored in the unit of study; demonstrate their ability to critique key recent buildings claimed by their designers to be sustainable and to evaluate these claims against established sustainable design principles; enunciate a personal position on the impact on applying sustainable design principles on future design practice.

On the successful completion of this unit of study students will have demonstrated: competence at critically evaluating buildings which their designers have claimed to be sustainable through a series of case studies performed in small groups; their ability to formulate and articulate a written response to a series of propositions developed in lectures addressing the impact of sustainability issues on future architectural practice.

This unit is an Architecture Elective in the Bachelor of Design in Architecture and elective in other courses. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 2 hours per week.

DAAE3001
Contemporary Architecture and Theory
Credit points: 6  
Teacher/Coordinator: Chris Smith  
Session: Semester 1  
Classes: 3 hours per week  
Corequisites: DSA3001  
Assessment: Attendance; submission of text and material engagement assignment, Mode of delivery: Normal (lecture/lab/tutorial) Day

The unit will consider architecture as the complex assemblage of material practices and theory. Students will be introduced to some of the key lines of thought that have impacted on architectural processes of the first decade of the 21st Century and the ways in which architectural production has responded and contributed to those lines. Students will become familiar with contemporary theoretical concepts and the architectural design processes associated with those concepts.

On successful completion of this unit students will have demonstrated: a familiarity of the relationship between theory and material practices; a familiarity with the concepts and architectures presented, and; an ability to respond critically to conceptual notions and material practices. The demonstration will take the form of specific material engagements and textual analysis.

This unit is a Master of Architecture prerequisite in Bachelor of Design in Architecture. Contact hours: 3 hours per week. Class preparation: 1 hour per week. Assessment preparation: 26 hours per semester.

DAAE3002
Architectural Technologies
Credit points: 6  
Teacher/Coordinator: Dr D Gunaratnam  
Session: Semester 2  
Classes: 4 hours per week  
Prerequisites: DSA3001  
Corequisites: DSA3002  
Assessment: Assignments (one of which is integral with another assessment task in DSA3002) & examination. Failure in any single module equates to failure in the overall unit of study, Mode of delivery: Normal (lecture/lab/tutorial) Day

The unit of study develops knowledge about structural and environmental control systems for medium scale non domestic buildings.

The environmental module explores sustainable environmental control technologies suitable for medium scale buildings focussing upon the integration of these technologies with constructional and structural systems and the design of the building fabric as an environmental filter. Thermal controls such as heating systems, mechanical
ventilation, natural ventilation and air conditioning are studied along with electric lighting and acoustic control systems.

At the end of the unit students will be expected to formulate an environmental control strategy for a medium scale building, and generate a report on the nature of design across the various disciplines and its relation to other activities such as science and art. It aims to stress the importance of design (and its consequences) as an activity concerned with changing the state of the existing environment through a set of conscious and purposeful actions. It aims to demonstrate that the study of the design process can be undertaken in a general manner independent of any discipline through the study of design methodology and design cognition.

On the successful completion of this unit of study, students will have demonstrated: an understanding of the importance and generality of design as an activity by having them reflect on the nature of design across the various disciplines and its relation to other activities such as Science and Art; an awareness of the knowledge and processes involved in design and to apply such knowledge and processes in their approach to design, as for example in the Design Studio. This awareness is reinforced by the assignments that are designed to make students think about design objects in a more analytical fashion as well as assessing their understanding of material presented; an understanding of how designers think and acquire a methodology to study designs. This is reinforced by assignments which require students to study designers and report on their observations; an understanding of the issues involved in design thinking research and gain a knowledge of methods for studying design thinking; an understanding of the need for critical examination and both objective and subjective analysis and judgement through the reports submitted.

This unit is core in the Bachelor of Design Computing and elective in other programs. Student effort expected for an average student to achieve a pass level result: 3 hours per week contact hours; 1.5 hours per week class preparation; 19 hours per semester assessment preparation.

**DECO1008 3D Modelling**

**Credit points:** 6 Teacher/Coordinator: Dr Xiangyu Wang Session: Semester 2 Classes: Three hours per week. **Prohibitions:** DECO2103. **Assessment:** Tutorial exercises and two Project submissions. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

*Note: This unit is for BDesComp and BST students only. Others may enrol in DECO2103.*

This unit aims to give the student an understanding of the basic concepts of modelling and presentation so that they will develop skills in creating and using 3D models for various design tasks.

On the successful completion of this unit of study, students will have: demonstrated an understanding of how physical objects are represented in 3D digital models by modelling various 3D geometric entities and processes required; demonstrated critical judgment, be capable of rigorous and independent thinking and use appropriate information technology techniques to communicate their knowledge through the production of efficient design presentations and documentation; an understanding of boundary representations, solid modelling, parametric models, texture mapping, light sources, camera locations and projections, and model constraints through model development and presentation; acquire skills in using a 3D modelling system for 2D and 3D objects and in creating photorealistic images, movies, VR scenes, and simple animations from 3D models that accurately describe design variations, intent, and structure. These skills will be assessed through the tutorial exercises and the submission of a portfolio of 3D models.

This unit is core in the Bachelor of Design Computing. Student effort expected for an average student to achieve a pass level result: 3 hours per week contact hours; 1.5 hours per week class preparation; 19 hours per semester assessment preparation.

**DECO1012 Design Programming**

**Credit points:** 6 Teacher/Coordinator: Dr Rob Saunders Session: Semester 1 Classes: 3 hours per week. **Prohibitions:** DECO2101, SOFT1001. **Assessment:** Individual assignment using an individual electronic sketchbook API; Group project using Java on a task in a design domain; Quizes on (1) implementation of software in Java, and (2) Software design and development processes. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

This unit aims to teach students an understanding of the stages involved in the development of software for design computation; skills in the design and implementation of software for design tasks and in the team development of software.

On the successful completion of this unit of study, students will have demonstrated: skills in using software tools to build interactive, visual design applications through individual and group programming assignments; knowledge of object-oriented programming concepts through individual and group programming assignments; implementation techniques such as editing, using libraries, team programming, and compilation and runtime environments through individual and group programming assignments; knowledge of the Java programming language including: classes, methods, object creation, instance and local variables, primitive and object types,
simple I/O, and control flow through individual and group programming assignments; knowledge of software design and development processes including analysis of requirements, design of classes, software lifecycles, and managing software projects through group programming assignments.

This unit is core of Bachelor of Design Computing. Student effort expected for an average student to achieve a pass level result: Contact hours: 3 hours per week; Class preparation: 3 hours per week; Assessment preparation: 19 hours per semester.

DECO1013
Sound Design and Sonification
Credit points: 6 Teacher/Coordinator: Dr Demi Lahanna Session: Semester 2 Classes: Three hours per week. Prohibitions: DECO1012 Assessment: Tutorial exercises, design projects. Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment limited by teaching resources. Permission required unless entered in the Bachelor of Design Computing or the BST. Other students may apply directly to the Faculty of Architecture, Design and Planning for a place.

This unit introduces sound as a design medium, with an emphasis on computer-based implementations; real world acoustical phenomena and psychoacoustics provide an approach for sound design; understanding of conceptual topics, including sound/image interaction, text and speech, auditory display, source streaming and segregation, functions for music and spatial audio are developed; technical and technological issues, e.g. data formats and interfaces will be addressed; students will explore methodologies for abstract information sonification and responsive sonic representations for interactive installation spaces and senescent environments; generative techniques, including evolutionary and genetic algorithms, Artificial Life and stochastic computational processes for creating new sound designs are investigated; this unit considers the contribution of sound design to ambient music, interactive responses and way finding cues in interactive virtual environments.

On the successful completion of this unit of study, students will have demonstrated knowledge of responsive interaction and sound design to a range of contexts through design projects; application of conceptual knowledge using current sensate, interactive and virtual environment technologies through design projects; skills in computer-based implementation of sound design key principles through tutorial exercises; understanding of sound design, especially in relation to interactive contexts, links to virtual environment design, the digital design studio and sound utilised in interactive multimedia through design projects; understanding of the transformation of abstract data into sonification (shares a conceptual grounding with information visualization) through design projects.

This is a core unit in the Bachelor of Design Computing. Student effort expected for an average student to achieve a pass level result: Contact hours: 3 hours per week; class preparation: 1.5 hours per week; assessment preparation: 19 hours per semester.

DECO1100
Digital Design Studio
Credit points: 12 Session: Semester 1 Classes: Lectures and studio. 12 hours per week. Prohibitions: DECO1011 Assessment: Tutorial submissions, preliminary design reports, final design presentation and report. Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Core unit for Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.

In studying this unit, students will: develop an understanding of how to conceptualise and communicate design concepts through image, shape, lines, colour, composition, morphing, layout, and text; be introduced to digital image representation and technology through design projects; become proficient with the elements of digital design technology including digital images, vector graphics, font, montage, photography; develop skills in digital imaging software such as Photoshop, and graphical layout software such as Illustrator; and develop experience with significant digital design issues.

On the successful completion of this unit of study, students will have demonstrated skills in sourcing, developing, and designing a range of digital media content through a series of tutorial exercises; knowledge of digital design through the incremental development of a series of design projects; knowledge of how to incorporate frame-based animation and morphing with their digital designs through tutorial exercises.

This unit is a core studio in the Bachelor of Design Computing program. This unit is a foundation for knowledge of image design and digital media design techniques. Student effort expected for an average student to achieve a pass level result: Contact hours: 12 hours per week; Class preparation: 9 hours per week; Assessment preparation: 39 hours per semester.

DECO2010
Collaborative Virtual Environments
Credit points: 6 Session: Semester 1 Classes: 3 hours per week Prerequisites: DECO (1100 and 1200) or (2101 and 2102) or INFO (1000 or 1003) Prohibitions: DECO2005 Assessment: Tutorial exercises, collaborative project, individual written reports, oral presentations. Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.

The aim of this unit is to impart to students an understanding of the similarities and differences of computer-mediated and face-to-face communication; skills in the use of collaborative tools such as email, shared whiteboards, bulletin boards, video conferences and shared modelling environments.

On the successful completion of this unit of study, students will have demonstrated: an understanding of synchronous and asynchronous communication technologies through the collaborative project report; an understanding of communication and representation of design data in a computer mediated collaborative design project in the development of the collaborative project report; skills in using collaborative technologies in the tutorial exercises.

This unit is core for Bachelor of Design Computing and elective for other programs. Student effort expected for an average student to achieve a pass level result: Contact hours: 3 hours per week; class preparation: 1.5 hours per week; assessment preparation: 19 hours per semester.

DECO2101
Digital Image Design & Representation
Credit points: 6 Teacher/Coordinator: Dr Petra Gemeinboeck Session: Semester 1 Classes: Lectures and computer labs, 3 hours per week Prohibitions: DECO1001, DECO1100 Assessment: Tutorial submissions, Individual project submissions Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference. Not available in the Bachelor of Design Computing.

In studying this unit, students will: be introduced to digital image representation and technology; become proficient with the elements of digital design technology including digital images, vector graphics, font, montage, photography; develop skills in digital imaging software such as Photoshop, and graphical layout software such as Illustrator.

On the successful completion of this unit of study, students will have demonstrated: skills in sourcing, developing, and designing a range of digital media content through a series of tutorial exercises; knowledge of how to incorporate frame-based animation and morphing with their digital designs through tutorial exercises.

This unit is part of the Digital Architecture stream in the Bachelor of Design in Architecture. Not available in the Bachelor of Design Computing. Elective in other programs. Student effort expected for an average student to achieve a pass level result: contact hours: 3 hours per week; class preparation: 1.5 hours per week; assessment preparation: 19 hours per semester.
DECO2102  
Interactive Multimedia Design  
Credit points: 6  
Session: Semester 2  
Classes: Three hours per week  
Prerequisites: DECO1008, DECO1002, DECO2002, DECO1200  
Assessment: Tutorial submissions, preliminary design reports, final design presentation and report.  
Mode of delivery: Normal (lecture/lab/tutorial) Day  
Note: Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference. Not available in the Bachelor of Design Computing.  
This unit introduces interactivity and multimedia through design projects; students will develop narrative and storytelling through nonlinear interactive multimedia; elements of interaction design including menus, hotspots, screen design, motion, animation and sound integration will be addressed for various media, including the Internet, CD-ROMs, kiosks, interactive TV, broadcast media and DVD; management and organisation of interaction through storyboarding and prototyping will cultivate methodologies for responding to a brief; software used includes Director, Flash, Dreamweaver.  
On the successful completion of this unit of study, students will have demonstrated: the application of knowledge of interaction design to a range of contexts, for the Internet and standalone media, through project submissions; knowledge of narrative and engagement in nonlinear interactive contexts through project submissions; knowledge of scripting and markup languages for enabling dynamic content and interactive designs, e.g. Lingo, ActionScript, HTML, JavaScript through tutorial exercises; understanding of interaction developed using mouse, keyboard, computer and traditional interfaces through tutorial exercises.  
This unit is part of the Digital Architecture stream in the Bachelor of Design in Architecture. Not available in the Bachelor of Design Computing. Elective in other programs. Student effort expected for an average student to achieve a pass level result: contact hours: 12 hours per week; class preparation: 9 hours per week; assessment preparation: 39 hours per semester.  
DECO2103  
3D Modelling  
Credit points: 6  
Teacher/Coordinator: Dr Marc Aurel Schnabel  
Session: Semester 2  
Classes: Three hours per week  
Prohibitions: DECO1008  
Assessment: Tutorial exercises and two project submissions.  
Mode of delivery: Normal (lecture/lab/tutorial) Day  
Note: Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference. Not available in the Bachelor of Design Computing.  
This unit aims to give the student an understanding of the basic concepts of modelling and presentation so that they will develop skills in creating and using 3D models for various design tasks.  
On the successful completion of this unit of study, students will have demonstrated: an understanding of how physical objects are represented in 3D digital models by modelling various 3D geometric entities and processes required; critical judgment, be capable of rigorous and independent thinking and use appropriate information technology techniques to communicate their knowledge through the production of efficient design presentations and documentation; an understanding of boundary representations, solid modelling, parametric models, texture mapping, light sources, camera locations and projections, and model constraints through model development and presentation; acquire skills in using a 3D modelling system for 2D and 3D objects and in creating photorealistic images, movies, VR scenes, and simple animations from 3D models that accurately describe design variations, intent, and structure. These skills will be assessed through the tutorial exercises and the submission of a portfolio of 3D models.  
This unit is part of the Digital Architecture stream in the Bachelor of Design in Architecture. Not available in the Bachelor of Design Computing. Elective in other programs. Student effort expected for an average student to achieve a pass level result: contact hours: 3 hours per week; class preparation: 1.5 hours per week; assessment preparation: 19 hours per semester.  
DECO2200  
Interaction Design Studio  
Credit points: 12  
Teacher/Coordinator: Dr Andy Dong  
Session: Semester 2  
Classes: 12 hours per week  
Prohibitions: DECO1100  
Assessment: Tutorial submissions, preliminary design reports, final design presentation and report.  
Mode of delivery: Normal (lecture/lab/tutorial) Day  
Note: Core unit for the Bachelor of Design Computing. BST students by permission. Enrolment is limited by teaching resources.  
This unit introduces interactivity and multimedia through design projects. Students will develop narrative and storytelling through non-linear interactive multimedia. Elements of interaction design including menus, hotspots, screen design, motion, animation and sound integration will be addressed for various media, including the Internet, CD-ROMs, kiosks, interactive TV, broadcast media and DVD. Management and organisation of interaction through storyboarding and prototyping will cultivate methodologies for responding to a brief. Software used includes Director, Flash, Dreamweaver.  
On the successful completion of this unit of study, students will have demonstrated: the application of knowledge of interaction design to a range of contexts, for the Internet and standalone media, through the design project; knowledge of narrative and engagement in non-linear interactive contexts through the design project; knowledge of scripting and markup languages for enabling dynamic content and interactive designs, e.g. Lingo, ActionScript, HTML, JavaScript through tutorial exercises; understanding of interaction developed using mouse, keyboard, computer and traditional interfaces leads to further HCI using innovative methods of interaction in the 3rd year Interface Design Studio.  
Contribution to program: this unit is core in the Bachelor of Design Computing program. This UoS builds on knowledge of image design and foundational digital media design techniques introduced in the Digital Design Studio, integrating and applying this knowledge in the context of interactive multimedia, augmenting scripting and interaction design understanding. This unit develops interaction narrative, engagement, curiosity and design methods using the computer interface. This unit lays the groundwork for scripting interactivity using web-based and standalone technologies. It leads on to the subsequent Interface Design Studio which further pursues interaction, moving to mobile, wireless, haptic and spatial sensate interfaces.  
Student effort expected for an average student to achieve a pass level result: contact hours: 12 hours per week; class preparation: 9 hours per week; assessment preparation: 39 hours per semester.  
DECO2204  
Principles of AutoCAD  
Credit points: 6  
Teacher/Coordinator: Dr Paul Murty  
Session: Semester 2  
Classes: Initiating lecture, with self directed on-line information transfer, augmented by weekly in-lab question and answer sessions, in most weeks.  
Assessment: Basic and advanced CAD tutorials; Personal modeling project.  
Mode of delivery: On-line  
Note: Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference.  
This unit aims to: 1) introduce AutoCAD technology and skills required for computer based production of 2D drawings, 3D models and static or dynamic visualisations, to assist designing, documentation and presentation, of built designs, 2) introduce principles and practice of rational and economical model structuring, production and presentation, using layers and blocks, and 3) develop computing skills in the use of parametric object oriented modeling tools to produce and display accurate and convincing models. 4) develop skills of information acquisition, enquiry, formulation and production, employing on-line media, individually and in collaboration with others. AutoCAD is a widely used application in many design professions, combining both traditional CAD drafting and 3D object oriented functionalities for 2Ddrawing, 3D modeling, design visualisation and management. This
unit of study introduces AutoCAD classic and advanced functions such as Revit and Building Information Modeling (BIM). At the completion of this unit competencies in the use of AutoCAD software will be sufficient for students to produce computer generated: multilayered 2D design and construction drawings, complete with dimensions, notations and conventional drawing graphics - 3D wireframe, surface and solid models - 3D parallel and perspective representations with shaded, coloured or rendered surfaces - static and dynamic presentations, that enhance and extend design communications and management. Students will also have gained an ability to find and utilise on-line information, to refresh, update and extend their CAD knowledge and skills.

**DECO2005 Principles of ArchiCAD**

**Credit points:** 6  
**Teacher/Coordinator:** Dr Paul Murty  
**Session:** Semester 1  
**Classes:** Initiating lecture, with self-directed on-line information transfer, assignments.  
**Assessment:** Basic and advanced CAD tutorials; personal modeling project.  
**Mode of delivery:** On-line  
**Note:** Places in this unit are limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. Bachelor of Design Architecture students will receive preference.

This unit aims to: 1) introduce ArchiCAD technology and skills required for computer based production of 2D drawings, 3D models and static or dynamic visualisations, to assist designing, documentation and presentation, of built designs, 2) introduce principles and practice of rational and economical model structuring, production and presentation, using layers, storys and objects, and 3) develop computing skills in the use of parametric object oriented modeling tools to produce accurate and convincing models. 4) develop skills of information acquisition, enquiry, formulation and production, employing on-line media, individually and in collaboration with others. ArchiCAD is an object-oriented CAD application, developed specifically for documenting and creating 3D models, design visualisations and virtual buildings. This unit of study introduces the use of ArchiCAD basic object tools and advanced functions such as GDL and Building Information Modeling (BIM). At the completion of this unit competencies in the use of ArchiCAD software will be sufficient for students to produce computer generated: multilayered 2D design and construction drawings, complete with dimensions, notations and conventional drawing graphics - 3D parallel and perspective representations with shaded, coloured or rendered surfaces - static and dynamic presentations, that enhance and extend design communications and management. Students will also have gained an ability to find and utilise on-line information, to refresh, update and extend their CAD knowledge and skills.

**DECO2606 Real Time Multimedia**

**Credit points:** 6  
**Teacher/Coordinator:** Dr Rob Saunders  
**Session:** Semester 2  
**Classes:** 1hr lecture and 4hrs comp lab/wk  
**Prerequisites:** DECO (1008 or 2103) and (SOFT1001 or DECO2201).  
**Assessment:** Sketches and participation 30%, research presentation 25%, final demo 45%.  
**Mode of delivery:** Normal (lecture/lab/tutorial) Day  
**Note:** Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

This unit is based on the emerging 'demoscene' field to describe and explore the newest computer graphics methods in compelling visual designs. 'Demo' or game 'intro' design and implementation is a relatively unexplored interdisciplinary artistic field that is capable of exploiting the most novel computer graphics simulation techniques to generate immersive experiences that provoke imagination and engagement. Using new authoring software, dynamic behaviours will be designed and implemented that surpass frame-based animations and instead incorporate unpredictable manipulations by rule-based principles. In this unit, students will develop a real-time 'demo' animation, containing compelling graphics and music. All used effects are influenced by abstract data sources and emergent principles, in order to create an artistic data representation that present information on an experiential level. The resulting demos can be displayed in real-world physical environments, used for real-time changing screensavers or online worlds. In addition, students will be asked to review and present recent academic research contributions in the fields of real-time multimedia, computer graphics or computer vision. The objectives of the unit are to introduce the principles of real-time multimedia production and authoring; introduce contemporary computer graphics applications, techniques and research directions, including the graphics pipeline, shading, texturing, rendering methods, computer vision, etc; introduce real-time issues in the context of virtual reality technology, game development, human-computer interaction and demo implementation; and introduce the optimised implementation of effects, simulation and rule-based behaviour modelling.

**DECO3003 Design Computing Research Opportunity**

**Credit points:** 6  
**Teacher/Coordinator:** Dr Mike Rosenman  
**Session:** Semester 2  
**Classes:** Seminars, meetings.  
**Prerequisites:** 96 credit points and minimum WAM of 65.  
**Assumed knowledge:** Computer programming.  
**Assessment:** Two progress reports each 15% and final report worth 70%.  
**Mode of delivery:** Normal (lecture/lab/tutorial) Day  
**Note:** Department permission required for enrolment. Note: Students from other faculties may apply directly to the Faculty of Architecture, Design and Planning.

The aim of the Design Computing Research Opportunity is to allow a student to participate in each phase of research activity: developing a research plan in conjunction with the staff member; proposal writing; conducting research; analysing data; and presenting results in oral and written form. At the end of the unit the student will have experience in developing research proposals, conducting research and presenting their results. Each year the Design Computing Research Opportunity offers the opportunity for a Bachelor of Design Computing student to work with an academic staff member on research-based intellectual collaborations. The student works on an existing research activity of the staff member. It can be one of the most important means for students to develop an understanding of research as an intellectual endeavour and to foster mentoring research relationships with academic staff.

The research proposal, which is the first progress report, will demonstrate the student's ability to work within an existing research. The second progress report will identify the student's capacity to work on a research project within an existing research program and becomes a demonstration of the research skills being developed. The final report will take the form of a research paper and is used to develop the student's skills in presenting research results.

**DECO3005 Advanced Interactive Multimedia Design**

**Credit points:** 6  
**Session:** Semester 1  
**Classes:** Seminars, online tutorials and reading modules  
**Prerequisites:** DECO (1200 or 2102 or 2002)  
**Prohibitions:** DESC9142  
**Assessment:** Exercises and major design authoring project demonstrating understanding and implementation of interactive interface design principles.  
**Mode of delivery:** Normal (lecture/lab/tutorial) Day  
**Note:** Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

The objectives of the unit are to develop a comprehensive understanding of interactive multimedia; to extend fundamentals learned in Interaction Design Studio (DECO1200) or Interactive Multimedia Design (DECO2102); to understand how humans interact with computers; to develop interface design that elicits engagement and interaction; and to develop an advanced knowledge of screen design principles and navigational methodologies. This unit aims to develop a comprehensive understanding of multimedia authoring, extending fundamentals learned in Interactive Multimedia Design and Web-based Design Information Systems. Students will investigate effective navigational and design strategies for engaging interactive multimedia interface design. Students will develop an understanding of 2D vector-based animation and
navigational techniques applied to a project authored with Macromedia Flash. ActionScripting knowledge will be developed to extend the generative, interactive, and external data interfacing capabilities of the authoring environment. Final projects will demonstrate implementation of aesthetic design principles, design architecture, and effective, efficient interactive interface design. Innovative applications of interactive multimedia, for example generative and real-time design and interactive navigational systems will extend the understanding of interface design. Students will develop further understanding of HCI and develop strategies to apply this understanding to interactive design projects. Delivery, integration of media, controlling audio and video, and a grammatical and conceptual understanding of scripting in Flash will be treated as an extension of these interactive capabilities.

At the conclusion of the unit students should have a well-developed understanding of human-computer interaction demonstrated through the structure and design of an interactive multimedia project; an understanding of efficient navigational and innovative interface design eliciting user interaction and demonstrated knowledge of responsive multimedia; an understanding of technical methods to link content and external data to the multimedia product.

**DECO3006 Principles of Animation**

**Credit points:** 6  
**Teacher/Coordinator:** Dr Andy Dong  
**Session:** Semester 1  
**Prerequisites:** DECO (1003 or 1008 or 2103)  
**Prohibitions:** DESC9019, DESC9141  
**Assessment:**  
- Research proposal report (60%).  
- Research proposal report (40%).  
- Mode of delivery: Normal (lecture/lab/tutorial) Day  
- Mode of presentation: Normal (lecture/lab/tutorial) Day  
- Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre. First preference to Bachelor of Design Computing students.

The objectives of the unit are to introduce the computer animation process; to understand modelling, texturing, rendering, and lighting; and to develop an understanding of motion, kinematics and basic animation.

This elective forms an introduction to the computer-based animation process from understanding modelling, texturing, rendering and lighting to developing time-based sequences involving relative motion of objects, character animation, the skeleton, skinning, kinematics and polygons. Students will acquire basic animation skills, transfer traditional animation principles to computer graphics, and develop the skills to create an animated sequence. Basic knowledge will be related to foundational technical skills in AliasWavefront Maya and aims to serve as an introduction to further animation learning.

At the conclusion of this unit a student should have acquired an understanding of animation in relation to computer graphic software; understood the concepts and implementation of modelling principles involving light, texture and polygonal shapes; applied basic knowledge of animation to characters demonstrated in a significant project.

**DECO3008 Design Computing Prep Hons Research**

**Credit points:** 6  
**Teacher/Coordinator:** Dr Andy Dong  
**Session:** Semester 1  
**Prerequisites:** Two hour seminar per week.  
**Assessment:**  
- Research proposal report (60%).  
- Mode of delivery: Normal (lecture/lab/tutorial) Day  
- Mode of presentation: Normal (lecture/lab/tutorial) Day  
- Note: Department permission required for enrolment.

This unit aims to provide: an overview of the Faculty’s research projects in design computing; an overview of research methods in design computing; instruction on how to write a preliminary research proposal for a project in design computing.

This is a seminar unit of study in which the academic staff in design computing and cognition will present their research projects to the potential honours students. The students will also be taught how to prepare a preliminary research project proposal and be introduced to some of the research methods used in design computing. At the conclusion of the unit a preliminary research proposal will demonstrate the student's ability to identify a research area and a preliminary research plan.

**DECO3100 Information Visualisation Design Studio**

**Credit points:** 12  
**Teacher/Coordinator:** Dr Andrew Vande Moere  
**Session:** Semester 1  
**Prerequisites:** DECO (1100 and 1200) or DECO (2101 and 2102) or DECO (2012 and 2013)  
**Prohibitions:** DECO3001  
**Assessment:**  
- Tutorial exercises, design project reports, final design presentation and report.  
- Mode of delivery: Normal (lecture/lab/tutorial) Day  
- Note: Core unit for Bachelor of Design Computing. BST students by permission.  
- Enrolment is limited by teaching resources.

The field of information visualization focuses on how non-physical data can be effectively represented to users, in an interactive and automatic way. This unit of study will introduce the principles of information visualization design, with special attention to metaphoric mapping, human-computer interaction, user engagement, and interdisciplinary insights. Topics will include: abstract data visualization (graphical, ambient or non-visual); metaphor creation and evaluation; interdisciplinary influences; server-side programming and client-side scripting.

After successful completion of this unit of study, students will have acquired: an awareness of information visualization issues through reviews of significant research publications; a research methodology by the development of a relevant research paper; design skills required to develop an information visualization prototype using a real-world dataset; relevant knowledge about tools and programming languages that process data that present information interactively on the client-side.

This unit is core unit for Bachelor of Design Computing students only. Student effort expected for an average student to achieve a pass level result: contact hours: 12 hours per week; class preparation: 9 hours per week; assessment preparation: 39 hours per semester.

**DECO3200 Human-Computer Experience Des Stdo**

**Credit points:** 12  
**Teacher/Coordinator:** Dr Petra Gemeinboeck  
**Session:** Semester 2  
**Prerequisites:** DECO3100 or DECO (2101 and 2102) or DECO (2012 and 2013)  
**Prohibitions:** DECO3002  
**Assessment:**  
- Comprehensive capstone design project; studio participation; fortnightly design tasks.  
- Mode of delivery: Normal (lecture/lab/tutorial) Day  
- Note: Core unit for Bachelor of Design Computing. BST students by permission.  
- Enrolment is limited by teaching resources.

New technologies in design computing have the potential to not only improve the quality of designs, but to change the way we design and the kinds of design we create. Meanwhile the tethering of humans to machines constructs an intimacy which pushes human-computer interaction (HCI) towards human-computer agency. What new capacity exists when people and machines are brought together in the embodiment of agency? This unit of study will cover designing innovative and novel forms of human computer interaction, and the design of HCI for objects that have information content, embedded computation, and intelligence. The students will explore through designing the evolution of design computing from one in which humans manipulate computing to create objects to one in which humans and computing devices co-create objects that create humanistic experiences.

The unit of study aims to graduate the students from the degree with the confidence to apply their design computing and digital media skills to a wide array of design problems that they may encounter in various industries. Upon completion of this unit of study, students will have demonstrated the capacity to investigate and integrate advanced design computing technologies into the design of objects with novel forms of human computer interaction. The unit of study also reinforces the students’ experiences in designing through reflection-in-action of the design process.

This unit of study has three objectives situated in two learning contexts: studio and classroom. The studio context encapsulates the first two objectives. First, the unit of study is operationally focused. The
This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Computing. The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DECO3444
Design Computing Independent Study D
Credit points: 6 Session: Semester 1, Semester 2 Classes: Weekly meetings by arrangement. Prerequisites: 48 credit points and WAM of at least 70. Assessment: Report. Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Computing topic; to develop skills in independent study; and to develop advanced report writing skills. This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Computing. The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DECO3441
Design Computing Independent Study A
Credit points: 6 Session: Semester 1, Semester 2 Classes: Weekly meetings by arrangement. Prerequisites: 48 credit points and WAM of at least 70. Assessment: Report. Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Computing topic; to develop skills in independent study; and to develop advanced report writing skills.

DECO3442
Design Computing Independent Study B
Credit points: 6 Session: Semester 1, Semester 2 Classes: Weekly meetings by arrangement. Prerequisites: 48 credit points and WAM of at least 70. Assessment: Report. Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Computing topic; to develop skills in independent study; and to develop advanced report writing skills. This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Computing. The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DECO3443
Design Computing Independent Study C
Credit points: 6 Session: Semester 1, Semester 2 Classes: Weekly meetings by arrangement. Prerequisites: 48 credit points and WAM of at least 70. Assessment: Report. Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Computing topic; to develop skills in independent study; and to develop advanced report writing skills.

DECO3444
Design Computing Independent Study D
Credit points: 6 Session: Semester 1, Semester 2 Classes: Weekly meetings by arrangement. Prerequisites: 48 credit points and WAM of at least 70. Assessment: Report. Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Computing topic; to develop skills in independent study; and to develop advanced report writing skills. This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Computing. The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DECO3551
Design Computing General Elective A
Credit points: 6 Session: S1 Intensive, S2 Intensive, Semester 1, Semester 2 Prerequisites: 48 credit points. Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment. This unit of study is available to a minimum of 10 students to engage in a topic related to Design Computing that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate). Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DECO3552
Design Computing General Elective B
Credit points: 6 Session: S1 Intensive, S2 Intensive, Semester 1, Semester 2 Prerequisites: 48 credit points. Mode of delivery: Normal (lecture/lab/tutorial) Day Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment. This unit of study is available to a minimum of 10 students to engage in a topic related to Design Computing that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate). Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

DECO3553
Design Computing General Elective C
Credit points: 6 Session: S1 Intensive, S2 Intensive, Semester 1, Semester 2 Prerequisites: 48 credit points. Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment. This unit of study is available to a minimum of 10 students to engage in a topic related to Design Computing that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their speciality. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

**DECO3554**

**Design Computing General Elective D**

Credit points: 6  
Session: S1 Intensive, S2 Intensive, Semester 1, Semester 2  
Prerequisites: 48 credit points. Mode of delivery: Normal (lecture/lab/tutorial) Day  
Note: Department permission required for enrolment. Note: Submit an Independent Study Approval Form, signed by the elective supervisor, with your request to enrol.

This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment. This unit of study is available to a minimum of 10 students to engage in a topic related to Design Computing that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their speciality. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

**DECO4001**

**Design Computing Honours Research A**

Credit points: 12  
Session: Semester 1, Semester 2  
Prerequisites: Completion of the Pass degree. Students in the Bachelor of Design Computing will require a WAM of at least 70. Mode of delivery: Normal (lecture/lab/tutorial) Day  
Note: Department permission required for enrolment.

Students must submit an honours application form. Entry into honours in the Bachelor of Design Computing requires you to have completed your pass degree with a weighted average mark of at least 70. The honours degree requires full time study over two semesters (DECO4001 and DECO4002 and then DECO4003 and DECO4004). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which DECO4004 Design Computing Honours Research D is taken.

**DECO4002**

**Design Computing Honours Research B**

Credit points: 12  
Session: Semester 1, Semester 2  
Prerequisites: DECO4001 Mode of delivery: Normal (lecture/lab/tutorial) Day  
Note: Progression to DESA1002 requires successful completion of this unit. Students may incur materials costs in this unit.

Students must submit an honours application form. Entry into honours in the Bachelor of Design Computing requires you to have completed your pass degree with a weighted average mark of at least 70. The honours degree requires full time study over two semesters (DECO4001 and DECO4002 and then DECO4003 and DECO4004). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which DECO4004 Design Computing Honours Research D is taken.

**DECO4003**

**Design Computing Honours Research C**

Credit points: 12  
Session: Semester 1, Semester 2  
Prerequisites: DECO4002 Mode of delivery: Normal (lecture/lab/tutorial) Day  
Note: Progression to DECO4003 requires successful completion of this unit. Students may incur materials costs in this unit.

Students must submit an honours application form. Entry into honours in the Bachelor of Design Computing requires you to have completed your pass degree with a weighted average mark of at least 70. The honours degree requires full time study over two semesters (DECO4001 and DECO4002 and then DECO4003 and DECO4004). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which DECO4004 Design Computing Honours Research D is taken.

**DECO4004**

**Design Computing Honours Research D**

Credit points: 12  
Session: Semester 1, Semester 2  
Prerequisites: DECO4003 Mode of delivery: Normal (lecture/lab/tutorial) Day  
Note: Progression to DECO4004 requires successful completion of this unit. Students may incur materials costs in this unit.

Students must submit an honours application form. Entry into honours in the Bachelor of Design Computing requires you to have completed your pass degree with a weighted average mark of at least 70. The honours degree requires full time study over two semesters (DECO4001 and DECO4002 and then DECO4003 and DECO4004). In special cases the Dean may approve a part time enrolment over four semesters. The units are not assessed separately. A single dissertation is required. The appointment of a supervisor will depend on the topic chosen for the dissertation by the student.

The dissertation should be submitted by the end of the first week of the formal examination period in the semester in which DECO4004 Design Computing Honours Research D is taken.

**DESA1001**

**Design Practice 1A**

Credit points: 12  
Session: Semester 1, Classes: Studio, lectures, seminars, field trips, workshops, laboratories. 12 hours per week  
Prerequisites: DESA1101 Assumed knowledge: HSC Mathematics, HSC English Standard Assessment; This will be in the form of specific, short exercises and attendance, a design proposal presentation to a jury and a record of the design process undertaken. Mode of delivery: Normal (lecture/lab/tutorial) Day  
Note: Progression to DESA1002 requires successful completion of this unit. Students may incur materials costs in this unit.

Designing components of the built environment is a complex process in which all graduates of the Bachelor of Design in Architecture are to be trained at a pre-professional level. Design process are complex because a statement of what is to be designed always contains only part of the information needed to produce a design, and also does not specify the required physical form of the object to be designed. Designing therefore involves identifying the issues relevant to each specific design and its context or setting, and undertaking appropriate design processes which interpret, apply and integrate the relevant knowledge into a single design. This knowledge broadly concerns aspects of inhabiting, designing and constructing the built environment as it relates to the human, environmental, cultural, social and technological contexts, which influence the form of the built environment.

The unit will study the built environment at the scale of towns and suburbs, focussing on the design of an individual element, such as a small building and its associated outdoor places.
The unit will focus on developing your learning, and feedback forms of assessment will be used throughout the unit to inform you of your progress and help your learning. The value of peer and collaborative learning for feedback and development will also be introduced. Learning in this unit will be extended by study of wider aspects of the knowledge in the concurrent unit DESA1101 Design Studies 1A. The unit is also directly linked to the following July Semester unit DESA1002 Design Practice 1B. It will involve a sequential development of learning to apply knowledge and skills in designing at an introductory level.

On the successful completion of this unit you will have demonstrated your ability to: (1) explore and apply at a basic level key aspects of knowledge about the built environment through specific design exercises, including: taking one set of knowledge about the building to a more detailed design development stage, the construction shown in a framing model; using at a basic level, direct precedents of similar buildings, that relate to specific knowledge issues, informing decision making in your design processes; using at a basic level simple methods for starting your design process, and carrying out basic iterative processes for testing, evaluating and developing your designs; gaining basic skills in aspects of knowledge and in basic drawing and modelling conventions demonstrated through mastery tasks; keeping a record of this material. (2) Reflect on your design processes through a daily journal, and through preparing from this and your recorded material a Reflective Process Record, in which you describe and comment on these processes. (3) Make a basic self-assessment of your design processes and design outcomes, and identifying some key ways to improve these, through your Design Review.

This is a core unit of study for the Bachelor of Design in Architecture. It is central to the program, and it relates directly to the practice of the profession of Architecture and all its related forms. To achieve a good Pass level result the effort is 2 hours per credit point (12) per week of semester (13 weeks): contact hours: 12 hours per week = 156 hours per semester; class preparation: 8 hours per week = 104 hours per semester; assessment preparation: 52 hours per semester.

DESA1002 Design Practice 1B

Credit points: 12
Teacher/Coordinator: Dr Ross Anderson
Session: Semester 2
Classes: Studio, lectures, seminars, field trips, workshops, labs.
Prerequisites: DESA1001 Corequisites: DESA1102
Assumed knowledge: DESA1101 Assessment: This will be in the form of specific, short exercises and attendance, with the summative assessment tasks being a major design proposal presentation to a jury and a record of the design process undertaken. Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Progression to DESA1002 requires successful completion of DESA1001. Students may incur materials costs in this unit.

The aim of this unit is to build on and extend the skills and knowledge you gained in Design Practice 1A and provide you with more complex design problems in which to apply these. These design problems will require you to resolve a greater number of key design issues and to use new conceptual knowledge as well as that learnt previously. Through this unit of study you will explore and use more complex direct precedents used in urban design and in architecture. You will study the built environment at the scale of a town. You will explore this context in depth, applying the understanding you gain to the process of designing a building and its outdoor places in an urban context. You will also be provided with more sophisticated techniques for design and precedent representations. Through engaging in and reflecting on the iterative learning situations provided in this unit of study and your own response to them, you will develop your ability in and understanding of architectural design and the process of designing.

On the successful completion of this unit you will have demonstrated your ability to: (1) Analyse and interpret the physical, historical and cultural landscape context of architecture through completing a study and report on the development of a small town. (2) Explore and apply key aspects of knowledge about the built environment through designing a building, its interior and exterior spaces, and its streetscape to "sketch plan" stage. Through this you will have demonstrated your ability to: take one set of knowledge about the building to a more detailed design development stage, in this case, the interior of one room; use direct precedents of urban contexts, and aspects of buildings with similar purpose, spatial-organisation, material use, structure and environmental issues, to inform your decision making in your design processes; select, evaluate and develop your designs through an iterative design process; communicate your ideas and design representations through drawing and modelling conventions and verbally; keep a comprehensive record of your design process. (3) Reflect on your design processes through keeping a daily journal, and through preparing from this and your recorded material a Reflective Process Record, in which you describe and comment on these processes. (4) Evaluate other students design outcomes and evaluate your own design processes and design outcomes, identifying key ways to improve these, through your Design Review.

This is a core unit of study for the Bachelor of Design in Architecture. It is central to the program, and it relates directly to the practice of the profession of Architecture and all its related forms. To achieve a good Pass level result the effort expected is 2 hours per credit point (12) per week of semester (13 weeks): Contact hours: 12 hours per week = 156 hours per Semester; Class preparation: 8 hours per week = 104 hours per Semester; Assessment preparation: 52 hours per Semester.

DESA1004 Designing with Surfaces and Light

Credit points: 6
Teacher/Coordinator: Dr Terry Purcell
Session: Semester 2, Summer Early, Winter Main
Classes: On-line delivery through WebCT
Assessment: Two assignments
Mode of delivery: On-line
Note: Enrolment numbers limited by teaching resources. If your attempt to enrol online is unsuccessful, please seek permission from the Faculty of Architecture, Design and Planning Student Administration Centre.

An essential part of the way we experience the three dimensional world we live in results from the way in which light interacts with the surfaces in the environment. One way of thinking about architectural design is in terms of making decisions about the surfaces that make up both the external forms of buildings and define the spaces within the building and the way they will interact with light. However in making these decisions about these physical properties of the environment designers are also determining how people will experience these environments.

The unit deals with the following: the basic properties of light and the way these properties effect the behaviour of light in a three dimensional environment and the experience of the environment; the basic visual process associated with dealing with change in light intensity within the environment and the perception of detail; surface (micro) structure and the interaction of light and surface structure; the experience of texture and pattern; reflection of light off a surface and effects on perceived surface properties; selective absorption of light by a surface and perceived colour space and colour.

Participants in the unit will demonstrate their understanding of the knowledge presented and the way that it can be used to understand our experience of the environment by finding and analysing their own environmental examples. For students in the Faculty of Architecture this unit introduces them to knowledge about important aspects of the way we experience the built environment and how this knowledge may be used in the design of built environments. Participants in the unit from other faculties are also introduced to knowledge about our experience of the environment but in addition they may gain insights into the nature of design and how design embodies abstract knowledge in specific physical artefacts.

To preview the material in the course go to: http://people.arch.usyd.edu.au/~terry/DESA1004/sl_introduction.html

DESA1101 Design Studies 1A

Credit points: 6
Teacher/Coordinator: Dr Chris L Smith
Session: Semester 1
Classes: 6 hours per week (lecture and tutorial)
Corequisites: DESA1001
Assumed knowledge: HSC Mathematics and HSC English Standard or equivalent. Assessment: Exercises, assignments, quizzes and examinations. Overall assessment grading will be Pass/Fail result only. Failure in any single
This unit introduces conceptual, precedent and procedural knowledge about inhabiting, designing and constructing the built environment focussing upon essential foundation knowledge and skills. These will be drawn upon in the corequisite unit of Design Practice 1A and will be assumed and developed in a number of following core, and elective, units of study. The material is presented in modules: (1) History & Theory: The aim of this module is to establish a basic comprehension of the cultural context, influences on and historical precedents of our present built environment which will explore all other cultural 'histories', including architectural movements and theories, at a later stage. (2) Environment & Sustainability: Introduces fundamentals of the operation of climatic, ecological and energy systems and their impact. The aim of this module is to provide a basic understanding of these issues in order to subsequently study environmental and ecological sustainability issues in relation to the built environment. (3) Structures: The module aims to introduce students to a fundamental understanding of how structures are realised including basic structural knowledge. This includes an understanding of the basic properties of common structural materials, the ability to recognise simple structural types and the behaviour of structural elements to provide a basis for assembling structural systems.

On successful completion of this unit of study each student will have: demonstrated an awareness of core issues in inhabiting, designing and constructing the built environment by attendance and background reading; demonstrated an understanding of key issues and impacts involved with the natural world, including climatic and ecological systems, as a setting for sustainable design through assignment and examination; analysed, evaluated and justified environmental issues of a site and its context, and the environmental impact of a building on its surroundings through exercises in the corequisite unit; demonstrated an understanding of the physical, sensory, behavioural and ergonomic relationship between people and the everyday and designed environments through exercises and examination; demonstrated a basic comprehension of the cultural context, influences on and historical precedent of our present built environment through an assignment; demonstrated an understanding of basic principles of structure including an understanding of the basic properties of common structural materials, the ability to recognise simple structural types and the behaviour of structural elements through quizzes and examination.

This is a core unit for the Bachelor of Design in Architecture. It introduces foundation knowledge about the built environment which is required for a wide range of following units in particular those in Design Practice. Contact hours: 6 hours per week (lecture and tutorial); assessment preparation: 26 hours per semester.

DESA2001
Design Practice 2A
Credit points: 12
Teacher/Coordinator: A/Prof Anna Rubbo & Mr Col James
Assessment: Exercises, assignments, quizzes and examinations.
Mode of delivery: Normal (lecture/lab/tutorial) Day
Semester 1
Classes: Studio, lectures, seminars, field trips, workshops, labs. 12 hours per week.
Prerequisites: DESA1002 Corequisites: DESA 2111
Assumed knowledge: DESA1011 and DESA1102
Assessment: This will be in the form of specific, short exercises and attendance, with the main summative assessment tasks being a major design proposal presentation to a jury including the technical aspects of the design and a record of the design process undertaken.
Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Progression to DESA2001 requires successful completion of DESA1002. Students may incur materials costs in this unit.

The main aim of this unit of study is to develop of your design understanding and skills. This includes encouraging you in the pursuit of excellence in all aspects of designing the built environment. To do this it requires you to apply, and extend, the knowledge and abilities which you gained in Design Practice 1A and 1B, and Design Studies 1A and 1B. To achieve this aim, there is an increase both in the complexity of a design situation, in terms of the number of key issues, and in the level of resolution expected of you in dealing with these. You will continue to study the built environment at the scale of the urban form of a neighbourhood in a city. You will focus on the interplay between interior of a building and its context, both physical and cultural. You will explore the formulation of simple environmental, structural and constructional strategies that enhance the environmental and physical quality of the built environment and the experience of those who use it, and support the intent and aims of your design. Your abilities in testing, evaluating and developing your design processes will also be developed, including both physical and digital modelling. Collaborative working within groups will continue to be emphasised as a key way to learn designing. Through engaging in, and reflecting on your design processes within the iterative learning situations provided in this unit of study, you will develop your ability to evaluate those design processes, and develop them to improve your design outcomes.

On the successful completion of this unit you will have demonstrated skill in your ability to: (1) analyse and interpret the relationship between the interior and exterior physical form and fabric of a building, and its physical, historical and cultural context through completing a series of case studies. (2) explore and apply key aspects of knowledge, through designing a building, its interior and exterior spaces, and its streetscape to 'sketch plan' stage. Through this you will have
DESA2002 Design Practice 2B
Credit points: 12  
Teacher/Coordinator: A/Prof Anna Rubbo & Mr Col James  
Session: Semester 2 Classes: Studio, lectures, seminars, field trips, workshops, labs, 12 hours per week.  
Prerequisites: DESA2001  
Assumed knowledge: DESA2111  
Assessment: This will be in the form of specific, short exercises and attendance, with the main summative assessment tasks being a major design proposal presentation to a critique jury and the technical design development of this design.  
Mode of delivery: Normal (lecture/lab/tutorial)  
Day Note: Progression to DESA2002 requires successful completion of DESA2001.  
Progress to DESA3001 requires completion of all preceding Design Practice and Design Studies units. Students may incur materials costs in this unit.

DESA2111 Design Studies 2  
Credit points: 6  
Teacher/Coordinator: Dr Chris L Smith  
Session: Semester 1  
Classes: 6 hours per week (lecture and tutorial)  
Corequisites: DESA2001  
Assumed knowledge: DESA(1101 and 1102)  
Assessment: Exercises, quizzes, assignments and examinations. Failure in any single module equates to failure in the overall unit of study.  
Mode of delivery: Normal (lecture/lab/tutorial)  
Day Note: Progression to DESA3001 requires successful completion of all preceding Design Studies and Design Practice units.

Design Studies 2 presents additional conceptual, precedent and procedural knowledge about inhabiting, designing and constructing the built environment to that presented in Design Studies 1A and 1B. It further extends previously acquired knowledge in both depth and breadth. The material is presented in modules: (1) History & Theory: This module concludes a survey history of the built environment started in Design Studies 1B. The aim of this module is to establish a basic comprehension of major historical developments as a basic component of architectural literacy, in particular historical precedents for design practice. (2) Environment & Sustainability: Environmental evaluation, performance and design techniques and are expanded in this module, particularly in relationship to aspects “passive” design and the environmental response of the building envelope with the aim of providing detail design knowledge especially for use in design practice. (3) Structures: This module introduces a greater variety of structural element types available for assembling structural systems and subsystems in buildings to increase the informed range of choice available to students. To this end it introduces behavioural models, for understanding and predicting the behaviour of different structural assemblies. It also explores the relationship between structural form, action and efficiency, especially through the use of physical models, to develop a better understanding structural efficiency in design. (4) Construction: Constructional knowledge is explored through a study of the various systems used for ground, floor, wall, roof and opening construction, including their details, to provide students with constructional literacy for design practice.

At the successful completion of this unit each student is expected to have demonstrated: an increased awareness of core issues in inhabiting, designing and constructing the built environment by attendance and background reading; a comprehension of major architectural historical developments, including individual buildings, designers and intellectual context through exercises and examination;
a basic understanding of principles in environmental performance, passive design and sustainability in the built environment through examination; an understanding of the application of issues in environmental performance, passive design and sustainability by exercises including in design practice; an understanding of more advanced principles of structural behaviour, assemblies and efficiency through quizzes and examination; an ability to assemble structural materials, elements and types into a detailed functioning structural system through exercises in design practice; a more advanced understanding of the common construction systems and materials of the major building elements through exercises and assignment; an ability to apply detailed constructional knowledge of small scale buildings through exercises in design practice.

This unit is core in the Bachelor of design in Architecture. Contact hours: 6 hours per week (lecture and tutorial); student effort expected for an average student to achieve a pass level result: class preparation: 1 hour per week; assessment preparation: 26 hours per semester.

DESA3001 Design Practice 3A
Credit points: 12 Teacher/Coordinator: Ms Kristine Sodersten
Session: Semester 1
Classes: Studio, lectures, seminars, field trips, workshops, laboratories. 12 hours per week
Prerequisites: DESA1101, DESA1102, DESA2111 and DESA2002
Assessment: This will be in the form of specific, short exercises and attendance, with the main summative assessment tasks being a major design proposal presentation to a critique jury and the technical design development of this design. Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Students may incur materials costs in this unit.

The aim of this unit of study, together with the following unit, Design Practice 3B, is to develop your architectural design abilities in all areas to a pre-professional level. Consistent with the aims of the course as a whole, you will be required to demonstrate the progressive use of the understanding you have gained in all your previous core units of study. In this unit, and also in Design Practice 3B, you will be engaged in architecture at the scale of the city. In both units of study the emphasis is on complex, medium scale design projects, resolved to increasingly high level of competence as you move from Design Practice 3A to 3B. As projects of this type are usually the result of collaboration between teams of architects and other design professionals, including consultants, there is an increasing emphasis placed upon collaborative working with consultants, within groups. You will also be required interpret multiple levels of complex interacting design issues, problems and opportunities. These will include site, context and programmatic issues, organisational, formal, spatial and compositional issues, and programming interpretation.

The technical design skill and knowledge you will be required to understand and demonstrate includes the following: the design of key aspects of the internal environment of a medium scale building and impact of design decisions upon aspects of the external environments; the construction and materiality of your designs particularly typical systems of construction for medium scale buildings and their adaptation for particular circumstances; sufficient structural understanding to develop architectural structural strategies for medium scale buildings.

To support this, you will be required to interpret precedent and case studies. You will also be introduced to the basic understanding of the legal and regulatory environment in which buildings are constructed. High skills in communicating your designs in verbal and in graphic and modelled form, manual and digital, will be required to clearly demonstrate your understanding at the high level of pre-professionalism required in this unit.

On the successful completion of this unit you will have demonstrated through the assessment tasks an advanced ability to discover, locate, develop and apply knowledge in designing, and you will have demonstrated: a highly developed ability to reflect upon, evaluate, understand and improve your own design; a high level of ability in communicating and expressing your design intent, concepts and proposals; your ability at a high level of competence to interpret multiple levels of complex interacting design issues, problems and opportunities; your understanding, at a high level of competence, of required environmental, regulatory, construction, structural, contextual, formal, spatial, organisational, material, programmatic and programming issues, through embodying your knowledge in the proposal and detailed development of your building design; research and scholarship used to inform your design decisions at all levels, including the study of precedents; self-reliance, initiative and resourcefulness in finding information, references, precedents, case studies etc for the project, and self-direction in learning.

This is a core unit of study for the Bachelor of Design in Architecture. It is central to the program, and it relates directly to the practice of the profession of Architecture and all its related forms. To achieve a good Pass level result the expected student effort is 2 hours per credit point (12) per week of semester (13 weeks): contact hours: 12 hours per week = 156 hours per semester; class preparation: 6 hours per week = 78 hours per semester; assessment preparation: 78 hours per semester.

DESA3002 Design Practice 3B
Credit points: 12 Teacher/Coordinator: Ms Kristine Sodersten
Session: Semester 2
Classes: Studio, lectures, seminars, field trips, workshops, 12 hours per week
Prerequisites: DESA3001
Assessment: This will be in the form of specific, short exercises and attendance, with the main summative assessment tasks being a major design proposal presentation to a critique jury and the technical design development of this design. Mode of delivery: Normal (lecture/lab/tutorial) Day
Note: Students may incur materials costs in this unit.

The aim of this unit of study, together with Design Practice 3A, is to develop your design abilities in all areas, both pragmatic and poetic, to a pre-professional architectural level. Consistent with the aims of the course as a whole, you will be required to use and build on the understanding you have gained in all your previous core units of study. You will be engaged in architecture at the scale of the city in complex, medium scale design projects, resolved to a higher level of complexity and skill in Design Practice 3B than was the case in Design Practice 3A. There is an increasing emphasis placed upon working with consultants, and on collaborative working within groups. You will also be required to use a high level of interpretative skill to address complex levels of interacting design issues relating to site and context, program, form and composition, spatial issues, strategies for the impacts of design decisions upon internal and external environments, construction and materiality of your designs particularly standard systems of construction and their adaptation to particular circumstances and architectural structural strategies for buildings of this scale. To support this, you will be required to interpret precedent and case studies at a high level. Your highest skills in communicating your designs in verbal and in graphic and modelled form, both manual and digital, will be required to clearly demonstrate your understanding at the high level of pre-professionalism required in this unit.

On the successful completion of this unit you will have demonstrated through the assessment tasks an advanced ability to discover, locate, develop and apply knowledge in designing, and you will have demonstrated: a highly developed ability to reflect upon, evaluate, and improve your own design; a high level of ability in communicating and expressing your design intent, concepts and proposals; your ability at a high level to interpret multiple levels of complex interacting design issues, problems and opportunities; your high level of understanding of required environmental, constructional and structural issues, and contextual, formal, spatial, organisational and programming issues, through embodying your knowledge in the proposal and in the detailed development of your building design; research and scholarship used to inform your design decisions at all levels, including the study of precedents; self-reliance, initiative and resourcefulness in finding information, references, precedents, case studies etc for the project, and self-direction in learning.

This is a core unit of study for the Bachelor of Design in Architecture. To achieve a good Pass level result the effort expected is 2 hours per credit point (12) per week of semester (13 weeks): contact hours: 12 hours per week = 156 hours per semester; class preparation: 6 hours per week = 78 hours per semester; assessment preparation: 78 hours per semester;
DES3441
Design Architecture Independent Study A
Credit points: 6  
Session: Semester 1, Semester 2  
Classes: Weekly meetings by arrangement.  
Prerequisites: 48 credit points and WAM of at least 70.  
Assessment: Report.  
Mode of delivery: Normal (lecture/lab/tutorial)  
Day  
Note: Department permission required for enrolment.  
Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Architecture topic; to develop skills in independent study; and to develop advanced report writing skills. This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Architecture.

The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DES3442
Design Architecture Independent Study B
Credit points: 6  
Session: Semester 1, Semester 2  
Classes: Weekly meetings by arrangement.  
Prerequisites: 48 credit points and WAM of at least 70.  
Assessment: Report.  
Mode of delivery: Normal (lecture/lab/tutorial)  
Day  
Note: Department permission required for enrolment.  
Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Architecture topic; to develop skills in independent study; and to develop advanced report writing skills. This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Architecture.

The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DES3443
Design Architecture Independent Study C
Credit points: 6  
Session: Semester 1, Semester 2  
Classes: Weekly meetings by arrangement.  
Prerequisites: 48 credit points and WAM of at least 70.  
Assessment: Report.  
Mode of delivery: Normal (lecture/lab/tutorial)  
Day  
Note: Department permission required for enrolment.  
Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Architecture topic; to develop skills in independent study; and to develop advanced report writing skills. This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Architecture.

The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.

DES3444
Design Architecture Independent Study D
Credit points: 6  
Session: Semester 1, Semester 2  
Classes: Weekly meetings by arrangement.  
Prerequisites: 48 credit points and WAM of at least 70.  
Assessment: Report.  
Mode of delivery: Normal (lecture/lab/tutorial)  
Day  
Note: Department permission required for enrolment.  
Note: Submit an Independent Study Approval Form, signed by your proposed supervisor and program coordinator with your request to enrol.

This unit provides an opportunity to high achieving students to develop an interest in a specific Design Architecture topic; to develop skills in independent study; and to develop advanced report writing skills. This elective is undertaken with an agreement between the student and a supervisor on an agreed topic related to Design Architecture.

The student will meet with the supervisor weekly to discuss progress. The outcome should be a reflective report on a selected topic demonstrating mastery of the topic.
This elective allows a group of students to pursue a topic proposed by a member of academic staff in a formal learning environment. This unit of study is available to a minimum of 10 students to engage in a topic related to Design Architecture that is organised by a member of academic staff. This allows a member of staff to teach a topic of special interest or for a visiting academic to teach a subject related to their specialty. Students will participate in lectures, tutorials, or other activities as needed to pursue the elective topic. The topic for this elective is proposed by a member of academic staff and approved by the Associate Dean (Undergraduate).

Students will develop an understanding of a special topic through reports, projects, and tutorial exercises.

**DESP1001 Introduction to Urban Design and Planning**

Credit points: 6  
Teacher/Coordinator: Mr Martin Payne  
Session: Semester 2  
Classes: 2 hours per week  
Assessment: Assessment is based on a workbook, which will present background studies, a strategic analysis and a reasoned proposal in response to a planning and design problem, besides a review of literature. The literature review will count for 40% of the total mark, and the background studies, strategic analysis and proposal will each count for 20%. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students will develop knowledge of key planning ideas, and be able to appreciate the context relevant to designing the built environment. They will be able to prepare strategic analyses of basic planning situations, and to prepare design proposals with supporting arguments. On successful completion of this unit, each student will be able to demonstrate their ability: to prepare short documents, using photos, maps, drawings and other illustrations, with annotated comments and supporting text, to present site analyses; to use basic ideas (such as: vistas, viewing and over-viewing, connectivity, legibility, enclosure, uses, activities, environs, links, built form, interest, amenity networks, nodes) in reviewing design situations and preparing simple site analyses; to apply a critical and reflective approach in understanding design situations, and in preparing informative reports.

This is an elective unit, which introduces the Urban Design and Planning stream in the Bachelor of Design in Architecture. Elective in other programs. It is relevant to all architectural design students; it teaches students how to prepare planning studies and basic site plans as preparatory phases of designing buildings and places.

Student effort expected: contact hours: 2 hours per week; class preparation: 2 hours per week; assessment preparation: 26 hours per semester.

**DESP2001 Planning for the Public Domain**

Credit points: 6  
Teacher/Coordinator: Mr Martin Payne  
Session: Semester 1  
Classes: 2 hours week  
Assessment: workbook presenting studies, reviewing materials, envisaging work to be done, demonstrating critical thinking, presenting proposals. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students will be able to: undertake background studies to inform designing for various elements of the public domain (streets and roads, open space and public places, car parking, pedestrian networks and centres); formulate and respond to complex planning problems; prepare and present simple proposals; use basic terms, concepts and methods in practical urban design and planning situations.

On successful completion of this unit, each student will demonstrate capability: to prepare short documents, using photos, maps, drawings and other illustrations, with annotated comments and supporting text, to present site analyses; to use basic ideas (such as: vistas, viewing and over-viewing, connectivity, legibility, enclosure, uses, activities, environs, links, built form, interest, amenity networks, nodes) in reviewing design situations and preparing simple site analyses; to apply a critical and reflective approach in understanding design situations, and in preparing informative reports which move from planning studies to proposals with supporting arguments; to be able to prepare proposals for built form outcomes and related planning instruments, with supporting studies and arguments.

This unit part of the Urban Design and Planning Stream of the Bachelor of Design in Architecture and an elective in other programs. Student effort expected: contact hours: 2 hours per week; class preparation: 2 hours per week; assessment preparation: 30 hours per semester.

**DESP2002 Planning for the Built Environment**

Credit points: 6  
Teacher/Coordinator: Mr Martin Payne  
Session: Semester 1  
Classes: 2 hours per week  
Assessment: workbook presenting studies, reviewing materials, envisaging work to be done, demonstrating critical thinking, presenting proposals. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

Students will be able to: undertake background studies to inform designing for various elements of the public domain (streets and roads, open space and public places, car parking, pedestrian networks and centres); formulate and respond to complex planning problems; prepare and present simple proposals; use basic terms, concepts and methods in practical urban design and planning situations.

On satisfactory completion of this unit each student will demonstrate capability: to prepare short documents, using photos, maps, drawings and other illustrations, with annotated comments and supporting text, to present site analyses; to use basic ideas (such as: vistas, viewing and over-viewing, connectivity, legibility, enclosure, uses, activities, environs, links, built form, interest, amenity networks, nodes) in reviewing design situations and preparing site analyses and proposals; to apply a critical and reflective approach in understanding planning and design situations, and in preparing informative documents which move from planning studies to proposals with supporting arguments; to be able to prepare proposals for built form outcomes and related planning instruments, with supporting studies and arguments.

This unit part of the Urban Design and Planning Stream of the Bachelor of Design in Architecture and an elective in other programs. Student effort expected: contact hours: 2 hours per week; class preparation: 2 hours per week; assessment preparation: 30 hours per semester.

**INFO2120 Database Systems 1**

Credit points: 6  
Teacher/Coordinator: Mr Martin Payne  
Session: Semester 1  
Classes: (Lec 2hrs & Pract 2hrs) per week  
Assumed knowledge: Some exposure to programming and some familiarity with data model concepts such as taught in INFO1013 or INFO1003 or INF5100 or INFO1903  
Prohibitions: INFO (2820 or 2005 or 2905)  
Assessment: In-course involvement, assignments, quizzes and written exam. **Mode of delivery:** Normal (lecture/lab/tutorial) Day

The proper management of data is essential for all data-centric applications and for effective decision making within organizations. This unit of study will introduce the basic concepts of database designs at the conceptual, logical and physical levels. Particular emphasis will be placed on introducing integrity constraints and the concept of data normalization which prevents data from being corrupted or duplicated in different parts of the database. This in turn helps in the data remaining consistent during its lifetime. Once a database design is in place, the emphasis shifts towards querying the data in order to extract useful information. The unit will introduce different query languages with a particular emphasis on SQL, which is industry standard. Other topics covered will include the important concept of transaction management, application development with a backend database, an overview of data warehousing and online analytic processing, and the use of XML as a data integration language.