YOUR GUIDE TO UNDERGRADUATE STUDY IN ARCHITECTURE, DESIGN AND PLANNING
“This is a degree that requires imagination and a lot of hard work. Your only limitations are up to you: extra-curricular activities or engaging with the broader Sydney and Australian design community are all things that will make your time at Uni something you’ll remember for the rest of your life.”

Andrew Daly
Architecture
WELCOME TO THE FACULTY OF ARCHITECTURE, DESIGN AND PLANNING

WELCOME
The Faculty of Architecture, Design and Planning is one of the leading schools of architecture and design in Australia. With exceptional teaching staff, resources and facilities, we offer innovative programs that will challenge and inspire you both creatively and intellectually.

Our students and staff tackle challenges critical to all our futures, through nationally funded research into areas like affordable housing, sustainable urban design, interactive informational design and community involvement in the design of public works.

You’ll work in our outstanding design studios and laboratories, supported by state-of-the-art computing facilities and taught by leading researchers and practitioners from around the world.

Focus on design
We want you to look at our world differently, so encourage a focus on quality of design. Our architecture program is the only one in Australia that includes art workshops as a mandatory part of your course, while our design computing courses offer you a unique blend of creative and technical studies.

STUDYING AT SYDNEY
Our courses will help you develop the skills to design the built and virtual spaces in which we live, work and play. And we’ll give you the tools to forge new intellectual insights into the vital debates on the designed environments around us.

Breadth of choice
We offer you an unrivalled range of elective units across all areas of the digital and built environments. So in addition to the core units you can tailor your program to meet your educational needs from the full range of built and virtual environment disciplines, including Architecture & Allied Arts, Architectural & Design Science, Design Lab, and Urban & Regional Planning.

Sharing a passion for excellence in design
You will be studying with some of the brightest and most creative minds in Australia. Our studio environment encourages the sharing of knowledge and ideas and will continually challenge you to extend yourself.

In this way you will gain the essential knowledge and confidence that will equip you to be at the forefront of your chosen field as well as the ability to think critically and flexibly to adapt to the ever changing fields of architecture and design computing.
YOUR FUTURE

As a University of Sydney student you join an exclusive group of alumni who have gone on to inspire and lead a range of fields.

Our architecture graduates have made a difference across the world and continue to dominate the Australian architectural scene. They include Louise Cox, current president of the International Union of Architects, Andrew Andersons, who oversaw the design of the Beijing Olympics Water Cube, and Paul Pholeros, Health Habitat founder and Indigenous housing pioneer.

Our architecture program is certified by the Australian Institute of Architects and the Architects Accreditation Council of Australia (and in 2008 was the first to receive a five-year accreditation, underlining the quality of our course), so you can be confident your studies will set you up for a fulfilling career.

Design Computing is a relatively new degree but it’s strength is in that it is broad enough for students to follow their own passion and career goals. Students who have completed the degree have worked in a number of fields including digital media design (Producers, Designers, Project Managers, Sales, Art Directors), media production, artist, marketing, advertising, architecture and construction and research.

RESOURCES

The Faculty of Architecture, Design and Planning has world class facilities and utilities that will allow you to reach your full potential as a student.

Our Architecture students have access to dedicated design studios while Design Computing students have unlimited access to computer laboratories. These are accessible 24 hours a day giving you the opportunity to work in a positive creative environment when it suits your timing. Design Computing students also have access to the Sentient, an interactive laboratory where you can explore new technologies.

You will also be able to utilise the extensive resources of our Architectural Technical Services Centre (ATSC) to help you to realise your designs. ATSC resources include Metalastics Studio, Wood Technology Studio, Structures Laboratory, Aerodynamics Laboratory, Heliodon Laboratory, Artificial Sky Laboratory, Lighting Laboratory, Acoustics Laboratory, Audio Studio, Surround Sound Studio, and Cognition Laboratory.

All students can take electives in our extensive art studios which include Printmaking, Graphic Design and Mixed Media Studio, Photography Studio, Ceramics and Sculpture Studio, and Painting, Drawing and Public Art Studio.
The study and practice of architecture is far more than simply designing and building structures. Architecture is a multifaceted discipline at the forefront of cultural and social change and incorporates elements of design, philosophy, technology and sustainability. Architects need to be innovative and resourceful to meet the challenges of this constantly evolving environment where the possibilities for design and practice are infinite.

Architecture is fast moving and challenging discipline which changes to meet the ever evolving needs of clients and society. As a student, you will need to combine creativity with technical expertise as well as engaging philosophically and practically with the challenges of a career in this area. By enrolling in this course, you are not just gaining a career, you will be contributing to the future of our society with architecture.

As an architecture student, you will learn to combine creative design with a breadth of technical knowledge. Your learning experience will encompass the latest computing modelling, building structures and technologies, and even the fine arts, all while gaining an understanding of the social, ecological and historic contexts of your projects.

A world of opportunity

Becoming a registered architect will open the world to you as the work of architects is no longer confined by geography. Opportunities for graduates lie both within Australia and overseas with a number of our past students having great successes internationally. By engaging with the environment, community and needs of clients and stakeholders, your work as an architect can have a profound effect on people’s lives around the world.
COURSE STRUCTURE

The Bachelor of Design in Architecture is focused on learning about design in the built environment. The program is structured around a required set of core units of study, with a choice of streams and elective units of study within and outside the faculty.

Program flexibility
The program is designed to provide you with maximum flexibility to allow you to pursue particular interests while participating in the core of the program with its focus on design in the built environment.

In each semester of the first degree students complete the core units and can choose one elective. Possible pathways and areas of interest include streams in:
- Allied Arts in Architecture
- Digital Architecture
- Urban Design and Planning

Other specialised areas offered as electives within the faculty. Opportunities also exist for you to take units of study in other Faculties within the University. These range from art based subjects to theory to computer design. Within this range of subjects, students can construct the kind of degree they want based on their areas of interest.

Architecture Studios
Each semester revolves around a studio which explores aspects of the design process relating directly to the practice of the architectural profession. This is explored through studio work, lectures, seminars, field trips, and workshops.

You will learn construction through modelling and precedents and develop design processes, carry out testing, evaluate and develop your designs. Skills in drawing and modelling are also gained and keep a record of these activities in a daily journal.

The studio is supplemented by subjects that give you essential knowledge in History & Theory, Communications, Technologies and Art Workshops.

Honours
For students who excel, there is the opportunity of completing a 4th Honours year. This allows a development of deeper academic thought and research in an area of particular interest, identified during your three years of Bachelor study. It involves the preparation of a thesis, supervised by an academic member of staff.

Full program description
For a full description of the program and detail on individual units of study visit www.sydney.edu.au/architecture

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<tr>
<th>YEAR 1</th>
<th>YEAR 2</th>
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<tr>
<td><strong>SEMESTER 1</strong></td>
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STUDYING ARCHITECTURE

YEAR 1
In the first year of the Bachelor of Design in Architecture you will be introduced to the skills and knowledge required to produce creative, innovative and appropriate solutions to architectural problems.

The teaching provides you with the foundation for future studies and seeks to develop your architectural imagination as a dialogue between metaphoric or poetic thought and pragmatic material circumstance, nurturing the capacity to move back and forth between conceptual exploration and more precise skills and knowledge required for credible technical resolution.

The primary vehicle for learning is the design studio, where we explore the major architectural themes of the year - transformation and assemblage - through a series of related conceptual exercises with an emphasis on practical experimentation.

YEAR 2
Second year focuses on designing for social and environmental sustainability. The emphasis is on architecture as a social art, and buildings as a setting for social and cultural interactions. You will develop research as well as design skills, and understandings of what it means, in design terms, to be a "good neighbour".

Through a range of projects we explore ways in which urban design, architectural and landscape strategies can support social and environmental sustainability - and promote healthy environments.

Recent projects our students have undertaken include affordable housing, re-designing a primary school to make a more sustainable environment, creative ideas for our Faculty, and a Muslim youth centre. A key concern in year two is listening to, and taking account of, what 'clients' say.

YEAR 3
In third year, our students explore the design of moderately complex architectures with both confidence and competence, and continue to develop personal ethical frameworks for decision making.

To achieve this, third year students work on two key design projects supported by a series of lecture courses, seminars and workshops. The projects encourage an attitude of critical and reflective thinking at all stages of the design process, from initial conceptualisation and experimentation through to specific material and tectonic explorations.

In third year you will be refining your abilities to integrate material/tectonic/structural possibilities; the analysis of architectonic processes and composition; and the sustainable and ethico-theoretical issues involved in architectural design.
CHRISTA ZACHARIA
I grew up in Wagga Wagga in rural NSW. I always loved maths and art, so the combined degree in Engineering and Architecture was the perfect choice for me.

First year has been challenging but so rewarding. In second semester we put together a plan and model for a specific site within a given city - I did a fashion store and factory in Tokyo.

All the students then added their sites to a city grid, that then expanded to incorporate 15 different cities. Our city was exhibited in the architecture building and we were all really proud of what we had achieved so far, but there is much more to learn.

I live on campus which is handy because we put in long days in the studio - don’t do Architecture if you are looking for an easy degree!

JONATHON DONNELLY
I stumbled into Architecture and was lucky enough to find I had guessed correctly.

Studying Architecture has an intensity I couldn’t imagine or predict until experienced. The last three years have been consumed by countless sleepless nights, hundreds of models thousands of drawings, and the inevitable computer crashes and modelling injuries.

But as I emerge from the hazy fatigue of design submissions all I want is to do it all again. Strange but true...

I don’t know if I’ll be a designer, an architect, an artist or otherwise, but I know the people I’ve met and the studios I have completed will remain invaluable to me.

ANDREW DALY
There is so much more to studying Architecture than the course requirements. I recommend that you take full advantage of the many opportunities available to you as a student at Sydney.

In my time at Sydney I studied for six months at the Architecture Association in London, helped produce the Architecture Revue student performance, and taken part in a design competition that saw my work with colleagues exhibited as part of Vivid Sydney.

I’m now balancing my final year of studies with work in an architectural firm - but I think it’s important to recognize that architecture is a degree that requires imagination and a lot of hard work. Really your only limitations are up to you: extracurricular activities or engaging with the broader Sydney and Australian design community are all things that will make your time in Architecture something you’ll remember for the rest of your life.
The Bachelor of Engineering/Bachelor of Design in Architecture program gives students a unique opportunity to straddle the intersection of the two disciplines.

The Engineering/Design in Architecture combined degree caters for the emerging need for professionals who can bridge between architectural and structural engineering design. There is an emphasis on the conceptual and aesthetical aspects of the design process in the Architectural studies, while the Engineering studies teach the analysis of forces within the structure, and how to proportion the structural skeleton to support these forces.

Offered to students in the Civil Engineering stream, graduates of this combined degree program will acquire skills that will make them an asset to the structural design and architectural professions.

The Engineering/Design in Architecture combined degree is for students interested in the form and functionality of buildings, how buildings fit into our built and social environment, and how architecturally-conceived buildings are analysed and structurally designed to withstand the forces they are subjected to in their working life. It is an overarching degree designed to provide graduates with a holistic approach to the design of our built environment and with skills that will encourage greater diversity and ingenuity in our buildings.

The Bachelor of Engineering/Bachelor of Design in Architecture program is distinct from the “Architectural Engineering” degrees offered at other universities, nationally and internationally, in that graduates will receive Bachelor degrees in both Engineering and Design in Architecture.

For students who have successfully completed the Bachelor of Design in Architecture (or equivalent), the next step towards becoming a registered architect is the Master of Architecture — a 2-year professional program that prepares students for the complex and challenging architecture profession. The program centres on design studios, with students completing one per semester in the areas of
- Urban Architecture;
- Sustainable Architecture;
- Digital Architecture; and a
- Graduation Studio.

The studios are structured to respond to the critical issues facing contemporary architectural design and draw on the extensive areas of expertise across a range of design disciplines. Each studio is supported by units in history and theory, advanced architectural technologies and practice.

Between them, the studios and core support units make up 78 credit points within the program, leaving 18 credit points (usually three units of study) for you choose from a wide range of elective units in order to extend your knowledge and skills into other related areas.

Graduates who hold the degree of Master of Architecture will be entitled to registration as architects subject to obtaining two years of approved practical experience. The Master of Architecture is also recognised internationally.
The Bachelor of Design Computing is a unique degree that combines the creativity of design with the practical and technical knowledge of computing. The program focuses on the creative, technical and aesthetic possibilities of computer-based design through the study of major areas: Design, Programming, Interaction and Modelling. Students receive a breadth of knowledge from study in other related disciplines from throughout the university.

**Design**
Design studios and lecture-based units of study serve as the principal forums for the conception and implementation of your designed works. You will learn about elements of design including concept development, making portfolios, and visual literacy.

**Interaction**
Interaction deals with designing the contact surface between humans and computers. The Interaction Design Studio is the fundamental unit of study in this area. Software you will use includes Director and Max/MSP+Jitter. Subjects include:
- Collaborative Virtual Environments
- Real Time 3D Multimedia
- Design

**Programming**
Programming, still the most sought after skill in industry, is the glue between your ideas and the production of your creative projects. Programming is situated within most units of study. Programming languages you’ll learn include PHP, Java, JavaScript and Processing.

**Modelling**
Modelling takes on two key directions: modelling for the representation of form and simulation such as for computer-aided design and animation, and modelling the design process to enable computer-automated design. Software may include Maya and Virtuols. Subjects include:
- 3D Modelling
- Principles of 3D Animation
- Database Systems 1

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**ATAR 2010**
90.10
Flexible Entry Available

**2010 IB**
33

**UAC COURSE CODE**
511102

**CRICOS CODE**
036730B

**ENGLISH LANGUAGE REQUIREMENTS**
IELTS 7.0, no band under 6.0

**DURATION**
Full time 3 years
March entry only
STUDENT PROJECTS

TRACKSIDE BY MANDY LEUNG
Trackside is an iPhone application that allows users to connect their iPhones to radio controlled cars and use them in place of a conventional controller. The idea is to make the controls resemble the controls more intuitive to users, since they resemble those of a steering wheel and a foot pedal for throttle.

On a more conceptual level, the application is designed to help facilitate race meetings between other users with iPhones, encouraging interactions with real objects and real people - an aspect that is often lost when it comes to new technology.

VERTIGO BY LUCY RO
Vertigo is a multi-player game where people can play balancing games against other people around the world. People can join existing rooms or create their own lobby. When creating rooms users are able to state what country, maximum players and map level.

The aim of the game is to maintain your balance while other obstacles, such as rock throwing, attempt to break your concentration. To play, users would balance their characters by tilting the iPhone (relies on Y accelerometer).

GUNDAM BY CHRISTIE LEE
I designed this piece for 3D Modelling and photorealism. Based on a 10cm model in my digital working environment at home.

The character is from an anime series called “Gundam Seed” and I decided to challenge the photorealism aspect with the use of textures and the 3D modelling. It was a lot of fun to create using Maya and altogether it took about three weeks.

COURSE STRUCTURE
Your subjects in the Design Computing program include core and University-wide electives – it’s intensive and it’s flexible! The degree incorporates the knowledge learnt in four major studios which broaden your knowledge on significant themes in Design Computing, as well as develop your communication and design process skills.

The four studios are Digital Design; Interactive Design; Information Visualisation Design and Human Computer Experience Design.

Electives are chosen from a range of subjects from within Design Computing, as well as those from the Art Workshops, IT, Arts, Economics & Business, and Science - the choices are endless. Electives are intended to support and develop your specialised interest area.


SAMPLE DESIGN COMPUTING PROGRAM

<table>
<thead>
<tr>
<th>YEAR 1</th>
<th>YEAR 2</th>
<th>YEAR 3</th>
</tr>
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<td>DATABASE SYSTEMS 1</td>
<td>INFORMATION VISUALISATION DESIGN STUDIO</td>
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<td>DESIGN PROGRAMMING</td>
<td>COLLABORATIVE VIRTUAL ENVIRONMENTS</td>
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<tr>
<td>UNDERSTANDING DESIGN AND COGNITION</td>
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Your work in this degree revolves around four major studios from which you’ll get the skills to make your designs a reality.

**Digital Design Studio**
In your first studio you develop an understanding of how to conceptualise and communicate design concepts through image, shape, lines, colour, composition, morphing, layout, and text.

We introduce you to digital image representation and technology through design projects as you become proficient with the elements of digital design technology including digital images, vector graphics, font, montage, photography. You also develop skills in digital imaging software such as Photoshop, and graphical layout software such as Illustrator; and develop experience with significant digital design issues.

**Interaction Design Studio**
This studio introduces you to interactivity and multimedia through design projects.

You will develop narrative and storytelling ability through non-linear interactive multimedia. The studio addresses elements of interaction design, including menus, hotspots, screen design, motion, animation and sound integration, 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.

**Information Visualisation Design Studio**
The field of information visualisation focuses on how non-physical data can be effectively represented to users, in an interactive and automatic way.

This studio will introduce you to the principles of information visualisation design, with special attention to metaphoric mapping, human-computer interaction, user engagement, and interdisciplinary insights. Topics include: abstract data visualisation (graphical, ambient or non-visual); metaphor creation and evaluation; interdisciplinary influences; server-side programming and client-side scripting.

**Human-Computer Experience Design Studio**
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, our reliance on machines creates an increasing intimacy that pushes human computer interaction (HCI) towards human-computer agency.

This studio will cover designing innovative and novel forms of HCI, and the design of HCI for objects that have information content, embedded computation, and intelligence.

You will explore 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.
NADINE DENTEN
I was always interested in doing a computer degree of some sort and I came across this course because I was not just interested in doing something with computers but also something that was more creative and something that was more than a programming course.

As it is such a broad degree, everyone has their own things that they're really good at or interested in so it's interesting working with them and learning from my other classmates as well the lecturers.

A lot of my other friends in other courses have found that they’ve got much bigger lectures with classes all over the place so you don’t really get to know people as well but because it’s a smaller class you get to know people pretty quickly. There are people from TAFE and some international students so it’s great getting to know them and where they come from and all the different things that they’ve learnt in their backgrounds.

JOSH MCIKERHENELY
I guess the underlying reason why I chose Sydney was because it offered a course (Design Computing) which was exactly what I was looking for. I didn’t find that kind of course at any other University.

In essence I am the nerd who wants to be “artsy”, the sporty guy who is severely unfit, the muso who plays his instrument not nearly enough and the lazy guy who studies until 3am because he actually enjoys it. I sincerely love the course I am doing and push myself to get the most out of it by taking extra subjects, doing extracurricular research and studying during the holidays.

I want to be at the forefront of technological development, working with new technology as it’s being developed or immediately afterwards. I would also love to teach design to under-privileged children. I believe that it is an intrinsic human right to be permitted the opportunity to live an extraordinary life.

NIKASH SINGH
I wanted a course that would incorporate my skills in Design with my interest in all digital media. I wanted a taste of everything, web, print, 3D, movie-making, photography, programming and the course delivered in spades.

I went into the course sceptical about what careers it would ready me for and discovered an entire world of Design possibilities, pursuits and professions I didn’t know existed.

Design Computing offers wonderful technology to tinker with, a tight-knit and supportive class environment and staff dedicated to sharing their knowledge.

Last year I completed an Honours year, in which my research focused on “Designing and evaluating a Human-centred browser extension” which investigated user behaviours and preferences regarding online social interaction. I’ve recently commenced a PhD in a similar field.
FURTHER INFORMATION

GRADUATE PROFILES

ALEX HOWIESON

Alex is a recent graduate of the University of Sydney Architecture program. She is currently working in London as an Architectural Assistant at world renowned architecture firm, Foster + Partners, whose most famous works include 30 St Mary Axe (The Gherkin) in London, the Hong Kong Shanghai Bank headquarters and Beijing Airport. For more information see: www.fosterandpartners.com.

What made you choose Architecture at Sydney University?
Sydney Uni has a great reputation in all fields and was (and I expect still is) developing its Architecture program in exciting and beneficial ways for its students. The Architecture Faculty has strong links with leaders in the profession and is able to translate these into excellent opportunities for those students who chose to embrace them.

What is your best memory of University?
Participating in an intensive design studio in Hong Kong which concluded with a critique with Glenn Murcutt and a number of other architects I really admire. And, of course, partying with mates at the end of each semester!

Knowing what you know now, what advice would give to yourself as a student?
The more opportunities you take advantage of while studying, the more you will be offered when you’ve completed your studies. The most exciting experiences I’ve had in university and since have come from the least expected places.

How did you end up working on the other side of the world?
I had the privilege of working with Chris Able and Ross Palmer (from Foster + Partners) in a studio which focused on the Regent Place development in Sydney CBD recently completed by Foster + Partners. At the conclusion of the studio I was lucky enough to get an interview with Ross and be offered a position in the London office.

ADRIANO PUPILLI

Adriano completed a Diploma in Civil Engineering at TAFE before starting the Architecture at the University of Sydney, where he was on the Dean’s Honours List for four out of his five years of study. Inspired by his lecturers and renowned mentor Paul Pholeros, Adriano is passionate about using his considerable skills to make a difference to all levels of society.

Had you always wanted to study architecture?
I had wanted to be a carpenter for a long part of my life. I was a big fan of design technology at high school, I just really liked drawings and that was my initial step into drafting. But it was then I realised that it wasn’t just the drawing alone, it was more the interface with the clients and the people side of things that I really wanted to be involved in so that led me into architecture.

What is the main focus of your work?
I would say that it is about work on the ground in houses that creates policy as well as immediately improving the health of houses so that the occupants can actually get their health back.

How does Health Habitat work on indigenous housing?
Health Habitat looks at the critical issues that affecting indigenous health. So it’s a health issue primarily - housing is the secondary issue. The philosophy is that if you can improve the health related aspects of housing - the health hardware it’s called - and repair whatever’s not functioning, you can improve the health of the occupants. That’s a critical thing. The parallel to that is the data side of things, why and how components fail.

From that information is compiled a list of design guidelines that other architects can use as a guide to design more appropriate housing.
LILI ROBY

Lili started off in a computer science degree before switching to Design Computing. Since graduating she has been working at Massive Interactive, an innovative agency combining interactive visual design house, systems integration and software development.

Why did you apply for Design Computing?
I was doing Computing Science and hating it, so I tried a bunch of different subjects from psychology to accounting. I enjoyed the Design Computing subject I chose the most because it incorporated technical skills with creativity.

Was the degree what you expected?
I expected the course to be similar to that first subject I did. What I soon learned was that there was a very diverse range of subjects available, so every semester the degree took a different turn. This ensured that my experience was extremely varied, and I graduated with a lot of skills that I never expected I would have.

Where are you working now?
I work at Massive Interactive. I started here as a graduate straight out of uni. Massive understands that Design Computing students graduate with a wide range of skills, so I split my time between flash development and solution design. Right now I am building a small website for a financial services firm, and working on the UI/UX for a big consumer electronics project. Unfortunately I haven’t had time recently for personal projects, but I do have a few ideas for an interactive art project brewing.

Any advice for students considering this degree?
Be prepared to do programming. Be prepared to work hard and be self motivated; you will be rewarded with interesting, unique, creative and surprising projects, and a diverse skill-set which will enable you to continue creating long after graduation.

YOHANN DARUWALA

Since Yohann graduated from Design Computing his career has included digital media and 3D modelling for architectural studios, research analysis for construction companies and most recently as a Business Analyst for global management consulting, technology and outsourcing giant Accenture.

What attracted you to the Design Computing degree?
The thing that I most liked about the degree was being given the creative freedom to design my ideas without fear of failure and play with technology that was not available to the masses till 5 years later. Another key attractant was the variety of design disciplines that I could pursue throughout the degree without having to complete multiple degrees.

Since graduating, what work have you done?
Since graduating, the type of work I initially did could not be any more different to what I do now at Accenture. I worked for two large Australian architectural studios. The work included 3D architectural digital modelling, design folio production, overhauling the studio’s Intranet and digital media libraries.
I have also worked as a Research Analyst on a project with the Co-operative Research Centre for Construction Innovation. The focus of the project was using pervasive, mobile and tangible computing to facilitate remote collaboration.I currently work for Accenture, helping organisations transform into high performing businesses.

How has the degree helped you in your career?
The skills I learnt and developed from the degree helped me recommend the right technology strategy to add value to any organisation or project. The degree exposed me to tools to help analyse critical issues, formulate a hypothesis, design and develop prototypes to determine the best technology solution.
“I want to be at the forefront of technological development, working with new technology as it’s being developed or immediately afterwards. I chose Sydney because it offered exactly what I was looking for.”

Josh McInerheney
3RD YEAR
DESIGN COMPUTING
HOW TO APPLY

LOCAL APPLICANTS

Local Applicants
Applicants who are citizens or permanent residents of Australia, or citizens of New Zealand, should apply through the UAC (www.uac.edu.au). If year 12 or a tertiary preparation course is your highest level of study you will be considered on the basis of ATAR. If you have completed an AQF diploma or advanced diploma, or one full time year at university you will be considered for a place on a combination of ATAR and your tertiary grades.

Flexible Entry and Additional Submission
If your ATAR is up to five points below the listed ATAR cut-off for this course, you can improve your chances of admission by submitting supporting material directly to the Faculty. All non-year-12 applicants should make an additional submission. This can include a letter of interest, portfolio of creative work and references. For more information, please see: sydney.edu.au/architecture/admissions/

Mature Age Entry
If you are over 21 and have not completed the HSC or equivalent or more than one year of tertiary study, you can complete an approved preparation course and then apply through UAC. Contact the University Centre for Continuing Education for more information: 9351 2907 or view courses at: www.cce.usyd.edu.au/

If you missed out
If your marks were not high enough to get into architecture, you may consider enrolling in another degree. After one full year of study, you are eligible to apply through UAC for a place as a non-year-12 applicant. You will need to perform very well to gain entry. It is best to select a degree in which you think you will do well and perhaps to take subjects that might help prepare you for architecture. For more information, call 9351 2686 or email ug@arch.usyd.edu.au.

INTERNATIONAL STUDENTS

Onshore Applicants
On-shore international applicants If you are an international student, completing your HSC in Australia, apply through UAC (www.uac.edu.au) and you will be considered for a place based on your ATAR score.

Offshore Applicants
If you are an international student studying overseas, apply through the University’s International Office:
T +61 2 9351 4079/4161
F +61 2 9351 4013
E io.info@sydney.edu.au
sydney.edu.au/internationaloffice/

Foundation Courses
If your high school qualification is not recognised, you can enrol in a foundation course, visit: www.usyd.edu.au/future_students/international_undergraduate/admissions/foundation/index.shtml

STUDENT EXCHANGE
Exchange programs are also offered, so you can expand your horizons by studying abroad. For more information, please visit:
sydney.edu.au/international/study_abroad.shtml

SCHOLARSHIPS AND PRIZES

HSC Students
University-wide scholarships for HSC applicants, please visit: www.usyd.edu.au/scholarships/school/index.shtml

University of Sydney Scholarship Entry Award: Awarded on the basis of academic achievement and other achievements, $5000 for 1 year. Application required

University of Sydney Scholarship with Merit: Awarded on the basis of academic achievement and other achievements, $5000 for duration of degree. No application required.

University of Sydney Access Scholarships: Students with academic ability who have been disadvantaged (financial, disability or rural/regional). $5000 for duration of degree. Application required through UAC.

Local Students
Dean’s Outstanding Merit: Top HSC student with a minimum ATAR of 98.10 and with no higher award, $1000 per year for up to 5 years.

Dean’s Merit: HSC students with a minimum ATAR of 98.10, $1000 for 1 year.

International Students
Dean’s International Merit: Outstanding entering international students with a minimum ATAR of 97.20, $1000 for 1 year.

All students
University of Sydney Honours Students enrolling in full year honours program, awarded on the basis of merit. $5000. Application required.