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.
A selection of 1st year Design Studio posters

The design studios and lecture based units of study serve as principal forums for turning your ideas into digital design works.

Fortune aids the daring.

Audentes fortuna juvat

Life is a cabaret.

FORTUNE AIDS
Audentes fortuna juvat
Fortune aids the daring.
Life is a cabaret
Fortune aids the daring.
The programming stream teaches
you software architecture,
development programming within
a design context.
Learn about the concepts behind 2D/3D modelling, animation and the design process that enables computer automated design.
INTERACTION

Develop narratives and produce interactive objects through interactive multimedia and physical computing.
STUDENT WORKS

First year design studio
Type face from found objects

Data Sculpture
Alex Duckmanton
What made you choose Design Computing?
My first preference for a university degree was computer science. However, after attending the USYD Open Day and seeing the Design Computing presentation, I changed my preferences the next day and Design Computing became my first preference degree.

What kind of student were you?
I actually just missed out on the UAI necessary to enter the degree which was quite heartbreaking – luckily I was within the range to apply for flexible entry. I worked hard over the summer putting together a portfolio, which thankfully was accepted. So the fact that I had to earn my place in the classroom encouraged me to work harder, in a way to prove that I deserved to be there. So I soon became a hardworking/leader-type student (or at least that’s what I was told).

What are your best/worst memories of University?
For me, my degree was life changing. I took my studies further than I ever imagined I would by undertaking an honours research degree with Dr Vande Moere which received international attention, and I found myself doing interviews for newspapers, radio and magazines around the world including ESPN, New Scientist and NewsWeek. It was also during my degree that I became friends with a fellow classmate, with whom I recently started a company specialising in web development.

Knowing what you know now, what advice would you give to yourself as a student?
I would probably tell myself to take a few business and marketing related courses outside the Faculty. Although the design and research courses I took were great and provide all the skills one needs for a career in digital design, they didn’t take into account factors such as marketing your skills/products, managing clients, project management, etc. I’ve taken a course in marketing since graduating, but I probably could have taken a similar course while still at uni.

What are they teaching now that you wish they offered when you were at uni?
By the time I had graduated the 1st and 2nd years of my degree had been totally restructured. The courses offered in 1st and 2nd years are now much more engaging and relevant from when I did them (the course was still in its infancy when I joined).
**Course Structure**

The Bachelor of Design Computing focuses on four major areas of study:

### 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.

### 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.

### 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 used in units of study in Interaction include Director and Max/MSP/Jitter.

### Modelling
Modelling takes on two key directions: modelling for the representation of form and simulation such as for computer-aided design and animation, and modeling the design process to enable computer-automated design. Software may include Maya and Virtools.

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Core & Elective Units of Study

Your subjects in the Design Computing program include core and University-wide electives – it’s intensive and it’s flexible!

Core units of study in Design Computing include Collaborative Virtual Environments, Design Programming, and Sound Design & Sonification. Information Visualisation and Human-Computer Experience Design are required studios. 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.


The studios in each year broaden your knowledge on significant themes in Design Computing, as well as develop your communication and design process skills.

You’ll be spending about 20 hours each week at Uni, attending lectures, tutorial and studio classes. Classes are mainly project-based, where you demonstrate your skill through a final design and written material. Study material is usually assessed through project work rather than exams.

### Honours
The Bachelor of Design Computing honours degree is an extra year of full-time study engaged in a research task or practice-based creative work supervised by a member of academic staff. There are scholarships available specifically for this Honours year.

The award of honours is an avenue by which the best students can be recognised. It provides training in research and creative practice and provides evidence of your ability to formulate a problem, research and investigate it, and to produce a response to it.

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<th>Year One</th>
<th>Year Two</th>
<th>Year Three</th>
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<tbody>
<tr>
<td>Semester 1</td>
<td>Semester 2</td>
<td>Semester 1</td>
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<td><strong>DESIGN STUDIOS</strong> (12 credit points)</td>
<td>Digital Design</td>
<td>Interaction Design</td>
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<td><strong>CORE UNITS</strong> (6 credit points each)</td>
<td>Design Programming</td>
<td>Sound Design &amp; Sonification</td>
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<td>Understanding Design &amp; Cognition</td>
<td>3D Modelling</td>
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<tr>
<td><strong>ELECTIVES</strong> (6 credit points each)</td>
<td>Technical Elective</td>
<td>Arts, Economics or Science Elective</td>
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<td>Design Computing Electives</td>
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<td>24 credits</td>
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Sample 3-year program. The way your program is structured will depend on the electives you choose.
Applicants who are citizens or permanent residents of Australia, or citizens of New Zealand, should apply through the UAC. If year 12 or a tertiary preparation course is your highest level of study, you will be considered on the basis of UAI. 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 UAI and your tertiary grades.

Flexible Entry and additional selection criteria
If your UAI is up to five points below the advertised UAI 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: wwwfaculty.arch.usyd.edu.au/admissions

Mature-age applicants
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.usyd.edu.au/cce

If you missed out
If your marks were not high enough to get into Design Computing, 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 give yourself a chance. 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 Design Computing.

International Students
On-shore international applicants
If you are an international student completing your HSC in Australia, apply through UAC and you will be considered for a place based on your UAI score.

Off-shore international applicants
If you are an international student studying overseas, apply through the University's International Office:
Tel: +61 2 9351 4079/4161
Fax: +61 2 9351 4013
Email: info@io.usyd.edu.au
Web: www.usyd.edu.au/fstudent/international
If your high school qualification is not recognised, you can enrol in a foundation course, please see: www.usyd.edu.au/fstudent/undergrad/apply/inm/foundation/

University-wide scholarships for HSC applicants
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 4 years. Application required.

Outstanding Achievement
HSC students with UAI of 100 or 99.95, $10,000 for 5 years. No application required.

Faculty scholarships for local & international students.
No application required.

University-wide scholarships and Faculty prizes for enrolled undergraduate students
University of Sydney Honours
Students enrolling in full year honours program. Awarded on the basis of merit. $5000. Application required.

Enrolled students
Dean’s Honours list, Architecture Prizes for top student in each year.
University of Sydney Academic Merit Prize. Awarded annually on recommendation by the Dean, this prize recognises the highest performing undergraduate students in each Faculty based on average marks. Value $2000.

Student Exchange
Exchange programs are also offered, so you can expand your horizons by studying abroad. See www.usyd.edu.au/fstudent/studyabroad for more information.