

Interaction Design and Electronic Arts (IDEA)

Graduate Certificate in Interaction Design and Electronic Arts

Graduate Diploma in Interaction Design and Electronic Arts

Master of Interaction Design and Electronic Arts

Master of Interaction Design and Electronic Arts (Honours)

Resolutions of the Faculty

[Section 1]

1. Admission

- 1.1 An applicant for admission to candidature for the Graduate Certificate in Interaction Design and Electronic Arts shall:
 - 1.1.1 hold a bachelor degree of the University of Sydney, or hold qualifications deemed by the Dean to be equivalent; or
 - 1.1.2 furnish evidence which satisfies the Dean that he or she is qualified to enter upon the prescribed units of study.
- 1.2 An applicant for admission to candidature for the Graduate Diploma in Interaction Design and Electronic Arts shall:
 - 1.2.1 hold a bachelor degree of the University of Sydney or hold qualifications deemed by the Dean to be equivalent; or
 - 1.2.2 hold or have qualified for the award of the graduate certificate with a weighted average mark of at least 70 across all units attempted for the award.
- 1.3 An applicant for admission to candidature for the degree of Master of Interaction Design and Electronic Arts shall:
 - 1.3.1 hold a bachelor degree of the University of Sydney or hold qualifications deemed by the Dean to be equivalent; or
 - 1.3.2 hold or have qualified for the award of the graduate diploma; or
 - 1.3.3 hold or have qualified for the award of the graduate certificate with a weighted average mark of at least 70 across all units attempted for the award.
- 1.4 An applicant for admission to candidature for the degree of Interaction Design and Electronic Arts with honours must:
 - 1.4.1 have achieved a weighted average mark of at least 75 in all other coursework required for the award of the degree; and
 - 1.4.2 have the approval of the program coordinator, including having an agreed supervisor for the designated honours units.
- 1.5 The number of students admitted to the courses may be limited in accordance with University policies depending on available teaching resources.

2. Units of study

- 2.1 The units of study that may be taken for the courses are set out in Table G, the table of graduate units of study, in the Faculty of Architecture, Design and Planning Handbook, together with:
 - 2.1.1 credit point values;
 - 2.1.2 assumed knowledge, corequisites and prerequisites;
 - 2.1.3 the sessions in which they are offered;
 - 2.1.4 the units with which they are mutually exclusive;
 - 2.1.5 designation as core, optional or elective; and
 - 2.1.6 any special conditions.

3. Requirements for the Graduate Certificate, Graduate Diploma and Master of Interaction Design and Electronic Arts

- 3.1 To qualify for the award of the Graduate Certificate in Interaction Design and Electronic Arts, a candidate must successfully complete 24 credit points from units of study selected from Table G, the faculty's table of graduate units of study, to the limits specified in the table of requirements below.
- 3.2 To qualify for the award of the Graduate Diploma in Interaction Design and Electronic Arts, a candidate must successfully complete 48 credit points from units of study selected from Table G, the faculty's table of graduate units of study, to the limits specified in the table of requirements below.
- 3.3 To qualify for the award of the Master of Interaction Design and Electronic Arts, a candidate must successfully complete 72 credit points from units of study selected from Table G, the faculty's table of graduate units of study, to the limits specified in the table of requirements below.
- 3.4 **Table of Requirements**

	Min core	Min Options	Max Elective
Graduate Certificate	18	0	6
Graduate Diploma	36	6	6
Masters	54	12	6
Masters (Hons)	60	6	6

- 3.5 Core units completed in excess of the minimum requirements may count as options or electives.
- 3.6 Optional units completed in excess of the minimum requirements may count as electives.
- 3.7 Candidates may substitute graduate units of study from outside the faculty's table of graduate units of study to the limits shown in the table of credits and substitutions in section 2.
4. **Requirements for the honours degree**
 - 4.1 To qualify for the award of the Master of Interaction Design and Electronic Arts with honours, a student must successfully complete units of study amounting to 72 credit points selected from Table G, the Faculty's table of graduate units of study, comprising:
 - 4.1.1 core, optional and elective units of study to the limits shown in the table of requirements.
5. **Award of the Graduate Certificate, Graduate Diploma and Master of Interaction Design and Electronic Arts**
 - 5.1 The Graduate Certificate and Graduate Diploma in Interaction Design and Electronic Arts are awarded in the Pass grade only.
 - 5.2 The Master of Interaction Design and Electronic Arts will be awarded in two grades, namely pass and honours.
 - 5.2.1 A candidate will graduate with the grade merited.
 - 5.2.2 A candidate who does not satisfy the requirements for the honours degree and who has not already graduated shall be awarded the pass degree.
 - 5.3 A candidate who enrolls in the following semester, in a higher level award course in this embedded sequence, will not graduate until the completion of the highest award attempted.
 - 5.4 A candidate who has completed the requirements for a course, and who does not enrol in the following semester in a higher level embedded course in this sequence, will graduate from that course.

