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Why Choose Melbourne?

Many people know that the University of Melbourne is ranked number one in Australia, but you may not know why.

We are one of the world’s finest universities. Employers worldwide seek out our graduates. Our students succeed at the highest levels, and in more than one domain.

Our degrees aren’t like most others you will find in Australia. They are aligned with those offered by many top institutions worldwide. We call it the Melbourne Model.

You’ll start with one of our undergraduate degrees. You can then choose to join the workforce, or specialise at graduate level – gaining a combination of undergraduate and graduate qualifications that will help you stand out from the crowd.

We want you to create your own unique Melbourne experience, with the power to choose your direction and keep exploring new options. This is important in a world where careers are changing fast and employers value independent thinking.

You’ll have opportunities to study at partner institutions around the world, to take advantage of our partnerships and to connect with brilliant minds who can offer you new perspectives. As a Melbourne Design student, you might intern at APT Architecture, Fender Katsalidis, Extent Heritage, Grimshaw Architects, Institute for Housing and Urban Development Studies Rotterdam, Museums Victoria or Tract Consultants; exhibit your work during Melbourne Design Week; and network with industry representatives at the Design and Environments Industry Night.

The University of Melbourne offers learning that stimulates, challenges and fulfils the potential of excellent students from around the globe, leading to personal development, meaningful careers and profound contributions to society.

That’s why some of the world’s most ambitious minds choose Melbourne.
WHY CHOOSE DESIGN?

Good design has the power to transform and provide lasting solutions that improve our lives.

If you are imaginative, enjoy learning about new fields and want to play a role in improving the way we live and the places we live in, the Bachelor of Design is for you.

**USE CREATIVITY TO IMPROVE THE WORLD**

The Bachelor of Design fosters new ways of thinking, developing practical skills and theoretical expertise that will prepare you for a rewarding career as a design professional. You’ll learn how to apply your creativity to improve our cities, buildings, transport networks, furniture, technologies, digital content, processes, bridges, landscapes and environment. You will be producing your own designs and learning different design techniques from your very first semester.

**BE IN DEMAND**

The ability to apply design thinking is recognised as a significant and desirable skill. Designers are playing an important role expanding the potential of the Internet of Things (IoT), designing smart homes, smart cities and intelligent transportation.

As a Bachelor of Design graduate you’ll be well-regarded in the industry. The work you do in class reflects the workplace, ensuring you are industry-ready. Design studios, site visits, field trips and interaction with industry practitioners will take you into ‘real life’ situations with industry briefs. You will be taught by inspiring teachers currently working in industry, so you can be sure you’ll be immersed in the most up-to-date knowledge and practice.

**HIGH-TECH TEACHING FACILITIES**

You will study in the Glyn Davis (Melbourne School of Design) building, which demonstrates many of the design techniques you will be working to acquire in class.

Harness your creativity by experimenting with augmented reality, digital fabrication, robotics and machinery in the NExT Lab, FabLab, Robotics Lab, Machine Workshop and Makerspaces. Our unique bureau model of student support means experts will be on hand to assist you in learning and using this cutting-edge fabrication technology.

**GLOBAL OPPORTUNITIES**

Study abroad and exchange helps you explore the world, expand your cultural horizons and experience design in an international context among students and academics from around the world. In addition to the University’s study abroad and exchange programs, there are several design-specific opportunities you can get involved in. For example, you could:

- Travel to the University of Stuttgart in Germany to complete a six-week Architecture Design Studio intensive subject during your summer break
- Take the Humanitarian Design Internship subject and travel to India for two weeks, where you will contribute to a community based design project
- Experience international teaching from the renowned Architectural Association, School of Architecture, UK right here in Melbourne through the AA Visiting School Undergraduate subject.

Some of the institutions you can go on exchange to as a Bachelor of Design student include:

- Technical University of Delft, The Netherlands
- Stuttgart University, Germany
- Tongji University, Shanghai, China
- National University of Singapore, Singapore
- Pennsylvania State University, USA
YOUR CAREER

Studying the Bachelor of Design will teach you design thinking that's in demand across tech, architecture, city planning, government, the arts and more.

EMBRACE THE NEW WORLD OF WORK

Technology is set to completely transform how we work. Artificial intelligence, robotics, smart homes – the way we live will require a whole new wave of talented designers and creatives.

Demand for employees with creativity skills has risen over 65% over the past few years. Deloitte has predicted that the future of work will be characterised by a shift from routine tasks to more creative work. We will see the emergence of hybrid jobs that integrate technical, design and project management skills.

As a Bachelor of Design graduate, you’ll be uniquely placed to embrace the new world of work.

WHERE CAN A BACHELOR OF DESIGN TAKE YOU?

Study design if you are interested in working in:
• Architecture and landscape architecture
• Construction and civil engineering
• Design for mechanics and robotics
• Geospatial technology
• Graphic design
• Performance design
• Property
• Software design, including games
• Town Planning
• User experience (UX)
• Virtual reality and augmented reality.

YOUR CAREER STARTS NOW

We know that you’re dreaming of a great career when you graduate. We are constantly reviewing and updating our course and subject offerings to future-proof your studies and give you an edge in the jobs market. The skills you need are built into the course, and that’s why recruiters for big companies across Australia and the world choose to employ our students year after year.

ABP INDUSTRY MENTORING PROGRAM

Pair up with ABP alumni to learn about their experiences, develop professional skills and better understand where you could take your career. Available to third year Bachelor of Design students, this program allows you to build communication, networking and professional skills, confidence in professional interactions, and professional networks through your mentor.

WORK-INTEGRATED LEARNING/INTERNSHIPS

There are plenty of industry-specific opportunities that will enable you to develop skills that will enhance your prospects of gaining meaningful employment and building your career for the future. In your final year, you can undertake the Design Internship subject. It consists of an 80-100 hour work placement plus seminars integrating academic learning in built environment and design as well as employability skills and attributes while improving your knowledge of design and built environment organisations, workplace culture and career pathways.

Students in 2019 have undertaken placements at organisations including APT Architects, Blight, Blight & Blight, Just Cause Yacht Company, Playground Ideas and Resorter.app. Internships are a great way to get first-hand industry experience and figure out if your dream career is right for you.

Foundation for Young Australians 2017, ‘The new basics: Big data reveals the skills young people need for the New Work Order’.

Deloitte 2017, ‘Navigating the future of work’.
“I’ve always loved design and at its core, design is communication. The flexibility of the Melbourne Model’s multidisciplinary approach allowed me to explore and test different design fields which has created a strong and diverse skills and knowledge base to elevate my design ideas.

“The different combination of breadth fields – I mixed moviemaking, programming and music – has expanded my creative outlook, diversified my thinking, and sharpened how I problem-solve and apply my creative thoughts. For example, in Colour Theory all my reflections were mini-movies blended with music.

“The University of Melbourne is a dynamic incubator of like-minded and diverse thinkers – take time to get to know the talented people who are here.”

Teariki Williams (New Zealand)
Bachelor of Design,
Major in Graphic Design
The Bachelor of Design offers unique flexibility with the option of completing majors, minors, double majors and specialisations.

You can combine in-depth study in a particular area with subjects from a wide range of disciplines within the field of design.

**COURSE STRUCTURE**

The Bachelor of Design is a three-year degree in which you will complete 23–24 subjects (300 points of study in total). Most students complete eight subjects (100 points of study) in each year of full-time study.

<table>
<thead>
<tr>
<th>STANDARD CREDIT POINTS</th>
<th>NUMBER OF SUBJECTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single subject</td>
<td>12.5 points</td>
</tr>
<tr>
<td>Double subject</td>
<td>25 points</td>
</tr>
<tr>
<td>Single semester</td>
<td>50 points</td>
</tr>
<tr>
<td>Full year</td>
<td>100 points</td>
</tr>
<tr>
<td>Full degree</td>
<td>300 points</td>
</tr>
</tbody>
</table>

**DESIGN MAJORS, MINORS AND SPECIALISATIONS**

Depending on your area of interest you could choose to study:

- One major
- Two majors
- A major and a minor
- A major and a specialisation

**MAJORS**

In the Bachelor of Design, your major is a sequence of subjects you complete throughout your degree, focusing on a specific discipline. Your major makes up a significant proportion of your degree and is listed on your academic qualification once you graduate.

You don’t need to know which major you want to do from day one. In most cases, you’ll be able to explore the 12 study areas in your first year before deciding on your major in second year.

There are 12 majors to choose from:
- Architecture
- Civil Systems
- Computing
- Construction
- Digital Technologies
- Graphic Design
- Landscape Architecture
- Mechanical Systems
- Performance Design
- Property
- Spatial Systems
- Urban Planning

**DOUBLE MAJORS**

Undertaking a double major can provide you with more career options at the end of your degree as well as greater flexibility should you choose to go on to graduate study. Completing a double major will not extend the length of your course duration.

Not all combinations of double majors in the Bachelor of Design are available, however we have over 45 approved combinations for you to choose from. See ‘double major options’ on pages 10–21.

**MINORS**

Minors are shortened sequences of subjects, taken from the existing Bachelor of Design majors. They provide a complementary course of study to your major, and are a great alternative to committing to a double major. Minors are not available in Civil Systems or Mechanical Systems.

**SPECIALISATIONS**

Specialisations focus on particular themes relevant across multiple majors within the Bachelor of Design.

Some specialisations support a research pathway, some lead to accreditation with industry bodies or expand your employment opportunities, and others open up new areas of interest to explore through graduate study or in your career.

There are 6 specialisations to choose from:
- Building Information Modelling (BIM)
- Design Visualisation
- Environmental Design
- Event Design
- Design Histories
- Towards Practice
- Transport Design

**ELECTIVE SUBJECTS**

Electives allow you to choose Bachelor of Design subjects outside of your major. Electives are an excellent way to make your degree unique to your individual interests and to have a multidisciplinary understanding of the design disciplines.

**BREADTH SUBJECTS**

Breadth is a unique feature of the Melbourne Model. It gives you the chance to explore subjects outside of design, developing new perspectives and learning to collaborate with others who have different strengths and interests – just as you will in your future career. Use breadth to explore creative interests or topics you have always been curious about, or use it to improve your career prospects by complementing your major with a language, communication skills or business expertise. ‘Breadth tracks’ (groups of breadth subjects taken throughout your degree) may even qualify you for graduate study in a field that’s very different from your major.
BACHELOR OF DESIGN

DURATION
3 years full time
Part time available (domestic students only)

CAMPUS
Parkville and Southbank

ENTRY
February (Semester 1) or July (Semester 2)

DOMESTIC STUDENTS
Minimum entry 2020:
ATAR 85.00

Alternative entry: See Access Melbourne, page 27

INTERNATIONAL STUDENTS
International applicants will need to meet the academic admission and English language requirements. See: study.unimelb.edu.au

PREREQUISITE SUBJECT
STUDY AREAS
English (all majors) and mathematics (select majors)

For full details of entry requirements and information for other qualifications visit: study.unimelb.edu.au

CONTACT HOURS
(FIRST YEAR, FULL TIME)
Approximately 16 hours per week, plus independent study time of approximately 24 hours per week

CRICOS: 090744C

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@msdsocial
@msdsocial
@abpunimelb
MAJOR IN ARCHITECTURE

The Architecture major teaches you to apply design thinking, develop creative solutions and imagine future environments for living, working and playing.

You will learn to leverage increasingly sophisticated digital capabilities to solve problems in an age of environmental change, rapid urbanisation and global flows of people, materials and assets.

Design lies at the heart of the architectural process. You will learn how to use technology to represent environments in 2D and 3D (analogous and digital), develop expertise in structural and material systems as well as building science and environmental systems, and gain a deep appreciation for design history (architectural, landscape and urban).

Your learning will be put into practice in design studio classes. Along with lectures and tutorials, you’ll attend site visits and spend time in the fabrication workshop and research library, where ideas, skills and knowledge can be learned, shared, debated and tested.

DOUBLE MAJOR OPTIONS

ARCHITECTURE
+ Construction
+ Landscape Architecture

GRADUATE STUDY PATHWAYS

To become a professionally accredited architect, you must complete the Master of Architecture or Master of Architectural Engineering following the Bachelor of Design.

After completing your masters degree and two years' professional experience, you can sit the Architects Registration Board examination and register as an architect in Australia.

The Master of Architecture is accredited by the Australian Institute of Architects (AIA), Architects Registration Board of Victoria (ARBV) and Commonwealth Association of Architects (CAA).

The Master of Architectural Engineering is designed to meet the accreditation requirements of the AIA, ARBV, CAA and Engineers Australia.

Other popular graduate study options include the Graduate Diploma in Built Environments, Master of Construction Management and Master of Environment.

Find out more about graduate study on page 24.

CAREER OUTCOMES

- Architectural designer
- Architectural draftsperson
- Designer and fabrication consultant
- Facade coordinator
- Graphic designer
- Industrial designer
- Junior architect
- Lighting consultant
- Production designer
- Researcher

SAMPLE COURSE PLAN - BACHELOR OF DESIGN

MAJOR IN ARCHITECTURE AND SPECIALISATION IN TRANSPORT DESIGN

| Year 1 | Semester 1 | Global Foundations of Design | Foundations of Design: Representation | Critical and Theoretical Studies | Critical Thinking with Data |
| Year 1 | Semester 2 | Design Studio Alpha | Construction as Alchemy | Fundamentals of Interaction Design | Catastrophes as Turning Points |
| Year 2 | Semester 1 | Design Studio Beta | Digital Design | Construction Analysis | Media Histories |
| Year 2 | Semester 2 | Design Studio Gamma | Environmental Building Systems | Environmental Building Systems | Drugs that Shape Society |
| Year 3 | Semester 1 | Design Studio Delta | Construction Design | Transport Oriented Design | AA Visiting School Undergraduate |
| Year 3 | Semester 2 | Capstone: Design Studio Epsilon | Smart Transportation | Design Internship |  

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.

Students intending to study the Architecture major as a pathway into the Master of Architectural Engineering require a study score of 25 in VCE Mathematical Methods Units 3 and 4 or equivalent.
Civil engineers have a significant impact on the world, meeting the challenges of urban development, restoring infrastructure after disasters and building structures to withstand extreme conditions.

The Civil Systems major provides the foundation to understand the planning, design and construction of essential infrastructure and services in the built environment, including bridges, tunnels, transport systems, water supply, drainage, ports and harbours.

You will learn how planning, design and construction can interact with the natural and social environment to meet society’s needs.

DOUBLE MAJOR OPTIONS

CIVIL SYSTEMS
- Construction
- Graphic Design
- Landscape Architecture
- Mechanical Systems
- Performance Design
- Property
- Urban Planning

GRADUATE STUDY PATHWAYS

To become a professionally accredited civil or structural engineer, you must complete a Master of Engineering (with a Civil, Structural or Civil with Business specialisation) or the Master of Architectural Engineering following your undergraduate degree.

The Master of Engineering is accredited by both Engineers Australia and EUR-ACE®, equipping graduates with the skills, knowledge and industry exposure for a global engineering career.

The Master of Architectural Engineering is designed to meet the accreditation requirements of the Australian Institute of Architects (AIA), Architects Registration Board of Victoria (ARBV), Commonwealth Association of Architects (CAA) and Engineers Australia.

Other popular graduate study options include the Graduate Diploma in Built Environments, Master of Construction Management and Master of Management.

Find out more about graduate study on page 24.

CAREER OUTCOMES

• Building insurance valuer
• Cadet engineer
• Civil AutoCAD technician
• Civil engineering assistant
• Civil laboratory technician
• Contract administrator
• Project manager/design engineer
• Research assistant
• Road design draftsperson
• Site engineer assistant
• Structural engineering drafting officer

GRADUATE ENGINEERING CAREER OUTCOMES

• Graduate civil engineer
• Graduate structural engineer

SAMPLE COURSE PLAN – BACHELOR OF DESIGN MAJORS IN CIVIL SYSTEMS AND URBAN PLANNING

<table>
<thead>
<tr>
<th></th>
<th>Year 1</th>
<th>Semester 1</th>
<th>Calculus 1</th>
<th>Global Foundations of Design</th>
<th>Cities Past and Future</th>
<th>Principles of Business Law</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Semester 2</td>
<td>Calculus 2</td>
<td>Statics</td>
<td>Introduction to Urban Planning</td>
<td>Order, Disorder, Crime, Deviance</td>
</tr>
<tr>
<td></td>
<td>Year 2</td>
<td>Semester 1</td>
<td>Engineering Mechanics</td>
<td>Engineering Mathematics</td>
<td>Applications of GIS</td>
<td>Cities: From Local to Global</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Semester 2</td>
<td>Earth Processes for Engineering</td>
<td>Engineering Materials</td>
<td>Urban Design for People and Places</td>
<td>Economics and Cities</td>
</tr>
<tr>
<td></td>
<td>Year 3</td>
<td>Semester 1</td>
<td>Engineering Risk Analysis</td>
<td>Fluid Mechanics</td>
<td>Planning Scenario and Policy Workshop</td>
<td>Planning Social Research Workshop</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Semester 2</td>
<td>Systems Modelling and Design</td>
<td>Structural Theory and Design</td>
<td>Capstone: Urban Precinct Studio</td>
<td></td>
</tr>
</tbody>
</table>

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.

A study score of 25 in VCE Mathematical Methods Units 3 and 4 or equivalent is required for the Civil Systems major. This course plan reflects entry in the Semester 1 intake with a study score of at least 25 in VCE Mathematical Methods Units 3 and 4. Students with a study score of at least 25 in VCE Specialist Mathematics Units 3 and 4 or equivalent are not required to complete Calculus 1. Students with a study score of 30 or more in VCE Specialist Mathematics Units 3 and 4 or equivalent may not enrol in Calculus 1 for credit.

#22 IN THE WORLD FOR CIVIL AND STRUCTURAL ENGINEERING

QS World University Rankings by Subject 2019
Computing involves the design, analysis and implementation of complex systems supporting computer networks, databases and web services. These technologies are applied across the domains of health, safety, community, business and education, and are realised through the building of algorithms and apps.

The Computing major is designed for technically focused students who want to build strong professional capabilities in both programming and the development of digital material. You will build advanced technical skills in the areas of media computation, data manipulation and visualisation, interaction design and usability.

IT underlies scientific discoveries, medical breakthroughs and continuous innovation in products and services. It is central to many aspects of modern life. Career pathways are varied and plentiful in the 21st century where data drives business and information is everything.

DOUBLE MAJOR OPTIONS

COMPUTING
- Construction
- Graphic Design
- Landscape Architecture
- Performance Design
- Property
- Urban Planning

GRADUATE STUDY PATHWAYS

Completing a graduate course following the Bachelor of Design will set you up to become a leader in your field, offer a wide range of career opportunities and increase your earning potential.

Popular graduate study options include the Master of Information Systems, Master of Data Science, Master of Science (Computer Science), Master of Information Technology and Master of Engineering (Software) or (Software with Business). The Master of Engineering is a 2.5-year degree for students completing the Computing major.

Find out more about graduate study on page 24.

CAREER OUTCOMES

- Applications developer
- Business analyst
- Cyber security consultant
- Data analyst
- Database administrator
- Digital application analyst
- Digital copywriter
- Games developer
- IT consultant
- Technical writer
- User experience (UX) designer
- Web and mobile app developer
- Web content administrator

#1 IN AUSTRALIA,
#32 IN THE WORLD FOR
COMPUTER SCIENCE AND
INFORMATION SYSTEMS

QS World University Rankings by Subject 2019

MAJOR IN COMPUTING

SAMPLE COURSE PLAN – BACHELOR OF DESIGN
MAJOR IN COMPUTING AND MINOR IN DIGITAL TECHNOLOGIES

<table>
<thead>
<tr>
<th>Year</th>
<th>Semester 1</th>
<th>Semester 2</th>
<th>Semester 1</th>
<th>Semester 2</th>
<th>Semester 1</th>
<th>Semester 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Media Computation</td>
<td>Calculus 1</td>
<td>Foundations of Algorithms</td>
<td>Calculus 2</td>
<td>Design of Algorithms</td>
<td>Elements of Data Processing</td>
</tr>
<tr>
<td></td>
<td>Calculus 1</td>
<td>Fundamentals of Interaction Design</td>
<td>Calculus 2</td>
<td>Linear Algebra</td>
<td>Game Design</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Calculus 1</td>
<td>Organisational Behaviour</td>
<td>Linear Algebra</td>
<td>Applications of GIS</td>
<td>Digital Design</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Calculus 1</td>
<td>Principles of Marketing</td>
<td>Linear Algebra</td>
<td>Managing Human Resources</td>
<td>Managing Conflict in Global Workplaces</td>
<td></td>
</tr>
</tbody>
</table>

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.

A study score of 25 in VCE Mathematical Methods Units 3 and 4 or equivalent is required for the Computing major. This course plan reflects entry with a study score of at least 25 in VCE Mathematical Methods Units 3 and 4. Students with a study score of at least 25 in VCE Specialist Mathematics Units 3 and 4 or equivalent are not required to complete Calculus 1. Students with a study score of 30 or more in VCE Specialist Mathematics Units 3 and 4 or equivalent may not enrol in Calculus 1 for credit.
Construction professionals increasingly operate as part of large project teams, where specialists from different disciplines work closely together to fulfil construction and design briefs. The Construction major has been specifically designed to prepare you for this challenge.

The Construction major focuses on the management of people, processes and materials in the construction industry, and how these apply to specific building projects. Site visits and presentations by industry professionals deepen your understanding of real-world practice and give you opportunities to expand your network while you are studying.

It is an exciting and challenging time to be working in the construction field. Technologies are changing rapidly and our built environment has to respond quickly to difficult global environmental and resource challenges.

DOUBLE MAJOR OPTIONS

CONSTRUCTION
+ Architecture
+ Civil Systems
+ Computing
+ Digital Technologies
+ Graphic Design
+ Landscape Architecture
+ Mechanical Systems
+ Performance Design
+ Property
+ Spatial Systems
+ Urban Planning

GRADUATE STUDY PATHWAYS

To achieve professional recognition with the Australian Institute of Building (AIB), Royal Institution of Chartered Surveyors (RICS) and Australian Institute of Quantity Surveyors (AIQS), you must also complete the Master of Construction Management. Other popular graduate study options include the Master of Construction Law, Graduate Diploma in Construction Law and Master of Urban Planning.

Find out more about graduate study on page 24.

CAREER OUTCOMES

• Cadet quantity surveyor
• Consultant
• Contract administrator
• Junior cost estimator
• Junior project coordinator
• Research assistant
• Site coordinator

CONSTRUCTION HAS A STRONG EMPLOYMENT OUTLOOK – 10% EXPECTED INCREASE IN CONSTRUCTION JOBS 2018–2023


SAMPLE COURSE PLAN – BACHELOR OF DESIGN

MAJOR IN CONSTRUCTION AND SPECIALISATION IN BUILDING IMAGING MODELLING

| Year 1 | Semester 1 | Understanding the Built Environment | Principles of Business Law | Principles of Marketing | Designing with Plants |
| Year 1 | Semester 2 | Principles of Building | Environmental Building Systems | Economics and Cities | Aboriginailities |
| Year 2 | Semester 1 | Construction of Residential Buildings | Design and Property Principles | Finance of the Built Environment | Human Behaviour and Environment |
| Year 2 | Semester 2 | Construction of Concrete Buildings | Measurement of Building Designs | Indigenous Engineering and Design | Greening Landscapes |
| Year 3 | Semester 1 | Steel and Concrete Structural Systems | Construction Management | Building Information Modelling | Environmental Risk Assessment |
| Year 3 | Semester 2 | Capstone: Industry Partner Project Studio | Construction Contract Administration | Building Information Management | Green Infrastructure Technologies |

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment. A study score of 25 in VCE Mathematical Methods Units 3 and 4 or equivalent is required for the Construction major.

A study score of 25 in VCE Mathematical Methods Units 3 and 4 or equivalent is required for the Construction major.
The Digital Technologies major will provide you with practical skills and knowledge that can be applied in a variety of fields associated with design, with a special focus on digital material such as web-based media, mobile media and interactive technologies.

The field of digital technologies is focused on human-computer interaction. This includes the study of how people interact with technologies, the design of technology, the Internet of Things and user experience (UX). It examines how we might ensure that information technology is usable, useful and satisfying to engage with.

You will learn the fundamentals of digital technology – including algorithmic, data-oriented and web-based techniques – and develop an understanding of how they can be applied in a range of areas.

DOUBLE MAJOR OPTIONS
DIGITAL TECHNOLOGIES
+ Construction
+ Graphic Design
+ Landscape Architecture
+ Performance Design
+ Property
+ Urban Planning

GRADUATE STUDY PATHWAYS
Completing a graduate course following the Bachelor of Design will set you up to become a leader in your field and increase your earning potential.

Popular graduate study options include the Master of Marketing, Master of Information Technology and Master of Entrepreneurship. Find out more about graduate study on page 24.

CAREER OUTCOMES
• Account manager
• Action designer
• Applications developer
• Digital content producer
• Digital strategist
• IT sales and marketing officer
• Mobile app designer
• Multimedia programmer
• Social media manager
• Systems designer
• User experience (UX) designer
• Web and social media developer
• Web designer

THERE WERE 205 BILLION MOBILE APP DOWNLOADS IN 2018
Statista

SAMPLE COURSE PLAN – BACHELOR OF DESIGN
MAJORS IN DIGITAL TECHNOLOGIES AND GRAPHIC DESIGN

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Semester 1</th>
<th>Media Computation</th>
<th>Foundations of Design: Representation</th>
<th>Critical and Theoretical Studies 1</th>
<th>Introduction to Screen Studies</th>
</tr>
</thead>
<tbody>
<tr>
<td>Year 2</td>
<td>Semester 1</td>
<td>Elements of Data Processing</td>
<td>Graphic Design 2: Image and Media</td>
<td>Critical and Theoretical Studies 3</td>
<td>Life Drawing: The Body</td>
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<tr>
<td></td>
<td>Semester 2</td>
<td>Database Systems</td>
<td>Usability Evaluation Methods</td>
<td>Colour Studio</td>
<td>The Digital Screenscape</td>
</tr>
<tr>
<td>Year 3</td>
<td>Semester 1</td>
<td>Web Information Technologies</td>
<td>Game Design</td>
<td>Infographics Studio</td>
<td>Branding</td>
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<tr>
<td></td>
<td>Semester 2</td>
<td>Capstone: Interactive Technology Project</td>
<td>Capstone: Graphic Design Studio 3</td>
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</tr>
</tbody>
</table>

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.
The Graphic Design major provides you with the conceptual thinking and technical skills to undertake professional graphic design work across a range of applications.

Graphic designers assemble illustrations, typography, images and motion graphics to convey messages visually. They work in print and digital-based media to present information in ways that are both memorable and accessible.

Throughout your degree you will work towards the completion of a design portfolio, which can be used as a foundation for commencing a graphic design-based career or further study.

Grounded in a strong tradition of studio-based visual art practice at the Victorian College of the Arts, your subjects integrate design theory, digital and analogue approaches and modern industry practices.

You do not require a folio for entry into the Bachelor of Design, or the Graphic Design major.

**DOUBLE MAJOR OPTIONS**

**GRAPHIC DESIGN**
- Civil Systems
- Computing
- Construction
- Digital Technologies
- Landscape Architecture
- Mechanical Systems
- Performance Design
- Property
- Spatial Systems
- Urban Planning

**CAREER OUTCOMES**
- Art director
- Creative lead
- Graphic designer
- Illustrator
- Industrial designer
- Information architect
- User experience (UX) designer
- Video editor

**GRADUATE STUDY PATHWAYS**

Completing a graduate course following the Bachelor of Design will set you up to become a leader in your field and increase your earning potential.

Popular graduate study options include the Graduate Certificate in Visual Art, Master of Information Systems and the Master of Marketing Communications.

Find out more about graduate study on page 24.

**SAMPLE COURSE PLAN – BACHELOR OF DESIGN**

**MAJOR IN GRAPHIC DESIGN AND SPECIALISATION IN DESIGN VISUALISATION**

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Semester 1</th>
<th>Foundations of Design: Representation</th>
<th>Critical and Theoretical Studies 1</th>
<th>Global Foundations of Design</th>
<th>Principles of Management</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Semester 2</td>
<td>Graphic Design 1: Image and Text</td>
<td>Critical and Theoretical Studies 2</td>
<td>Design Studio Alpha</td>
<td>Principles of Marketing</td>
</tr>
<tr>
<td>Year 2</td>
<td>Semester 1</td>
<td>Graphic Design 2: Image and Media</td>
<td>Critical and Theoretical Studies 3</td>
<td>Digital Design</td>
<td>Consumer Behaviour</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Colour Studio</td>
<td>Modern Architecture: Momo To Pomo</td>
<td>Design Visualisation: Analogue (Winter Term)</td>
<td>Neumarketing</td>
</tr>
<tr>
<td>Year 3</td>
<td>Semester 1</td>
<td>Infographic Studio</td>
<td>Branding</td>
<td>Design Studio Gamma</td>
<td>Managing Operations</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Capstone: Graphic Design Studio 1</td>
<td></td>
<td>Design Visualisation: Digital Techniques</td>
<td>Digital Marketing</td>
</tr>
</tbody>
</table>

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.
The Landscape Architecture major will challenge you to generate ecologically responsive and appropriate designs that consider land planning and transformation issues, sustainable design principles and natural processes.

Landscape architects utilise design and ecology to plan our external environments. They play an important role in our experience of living in neighbourhoods, city squares, urban forests, parks, streets, gardens and green infrastructure.

You will develop advanced skills in creating design solutions that address local and global ecological, cultural and social issues.

Classes incorporate studio sessions, site visits and theoretical studies of the history and practice of landscape architecture. You will learn about community programs, garden and landscape heritage and the sustainability of our natural resources.

**DOUBLE MAJOR OPTIONS**

**LANDSCAPE ARCHITECTURE**

- Architecture
- Civil Systems
- Computing
- Construction
- Digital Technologies
- Graphic Design
- Mechanical Systems
- Performance Design
- Property
- Spatial Systems
- Urban Planning

**CAREER OUTCOMES**

- Environmental consultant
- Field and trial officer
- Heritage adviser
- Horticulture consultant
- Interior and spatial designer
- Landscape designer
- Nature conservation officer
- Planning and development surveyor

**GRADUATE STUDY PATHWAYS**

For accreditation by the Australian Institute of Landscape Architects (AILA), you must complete the Master of Landscape Architecture following your degree.

Other popular graduate study options include the Master of Urban Planning, Graduate Certificate in Garden Design, Master of Urban Culture and Heritage and Master of Environment.

Find out more about graduate study on page 24.

**SAMPLE COURSE PLAN – BACHELOR OF DESIGN**

**MAJORS IN LANDSCAPE ARCHITECTURE AND ARCHITECTURE**

<table>
<thead>
<tr>
<th>Year</th>
<th>Semester</th>
<th>Major 1 subjects</th>
<th>Major 2 subjects</th>
<th>Subjects leading to major 1</th>
<th>Subjects leading to major 2</th>
<th>Breadth subjects</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Semester 2</td>
<td>Design Studio Alpha</td>
<td>Natural History</td>
<td>Construction as Alchemy</td>
<td>Spontaneous Drama: Improv and Communities</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Semester 1</td>
<td>Design Studio Beta</td>
<td>Digital Design</td>
<td>Modern Architecture: From MoMo to PoMo</td>
<td>Printing, Collage and Social Engagement</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Design Studio Gamma</td>
<td>Designing Living Systems</td>
<td>Environmental Building Systems</td>
<td>Construction Analysis</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Semester 1</td>
<td>Landscape Studio: Urban Open Space</td>
<td>Site Tectonics</td>
<td>Design Studio Delta</td>
<td>Construction Design</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Capstone: Landscape Studio: Designed Ecologies</td>
<td>Capstone: Design Studio Epsilon</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.
Choose the Mechanical Systems major and you will learn to develop and design new products and the machines to make them.

Mechanical engineers create innovative solutions to global challenges in fields such as energy and transport, space exploration, climate change, healthcare and more. You will study the operation and control of machines in a wide range of contexts, from transportation (including cars, aircraft and ships) through to everyday devices such as air-conditioners and dishwashers.

You will discover how to design, plan and manage the systems, people and technical facilities needed to produce goods and services for industry and domestic use. You’ll also study the generation and harnessing of energy (including gas turbines and wave power) and technologies to protect the environment (such as solar heating).

Mechanical Systems interacts with all other branches of engineering and is increasingly involved with other fields of study such as medicine and biology.

Your classes will integrate the science of mechanics with engineering principles, and you will learn to solve practical problems using your design expertise. Basic principles will be learnt through lectures, small interactive classes, demonstrations, practical laboratory classes and challenging assignments.

DOUBLE MAJOR OPTIONS

MECHANICAL SYSTEMS
+ Civil Systems
+ Construction
+ Graphic Design
+ Landscape Architecture
+ Performance Design
+ Property
+ Urban Planning

GRADUATE STUDY PATHWAYS

To become a professionally accredited mechanical engineer, you can study the Mechanical Systems major in the Bachelor of Design and then progress to the two-year Master of Engineering (Mechanical) or (Mechanical with Business).

The Master of Engineering is accredited with EUR-ACE® and Engineers Australia, equipping graduates with the skills, knowledge and industry exposure for a global career in engineering.

Other popular graduate study options include the Master of Construction Management and the Master of Information Technology, which is accredited by the Australian Computer Society (ACS) and the Royal Institution of Chartered Surveyors.

Find out more about graduate study on page 24.

SAMPLE COURSE PLAN – BACHELOR OF DESIGN MAJOR IN MECHANICAL SYSTEMS AND SPECIALISATION IN ENVIRONMENTAL DESIGN

<table>
<thead>
<tr>
<th>Year</th>
<th>Semester</th>
<th>Major subjects</th>
<th>Subjects leading to major</th>
<th>Specialisation subjects</th>
<th>Elective subjects</th>
<th>Breadth subjects</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Semester 1</td>
<td>Calculus 1</td>
<td>Physics 1</td>
<td>Natural Environments</td>
<td>Power</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Calculus 2</td>
<td>Statics</td>
<td>Principles of Buildings</td>
<td>Sustainability in Developing Communities</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Semester 1</td>
<td>Linear Algebra</td>
<td>Engineering Mechanics</td>
<td>Construction of Residential Buildings</td>
<td>Leading Change in a Complex World</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Engineering Computation</td>
<td>Foundations of Electrical Network</td>
<td>Engineering Mathematics</td>
<td>Indigenous Engineering and Design</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Semester 1</td>
<td>Thermodynamics and Fluid Mechanics</td>
<td>Mechanics and Materials</td>
<td>Environmental Design-Residential (Summer Term)</td>
<td>Environmental Building Systems</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Systems Modelling and Analysis</td>
<td>Capstone: Mechanical Design</td>
<td>Environmental Design-Commercial (Winter Term)</td>
<td>Earth Process for Engineering</td>
<td></td>
</tr>
</tbody>
</table>

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.

A study score of 25 in VCE Mathematical Methods Units 3 and 4 or equivalent is required for the Mechanical Systems major. This course plan reflects entry with a study score of at least 25 in VCE Mathematical Methods Units 3 and 4. Students with a study score of at least 25 in VCE Specialist Mathematics Units 3 and 4 or equivalent are not required to complete Calculus 1. Students with a study score of 38 or more in VCE Specialist Mathematics Units 3 and 4 or equivalent may not enrol in Calculus 1 for credit.

#40 IN THE WORLD FOR ENGINEERING AND TECHNOLOGY

QS World University Rankings by Subject 2019
Designers are central players in the creation of any performance. Whether it is in the role of set designer, costume designer, lighting designer or sound designer, they play a pivotal and collaborative part in the conception and realisation of a performance.

Performance designers work with the human figure, space, light and sound to create beautiful and meaningful design. You will learn to manipulate these materials and explore their relationship to each other through studio-based classes alongside a comprehensive study of the theory, history and practice of performance design.

You will develop the conceptual and technical skills required to respond to a design brief and effectively represent and communicate your ideas, culminating in a major design project in third year.

DOUBLE MAJOR OPTIONS

**PERFORMANCE DESIGN**
- Civil Systems
- Computing
- Construction
- Digital Technologies
- Graphic Design
- Landscape Architecture
- Mechanical Systems
- Property
- Spatial Systems
- Urban Planning

**CAREER OUTCOMES**
- Arts administrator
- Costume designer
- Floor manager
- Lighting designer
- Location manager
- Production coordinator
- Set designer
- Sound designer
- Theatre stage manager

**GRADUATE STUDY PATHWAYS**
Completing a graduate course following the Bachelor of Design will set you up to become a leader in your field, offer a wide range of career opportunities and increase your earning potential.

Popular graduate study options include the Master of Design for Performance and Master of Production Design for Screen.

Find out more about graduate study on page 24.

#1 IN AUSTRALIA,
#15 IN THE WORLD FOR PERFORMING ARTS
QS World University Rankings by Subject 2019

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**SAMPLE COURSE PLAN – BACHELOR OF DESIGN**

**MAJOR IN PERFORMANCE DESIGN AND SPECIALISATION IN EVENT DESIGN**

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Semester 1</th>
<th>Foundations of Design: Representation</th>
<th>Critical and Theoretical Studies 1</th>
<th>Media Computation</th>
<th>Video Games: Remaking Reality</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Semester 2</td>
<td>Sound in Performance</td>
<td>Critical and Theoretical Studies 2</td>
<td>Fundamentals of Interaction Design</td>
<td>Music Language 1: The Diatonic World</td>
</tr>
<tr>
<td>Year 2</td>
<td>Semester 1</td>
<td>Light in Performance</td>
<td>Digital Design</td>
<td>Elements of Data Processing</td>
<td>Composition Studies</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>The Figure in Performance</td>
<td>Database Systems</td>
<td>Usability Evaluation Methods</td>
<td>Music Language 2: Chromaticism and Beyond</td>
</tr>
<tr>
<td>Year 3</td>
<td>Semester 1</td>
<td>Space Studio</td>
<td>Space in Performance</td>
<td>Installations and Happenings</td>
<td>Youth Arts: Expressing Cultural Identity</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Performance Design Studio</td>
<td></td>
<td>Public Event Design (Winter Term)</td>
<td>Music Language 3: Modern Directions</td>
</tr>
</tbody>
</table>

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.
The Property major focuses on developing an understanding of the ownership, development, management, feasibility, funding, investment potential and occupation of land and buildings.

The mix of disciplines that comprise this major are particularly targeted at industry needs, resulting in strong outcomes for our graduates. Studies include the full range of skills and specialisations needed for a professional career in this dynamic industry.

You will learn about contemporary planning issues, trends in the property market, and how the application of construction practices and structural design can add value to developments. You will also gain an understanding of complementary disciplines such as economics, market research, construction, urban planning and law.

DOUBLE MAJOR OPTIONS

PROPERTY
- Civil Systems
- Computing
- Construction
- Digital Technologies
- Graphic Design
- Landscape Architecture
- Mechanical Systems
- Performance Design
- Spatial Systems
- Urban Planning

GRADUATE STUDY PATHWAYS

Once you have completed the Bachelor of Design with a major in Property, you will need to complete the two-year Master of Property or a Graduate Diploma in Property Valuation plus additional professional experience in order to become a registered property valuer.

Find out more about graduate study on page 24.

CAREER OUTCOMES

- Building control surveyor
- Commercial surveyor
- Facilities manager
- Land economist
- Property analyst
- Property developer
- Property investment adviser
- Property manager
- Property valuer
- Residential surveyor
- Sustainability consultant

THERE ARE APPROXIMATELY 9 MILLION DWELLINGS IN AUSTRALIA WITH A TOTAL VALUE OF AROUND $6.2 TRILLION

corelogic.com.au

SAMPLE COURSE PLAN – BACHELOR OF DESIGN
MAJORS IN PROPERTY AND URBAN PLANNING

<table>
<thead>
<tr>
<th>Year</th>
<th>Semester 1</th>
<th>Semester 2</th>
<th>Semester 3</th>
<th>Semester 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Principles of Marketing</td>
<td>Understanding the Built Environment</td>
<td>Cities Past and Future</td>
<td>Principles of Finance</td>
</tr>
<tr>
<td></td>
<td>Economics and Cities</td>
<td>Corporate Financial Decision Making</td>
<td>Introduction to Urban Planning</td>
<td>Introduction to Real Estate Analysis</td>
</tr>
<tr>
<td>2</td>
<td>Finance for Built Environment</td>
<td>Design and Property Principles</td>
<td>Cities: From Local to Global</td>
<td>Applications of GIS</td>
</tr>
<tr>
<td></td>
<td>Principles of Business Law</td>
<td>Design and Property Industry Studies</td>
<td>Urban Design for People and Places</td>
<td>Australia in the Wine World (Winter Term)</td>
</tr>
<tr>
<td>3</td>
<td>Property Case Study</td>
<td>Valuations of Land and Buildings</td>
<td>Planning Social Research Workshop</td>
<td>Planning Scenario and Policy Workshop</td>
</tr>
<tr>
<td></td>
<td>Sustainable Management of Design Assets</td>
<td>Capstone: Design and Property Studio</td>
<td>Capstone: Urban Precinct Studio</td>
<td></td>
</tr>
</tbody>
</table>

MAJOR IN PROPERTY

There are approximately 9 million dwellings in Australia with a total value of around $6.2 trillion.

corelogic.com.au

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.

A study score of 25 in VCE Mathematical Methods Units 3 and 4 or equivalent is required for the Property major.
Spatial systems is the study of the science and technology of 3D measurement, mapping and visualisation, focusing on the fundamental questions of where, what and when.

Spatial information experts develop the technologies that lie behind urban analytics, smart cities, disaster management, GPS, web mapping, mobile location-based services and virtual environments. These technologies require substantial design to work effectively. They are concerned with capturing, analysing, managing and presenting spatial information crucial to human decision making, planning and design.

The Spatial Systems major focuses on spatial data handling and infrastructure, web and mobile mapping, spatial analysis, spatial cognition and logical reasoning.

You will develop hands-on skills in modern, sophisticated technologies such as GPS, 3D computer visualisations, geographic information systems (GIS), surveying, and satellite and photographic image processing. Spatial information is an essential and indispensable part of any economy’s infrastructure and graduates of this discipline are in strong demand.

**DOUBLE MAJOR OPTIONS**

- **SPATIAL SYSTEMS**
  + Construction
  + Graphic Design
  + Landscape Architecture
  + Performance Design
  + Property
  + Urban Planning

**GRADUATE STUDY PATHWAYS**

To become a professionally accredited spatial engineer, you can study the Spatial Systems major in the Bachelor of Design and then progress to the two-year Master of Engineering (Spatial).

The Master of Engineering is accredited with EUR-ACE® and provisionally accredited with Engineers Australia, equipping graduates with the skills, knowledge and industry exposure for a global career in engineering.

Other popular graduate study options include the Graduate Diploma in Built Environments, Master of Urban Planning, Master of Construction Management and the Master of Information Technology (Spatial), which is accredited by the Australian Computer Society (ACS) and the Royal Institution of Chartered Surveyors.

Find out more about graduate study on page 24.

**SAMPLE COURSE PLAN – BACHELOR OF DESIGN MAJOR IN SPATIAL SYSTEMS AND MINOR IN COMPUTING**

<table>
<thead>
<tr>
<th>Year</th>
<th>Semester 1</th>
<th>Semester 2</th>
<th>Semester 1</th>
<th>Semester 2</th>
<th>Semester 1</th>
<th>Semester 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Calculus 1</td>
<td>Mapping Environments</td>
<td>Media Computation</td>
<td>Chinese 1</td>
<td>Linear Algebra</td>
<td>Foundations of Design: Representation</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Foundations of Algorithms</td>
</tr>
<tr>
<td>2</td>
<td>Applications of GIS</td>
<td>Engineering Computation</td>
<td>Elements of Data Processing</td>
<td>Chinese 3</td>
<td>Surveying and Mapping</td>
<td>Database Systems</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Usability Evaluation Methods</td>
</tr>
<tr>
<td>3</td>
<td>Engineering Risk Analysis</td>
<td>Imaging the Environment</td>
<td>Web Information Technology</td>
<td>Modern Chinese Literature</td>
<td>Land Admin Systems</td>
<td>Capstone: Integrated Spatial Systems</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>IT Project</td>
</tr>
</tbody>
</table>

**CAREER OUTCOMES**

- 3D spatial consultant
- Asset information coordinator
- Boundary surveyor
- Forensic surveyor
- Geodesist
- GIS consultant
- Hydrographic surveyor
- Spatial analyst

**GPS IS A FORM OF SPATIAL INFORMATION AND IS USED IN MOST INDUSTRIES, INCLUDING MINING, AVIATION, SURVEYING, AGRICULTURE, MARINE, RECREATION AND THE MILITARY**

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.

A study score of 25 in VCE Mathematical Methods Units 3 and 4 or equivalent is required for the Spatial Systems major.
Urban planning is the art of making places. It’s a collaborative process that shapes the physical setting for life in urban areas.

Urban planning focuses on the intersection of the built environment and the public interest. Urban planners explore the design and planning of public spaces, taking into consideration social, economic, aesthetic and environmental factors. Urban planners and designers are actively engaged with some of the most pressing issues of our time, including increased urbanisation, climate change and sustainable resourcing.

In the Urban Planning major, you will develop a broad knowledge of the history, theory, leading concepts and principles of urban planning and design. You will understand the role of planners in influencing environmental sustainability, economic resilience and social equity in cities and towns, and be able to identify the main trends and factors shaping the development of local, national, regional and global communities.

As we adapt to global changes that impact our cities – including climate change, deepening social inequality, concerns for community health and safety, and the emergence of global city-regions – planning has never been more critical.

**DOUBLE MAJOR OPTIONS**

**URBAN PLANNING**
- Civil Systems
- Computing
- Construction
- Digital Technologies
- Graphic Design
- Mechanical Systems
- Performance Design
- Property
- Spatial Systems

**GRADUATE STUDY PATHWAYS**

The undergraduate major in Urban Planning is a pre-professional course designed to provide the basic skills and theoretical knowledge to undertake an accredited professional program such as the Master of Urban Planning or Master of Urban Design.

Find out more about graduate study on page 24.

**CAREER OUTCOMES**
- Building and planning officer
- Development support officer
- Economics and social advisory consultant
- Graphic designer
- Land-use planning officer
- Planning and GIS consultant
- Planning consultant
- Policy developer
- Research analyst
- Statutory planner
- Strategic planning assistant

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**SAMPLE COURSE PLAN – BACHELOR OF DESIGN**

**MAJOR IN URBAN PLANNING AND SPECIALISATIONS IN DESIGN HISTORIES AND TOWARDS PRACTICE**

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Semester 1</th>
<th>Cities Past and Future</th>
<th>Global Foundations of Design</th>
<th>Critical and Theoretical Studies 1</th>
<th>Video Games: Remaking Reality</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Semester 2</td>
<td>Introduction to Planning</td>
<td>Fundamentals of Interaction Design</td>
<td>Critical and Theoretical Studies 2</td>
<td>Music Language 1: The Diatonic World</td>
</tr>
<tr>
<td>Year 2</td>
<td>Semester 1</td>
<td>Cities: From Local to Global</td>
<td>Applications of GIS</td>
<td>Modern Architecture: MoMo to PoMo</td>
<td>Composition Studies</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Urban Design for People and Place</td>
<td>Economics and Cities</td>
<td>Asia Pacific Modernities</td>
<td>Music Language 2: Chromaticism and Beyond</td>
</tr>
<tr>
<td>Year 3</td>
<td>Semester 1</td>
<td>Planning Scenario and Policy Workshop</td>
<td>Planning Social Research Workshop</td>
<td>Formative Ideas in Architecture</td>
<td>Design Workshop</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Capstone: Urban Precinct Studio</td>
<td></td>
<td>Interpreting Australian Landscape Design</td>
<td>Design Internship</td>
</tr>
</tbody>
</table>

- Major subjects
- Subject leading to major
- Specialisation 1 subjects
- Specialisation 2 subjects
- Elective subjects

This is a sample course plan only. Subjects offered may change from year to year. You will be advised of current subject offerings prior to subject selection and enrolment.

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MORE THAN HALF OF THE WORLD’S POPULATION LIVES IN URBAN AREAS

United Nations
Concurrent diplomas allow you to study an extra qualification alongside your degree. This can enhance your employability and enable you to develop detailed knowledge in an area outside your main area of study.

FLEXIBLE STUDY OPTIONS
Diplomas give you flexible options to enrich and broaden your studies – and if you’re an undergraduate domestic student, you may be eligible to receive the final half of the diploma HECS free. Concurrent diplomas are taken at the same time as your undergraduate degree. They usually add a year on to your study, but with approval can be completed with cross-crediting of up to 50 points and/or overloading in one, two or all three years of your course.

DIPLOMA IN COMPUTING
Gain an understanding of the IT technologies and tools that employers are seeking. Develop skills in programming, designing online solutions and developing web applications – whether you have programmed before or not.

AVAILABLE TO:
Students enrolled in Arts, Biomedicine, Commerce, Design, Music and Science.

PREREQUISITES
Successful completion of 50 points of University study, including the core subject COMP10001 Foundations of Computing, with a weighted average of 65%.

DIPLOMA IN LANGUAGES
Languages available: Ancient Greek, Arabic, Chinese, French, German, Hebrew, Indonesian, Italian, Japanese, Latin, Russian and Spanish.

AVAILABLE TO:
Students enrolled in Arts, Biomedicine, Commerce, Design, Music and Science.

PREREQUISITES
If you are applying for a Diploma in Languages other than in Ancient Greek, Hebrew or Latin and have not studied your chosen language at the University, you are required to take a Language Placement test.

DIPLOMA IN MATHEMATICAL SCIENCES
Develop high-level numerical and modelling skills that can be applied across diverse areas of employment.

AVAILABLE TO:
Students enrolled in Arts, Biomedicine, Commerce, Design, Music and Science.

PREREQUISITES
A study score of 30 in VCE Specialist Mathematics Units 3 and 4 or equivalent, or successful completion of university-level studies equivalent to VCE Specialist Mathematics Units 3 and 4.

DIPLOMA IN MUSIC
Further your musical training or explore areas of academic and practical interest in music. You can tailor the program depending on your interests and access the full range of Conservatorium options.

AVAILABLE TO:
Students enrolled in Arts, Biomedicine, Commerce, Design and Science.

PREREQUISITES
There are no additional prerequisites once you are enrolled in your undergraduate degree. Some ensemble subjects require an audition, and entry to the music performance stream – involving individual instrumental or vocal lessons – is by recorded audition, submitted in early February.

Bachelor of Biomedicine students cannot complete the diploma and the degree within the standard structure and time frame. Consult your course adviser. Bachelor of Design students majoring in Computing are not permitted to complete the Diploma in Computing. Bachelor of Science students who select a major in Computing and Software Systems or Data Science are not permitted to complete a Diploma in Computing.

Bachelor of Science students who select a major in Mathematics and Statistics or Mathematical Physics or Data Science are not permitted to complete a Diploma in Mathematical Sciences.
YOUR STUDENT EXPERIENCE

Commencing university life is a big step – exciting, stimulating, sometimes daunting. When you study the Bachelor of Design at Melbourne, we make sure the transition is as smooth as possible.

WELCOME TO MELBOURNE

As a first step, book your First Year at Melbourne appointment, where an adviser and up to three other students from your course will discuss what you need to do to prepare for classes, ways to get involved in your new university community, and any general questions you might have. Our compulsory Bachelor of Design Pre-Semester Program runs for a full day in the week prior to your commencing semester, and is designed to connect you with other commencing students and provide you with critical course planning information to help you get the best start. It will also introduce you to key staff and services and ease you into navigating the online systems used for course planning, assignment submission, learning management, timetabling and more. Feel further settled into your new life with the help of a friendly group of later-year students through our Peer Mentoring Program, then dive straight in to the amazing opportunities available to you inside and outside the classroom.

CLUBS AND SOCIETIES

Clubs can be an integral part of your student experience and a great way to meet like-minded people. There are more than 200 clubs to choose from, so you’re guaranteed to find one that matches your interests.

The Design and Environments Student Society (DESS) is the student club for Bachelor of Design students and is a great place to start. DESS runs events including first-year O-Week camp, themed parties, free pizza lunches, boat cruises, trivia nights and many other events. You’ll have the chance to network with students from other year levels, get involved and receive academic and social support.

Facebook: @dess.unimelb

We also have the Pre-ENG club, for students undertaking an engineering-related major, and discipline-specific clubs including the Architecture and Building Association, Built Industry Group, Construction Students Association, Melbourne University Planning Student Society, Students of Landscape Architecture, Student Organised Network for Architecture and Archicel.

PEER-ASSISTED STUDY SESSIONS (PASS)

These free weekly sessions, led by a top student who has successfully completed the subject in a previous year, are a great way to maximise your engagement with and enjoyment of your subjects. During the sessions, you will talk about assessment, subject content and more in a relaxed and friendly environment. Students who attend PASS are consistently shown to achieve better results than those who do not.

DESIGN AND ENVIRONMENTS INDUSTRY NIGHT

Hosted by DESS, this is the perfect opportunity for you to build strong personal and professional connections with companies from Melbourne and around Australia. You can ask company representatives about career pathways and current projects, as well as sharing your own career ambitions, discussing potential graduate pathways and exchanging contact information. The evening includes a talk from a guest presenter, as well as presentations from a selection of our guest companies.

QUOTA SUBJECTS

We offer a number of highly specialised, exclusive workshops and subjects with a travel component where enrolment is restricted and is by application. These include:

- Building Information Modelling
- AA Visiting School – Undergraduate
- Design Visualisation: Digital Techniques
- Humanitarian Design Internship

MAKER SPACES

Access our world-class maker spaces, staffed by experts who can teach and guide you in using the tools and technology. Spaces available include:

- FabLab: Digital fabrication bureau service – laser cutting, 3D printing, CNC routing
- Robotics Lab: Access Industrial Robot Arms and other related equipment
- Machine Workshop: Access machinery to work with timber, foam, plastics and aluminium
- NExT Lab: New disruptive technologies – 3D printing, 3D scanning, Virtual and Augmented reality
- Makerspace: Model making and storage space
- Loans Desk: Loan the equipment you need to bring your designs to life including cameras, lights, photostudios and more
- Printroom: Specialised large format printing and scanning

Learn more about these spaces at: edsc.unimelb.edu.au/maker-spaces

EXPERIENCE UNI WHILE YOU’RE STILL AT SCHOOL

You don’t have to wait until after secondary school to get a taste of studying Design at the University of Melbourne. Some of the ways you can get a head start include DesignMasters and CodeMasters, Hands On workshops, Girl Power in STEM and the Amazing Spaghetti Machine contest, via the Melbourne School of Engineering. Find out more at: eng.unimelb.edu.au/engage/schools

You can also build confidence in your drawing skills via courses at the Victorian College of the Arts including Drawing Foundations and Advanced Drawing. For more information, visit: finearts-music.unimelb.edu.au/study-with-us/short-courses
A graduate degree can be a life-changing option. You’ll be equipped with specialised cognitive and technical skills and an internationally recognised graduate qualification, setting you apart from those who study a traditional Australian single or double degree. In Australia, students with a graduate degree earn more, too – on average, 37 per cent, or more than $22,000 extra per year.

For some Bachelor of Design pathways – such as architecture, construction, engineering, planning and property – you will need a masters degree in order to gain professional accreditation.

At Melbourne, you’ll get the full benefit of the graduate school experience by studying intensively, in small classes led by experts and alongside others who share your deep interests and desire to succeed. Work towards a professional qualification, or join our world-changing researchers with a research higher degree.

Depending on your ATAR/notional ATAR, you could be eligible for a guaranteed place in a graduate course, subject to meeting prerequisites. Guaranteed entry is available to domestic and international students who complete an Australian Year 12 or the International Baccalaureate (IB) Diploma in Australia in 2019.

If you don’t meet the ATAR/notional ATAR required for a guaranteed place in the course of your choice, there are still options. We have a range of guarantees available to all students who complete their undergraduate degree at the University of Melbourne to the required standard, regardless of the ATAR/notional ATAR you achieved. Eligibility is based on your performance in your undergraduate degree, and subject to meeting prerequisites.

GET A COMPETITIVE EDGE

GRADUATE DEGREE PACKAGES

If you are a high achieving secondary school student and are confident about the study pathway you want to follow, you can secure your pathway straight from secondary school. From Year 12 you can now apply for a Graduate Degree Package combining the Bachelor of Design with a specific University of Melbourne professional entry graduate degree through VTAC.

ARCHITECTURE
If you attain an ATAR of 98.00+ you’ll be guaranteed a Bachelor of Design / Master of Architecture Graduate Degree Package.

LANDSCAPE ARCHITECTURE
If you attain an ATAR of 96.00+ you’ll be guaranteed a Bachelor of Design / Master of Landscape Architecture Graduate Degree Package.

CONSTRUCTION MANAGEMENT
If you attain an ATAR of 96.00+ you’ll be guaranteed a Bachelor of Design / Master of Construction Management Graduate Degree Package.

ENGINEERING
If you attain an ATAR of 96.00+ you’ll be guaranteed a Bachelor of Design / Master of Engineering Graduate Degree Package.

LAW
If you attain an ATAR of 99.80+ you’ll be guaranteed a Bachelor of Design / Juris Doctor Graduate Degree Package.

PROPERTY
If you attain an ATAR of 96.00+ you’ll be guaranteed a Bachelor of Design / Master of Property Graduate Degree Package.

TEACHING
If you attain an ATAR of 95.00+ you’ll be guaranteed a Bachelor of Design / Master of Teaching Graduate Degree Package specialising in Primary, Secondary, Early Childhood or Early Childhood and Primary.

URBAN PLANNING
If you attain an ATAR of 96.00+ you’ll be guaranteed a Bachelor of Design / Master of Property Graduate Degree Package.

OTHER GRADUATE OPTIONS

Bachelor of Design graduates may also pursue further study in other areas including:
- Arts and humanities
- Business and economics
- Education
- Law
- Science.

Study at the University of Melbourne is a journey with many possible destinations. Your undergraduate degree will give you the breadth, depth and experience you need to join the workforce if you wish. Or, when you’re informed and ready, you can choose to progress to one of 400 graduate courses at our 18 graduate schools.

unimelb.edu.au/study/grad_degrees

YOUR NEXT STEPS
Flexibility and choice are at the heart of the Melbourne Model. We’ve provided you with some examples of popular pathways here, but these are just a small sample of the hundreds of undergraduate and graduate study combinations you can follow. For more information on pathways, visit: unimelb.edu.au/study/pathways

<table>
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<tr>
<th>Bachelor of Design</th>
<th>Graduate Degree</th>
<th>Your Career</th>
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</thead>
<tbody>
<tr>
<td>Architecture (Graduate Degree Package available)</td>
<td>Major in Architecture</td>
<td>Master of Architecture</td>
</tr>
<tr>
<td>Architect</td>
<td>Accredited by the Australian Institute of Architects</td>
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</tr>
<tr>
<td>Architectural engineering</td>
<td>Major in Architecture or Civil Systems</td>
<td>Master of Architectural Engineering</td>
</tr>
<tr>
<td>Architect and Engineer</td>
<td>Accredited by the Australian Institute of Architects and Engineers Australia</td>
<td></td>
</tr>
</tbody>
</table>

| Construction management (Graduate Degree Package available) | Major in Construction | Master of Construction Management | 2 years |
| Construction manager | Accredited by the Australian Institute of Builders and Australian Institute of Quantity Surveyors |

| Engineering (Graduate Degree Package available) | Any engineering systems major | Master of Engineering | 2 years |
| Engineer | Accredited by Engineers Australia |

| Landscape architecture (Graduate Degree Package available) | Major in Landscape Architecture | Master of Landscape Architecture | 2 years |
| Landscape architect | Accredited by the Australian Institute of Landscape Architecture |

| Law (Graduate Degree Package available) | Any major | Juris Doctor | 3 years |
| Lawyer |

| Property (Graduate Degree Package available) | Major in Property | Master of Property | 2 years |
| Property professional | Accredited by the Australian Property Institute and Royal Institution of Chartered Surveyors |

| Urban planning (Graduate Degree Package available) | Any major | Master of Urban Planning | 2 years |
| Urban planner | Accredited by the Planning Institute of Australia |
The Melbourne Model encourages you to challenge yourself and try out different ways of thinking. Our scholarships are just one way in which we encourage you to follow your curiosity and study what you love, because that’s how you thrive.

With over 1200 different types of scholarships available for new and current students, it’s more than likely there is one that you’re eligible for.

We have scholarships awarded on merit only and some that take other factors into account; some to help with your expenses in Melbourne and some to help you travel the globe. There are scholarships that support your whole course or help you explore a specific interest. Wherever you are, and whatever your passion, with a Melbourne scholarship you can turn ambition into achievement. In addition to our scholarships, we offer many prizes, grants and bursaries that can help you get the most out of your time at university. Most of these are awarded to continuing students at different points in their studies, so it’s quite likely that you’ll pick up a scholarship, bursary, prize or travel grant during your time here.

Grants are available to undertake volunteering or leadership activities. Excel in your studies and you could pick up a coveted prize for academic achievement. Bursaries are available for a variety of needs and can ease the financial pressures of uni so you can focus on your studies.

scholarships.unimelb.edu.au

HANSEN SCHOLARSHIP
From 2020, the Hansen Scholarship Program will support 20 exceptional students from all around Australia with a unique financial and personal support program including cash benefits, mentoring and accommodation, as well as full-fee remission for Australian temporary protection visa holders.

MELBOURNE CHANCELLOR’S SCHOLARSHIP
If you’re in your final year of high school and expecting a high ATAR, make the most of it with a Melbourne Chancellor’s Scholarship: the flagship award in our broad program of scholarships for high achievers.

NATIONAL MERIT SCHOLARSHIP
The National Merit Scholarship takes the stress out of relocating from Australian states and territories outside Victoria with an $8000 allowance paid in the first semester of your studies.

MELBOURNE PRINCIPALS’ SCHOLARSHIP
The Melbourne Principals’ Scholarship awards $5000 to Victorian Year 12 or International Baccalaureate students, in recognition of their academic achievement and contribution to their school or wider community.

HUMANITARIAN ACCESS SCHOLARSHIP
The Humanitarian Access Scholarship offers full fee remission and $15,000 in living allowances to talented students who have applied for asylum in Australia.

MELBOURNE INTERNATIONAL UNDERGRADUATE SCHOLARSHIP
For high-achieving international students, fee remissions worth up to $56,000 are available through the Melbourne International Undergraduate Scholarship.

ELITE ATHLETE PROGRAM
If you excel in sport, our Elite Athlete Program offers generous scholarships to help you pursue your sporting dreams as well as your academic aspirations.
Access Melbourne is the University of Melbourne’s special entry and equity program for domestic students.

Access Melbourne can help you gain a place in the Bachelor of Design, or one of our other undergraduate degrees, even if your ATAR is below the selection rank normally required for an offer (subject to meeting course prerequisites). You may also be eligible for guaranteed entry or an Access Scholarship.

In 2019, 30 per cent of our domestic undergraduate students were eligible for Access Melbourne, and demonstrated that, because of personal circumstances, their ATAR was not fully reflective of their real potential.

GET A GUARANTEED PLACE
If you’re from a rural or isolated area, have a disadvantaged financial background or are an Indigenous Australian, you could be eligible for a guaranteed place.

For 2019, the guaranteed ATAR for Design via Access Melbourne was 78.00 (70.00 for Indigenous students). Guaranteed ATARs for entry in 2020 will be published in June 2019 at:

access.unimelb.edu.au

HOW TO APPLY
Lodge a Special Entry Access Scheme (SEAS) application via VTAC at vtac.edu.au for one or more of the following Access Melbourne categories:

- Disadvantaged financial background
- Applicants from rural or isolated areas
- Under-represented school
- Difficult circumstances
- Disability or medical condition
- Non-English speaking background
- Recognition as an Indigenous Australian
- Mature-age consideration (non-school leaver entry pathway).

vtac.edu.au

ACCESS SCHOLARSHIPS
Approximately 200 Access Melbourne students every year also receive an allowance of $5000 per year (paid in half-yearly instalments) for the normal, full-time duration of the course. Every Indigenous student who enrols in Semester 1 2020 is guaranteed one of these scholarships.

We also offer a tuition waiver of up to $30 500 for 10 high-achieving Access Melbourne students per year. Plus, if you live in regional Victoria or interstate, the University will reserve a place in a residential facility close to our Parkville campus for the first year of your studies.

vtac.edu.au

access.unimelb.edu.au

- Percentage is based on start-year intake.
- The offer does not include the cost of the accommodation. Places are limited, so apply early to avoid disappointment.
DESIGN SCHOLARSHIPS

BACHELOR OF DESIGN PATHWAYS SCHOLARSHIP
Valued at $5000, these scholarships are available to high-achieving domestic school leavers applying to the Bachelor of Design from rural Victoria or interstate.

BACHELOR OF DESIGN DEWLP DIVERSITY AND INCLUSION SCHOLARSHIP
This scholarship supports the diversification of our student cohort and, consequently, of future urban planning professionals entering the workforce. Benefits include a $6350 payment per annum for the three years of the Bachelor of Design (full-time equivalent), plus significantly subsidised accommodation at Medley Hall.

This scholarship was made possible by a partnership between the Department of Environment, Land, Water and Planning (DELWP), Medley Hall and the University of Melbourne.

GRANT MARANI FIRST IN THE FAMILY SCHOLARSHIP
This scholarship is awarded to one student commencing the Bachelor of Design who has demonstrated an interest in architectural design, and who will be the first in their family to attend university. Made possible by prominent architect and alumnus Grant Marani, this scholarship is valued at $30,000, paid in $10,000 instalments per annum.

BACHELOR OF DESIGN LATERAL ENTRY SCHOLARSHIP
A single payment of $3000, awarded to a maximum of 10 students transferring to the Bachelor of Design from either an incomplete bachelors degree in a related discipline, or a completed two-year diploma in a related discipline.
“A major milestone when receiving the DELWP Diversity and Inclusion Scholarship was the fact that I was lucky enough to be interviewed by a really intelligent and inspiring panel, who had looked at and read my work and thoughts about the discipline of Urban Planning. I had no ‘formal’ knowledge about urban planning prior to starting the Bachelor of Design, so having that vote of confidence and approval by such an educated group was really inspiring and helpful when starting university and going into what can be a scary and new experience.

“In addition to this, especially when it came to end of semester assessments, the cost of creating a well-presented final product can add up, between printing, model materials and digital software. Having the funding from the DELWP Scholarship really removed a lot of the anxiety that these additional costs created, and therefore really helped me to produce the best work that I could, without the restriction of financial struggle.”

Nora Tal (Australia)
Bachelor of Design, Major in Urban Planning
DELWP Diversity and Inclusion Scholarship recipient
HOW TO APPLY

DOMESTIC STUDENTS
Domestic students applying for an undergraduate course must submit an application through the Victorian Tertiary Admissions Centre (VTAC). Domestic students studying overseas must also apply through VTAC.

vtac.edu.au

NON-SCHOOL LEAVER ENTRY PATHWAY
All applicants to the University must demonstrate academic merit and meet other requirements as part of the application process. As a non-school leaver, you may not have a recent study history and therefore may not meet the standard entry requirements for the course of your choice. The non-school leaver entry pathway provides mature-age applicants and those who are not entering direct from Year 12 an alternative way to demonstrate their eligibility for entry and their likelihood to succeed in their chosen course.

access.unimelb.edu.au/nsl

INTERNATIONAL STUDENTS
International students studying the VCE, an Australian Year 12 or IB in Australia must apply through VTAC for Semester 1 entry. All other international students, including those undertaking foundation studies in Australia, must apply directly to the University or through one of our overseas representatives.

study.unimelb.edu.au/how-to-apply

FEES

DOMESTIC STUDENTS
All domestic undergraduate students are enrolled in a Commonwealth Supported Place (CSP), subsidised by the Australian Government. Payment of the student contribution amount can be deferred through HECS-HELP for eligible students.

INTERNATIONAL STUDENTS
Tuition fees are charged for each year that you are enrolled. You will pay tuition fees according to your specific enrolment in any given semester. Detailed fee information, including the fee policy covering your enrolment, will be provided when you are offered a place at the University.

study.unimelb.edu.au/how-to-apply/fees

PATHWAY TO DESIGN
If you’re a domestic student, you could be eligible for a guaranteed place in the Bachelor of Design if you complete the one-year Diploma in General Studies with an average score of 75. The program, based at Dookie campus, gives you the opportunity to get a taste of tertiary studies in a range of areas, including agriculture, commerce, design and science. To be eligible for the guarantee you must also be eligible for Access Melbourne at the time you apply for the diploma.

study.unimelb.edu.au/how-to-apply
# ENTRY REQUIREMENTS

A guide to lowest selection rank ATARs and subject prerequisites.

The 2020 minimums are subject to Academic Board approval and will be available on the University’s website once confirmed.

<table>
<thead>
<tr>
<th>Qualification</th>
<th>Bachelor of Design</th>
<th>Design (Melbourne Chancellor’s Scholarship)</th>
<th>VCE (Units 3 and 4) prerequisite subjects</th>
<th>International Baccalaureate (IB) Diploma</th>
<th>International students: 2020 guaranteed IB score</th>
<th>IB prerequisite subjects</th>
<th>GCE A Levels/Singapore A Levels</th>
<th>International students: 2020 guaranteed score</th>
<th>A Level prerequisite subjects</th>
<th>Trinity College Foundation Studies</th>
<th>International students: 2020 guaranteed score</th>
<th>TCFS prerequisite subjects</th>
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<tbody>
<tr>
<td>Australian Year 12</td>
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<tr>
<td>Domestic students: 2020 minimum ATAR</td>
<td>85.00</td>
<td>99.90</td>
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<tr>
<td>Domestic students: 2019 lowest rank</td>
<td>86.20</td>
<td>99.90</td>
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<tr>
<td>International students: 2020 guaranteed ATAR</td>
<td>85.00</td>
<td>99.90</td>
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<tr>
<td>VCE (Units 3 and 4) prerequisite subjects</td>
<td>A study score of at least 25 in English/English Language/Literature or at least 30 in EAL</td>
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<tr>
<td>International students: 2020 guaranteed IB score</td>
<td>31</td>
<td>99.90 (notional ATAR)</td>
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<tr>
<td>IB prerequisite subjects</td>
<td>At least Grade 4 in English (Standard or Higher level)</td>
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<td>International students: 2020 guaranteed score</td>
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<td>A Level prerequisite subjects</td>
<td>At least Grade C in an accepted AS Level English subject</td>
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<td>Trinity College Foundation Studies</td>
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<td>International students: 2020 guaranteed score</td>
<td>80</td>
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<tr>
<td>TCFS prerequisite subjects</td>
<td>EAP and English</td>
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</table>

- Domestic students: The lowest selection rank to which an offer was made may be higher, depending on demand for the course and the number of places available. Only applicants eligible for special entry schemes will be admitted below the minimum ATAR.
- Students who achieve an ATAR or notional ATAR of 99.90 or above (or 90.00 and above if Indigenous) and satisfy course prerequisites will be guaranteed a place in the Bachelor of Design (Melbourne Chancellor’s Scholarship). Students must have completed an Australian Year 12 qualification or the International Baccalaureate (IB) in Australia, or be Australian citizens studying an Australian Year 12 or the IB overseas in the year prior to entry. Students must either enrol immediately or be granted a deferral in the year following Year 12.
- International students: The University guarantees admission to a course when an international student achieves the required score, meets prerequisite studies, satisfies the English language requirements and there are still places available in the course at the time of acceptance. If you do not meet the guaranteed score, your application will not be considered for entry. Guaranteed scores apply only if no further study has been undertaken after completion of one of these programs. Domestic students completing an international qualification: The score listed should be considered a minimum score to be eligible for a place in that course. The actual standard required may be higher depending on the demand for the course and the number of Commonwealth Supported Places (CSP) available.
- Mathematical knowledge equivalent to a study score of at least 25 in VCE Mathematical Methods Units 3 and 4 is required for the following majors: Civil Systems, Computing, Construction, Mechanical Systems, Property and Spatial Systems. Students intending to pursue one of these majors should take VCE Mathematical Methods Units 3 and 4 or an equivalent subject. A bridging subject will be available for students who have completed VCE Mathematical Methods Units 1 and 2 but not VCE Mathematical Methods Units 3 and 4, or for students who have received a study score below 25 in VCE Mathematical Methods Units 3 and 4. Some double majors are only possible if students have completed specific subjects in VCE or equivalent. Please refer to the website for more information.

- For students with English as their second language, a pass in English B at the required level will be accepted as satisfying the English prerequisite. Except where specified, IB subjects must be passed at at least Grade 4 Standard or Higher level.
- Accepted GCE A5 and A Level English subjects are: General Paper, General Studies, English Language and Literature, English Literature, English Language. Singapore A Level subject Knowledge and Enquiry (H2) is also accepted. A grade of at least C is required to meet the University’s English language requirements.
OPEN DAY

Sunday 18 August 2019
10am–4pm
Parkville and Southbank campuses

study.unimelb.edu.au/openday

CONTACT US

If you’re considering studies at the University of Melbourne, we’d love to hear from you online or meet you on campus.

Sign up and submit enquiries online at:
study.unimelb.edu.au/connect-with-us

For information on our courses and entry requirements, contact Stop 1.

Call 13 MELB (13 6352)
+ 61 3 9035 5511

Visit us at Stop 1 (Parkville):
757 Swanston Street
The University of Melbourne
Victoria 3010 Australia