"Whether drawing croissants, redesigning Mario Bros worlds, transforming Tasmanian wilderness maps, or retracing Marco Polo’s steps through Venice, Foundations of Design: Representation students learn that there is more than one way to see the world. “By introducing the role of representation in contemporary design practice, including architecture, landscape architecture, graphic design, performance design and digital technology, students ask: why do designers draw? And, what is the importance of developing a critical understanding of representational devices and operative design techniques?”

Paul Loh and Scott Woods
Coordinators, Foundations of Design: Representation, first-year subject available to all Bachelor of Design students
WHY DESIGN?

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

Designers apply creative and open approaches to defining and solving problems, leading to high-quality decisions. This enables businesses and industries to overcome rigid or outdated ways of doing things.

Design has applications in the creation and improvement of our cities, buildings, transport networks, furniture, websites, processes, bridges, landscapes and environment. Designers are innovators who enhance the way we live and interact with the world around us.

BE IN DEMAND

With job markets evolving constantly, gaining skills that transfer across industries is really important. The ability to apply design thinking is now recognised as a specific and desirable skill.

As technology drives more and more aspects of our lives, designers are playing an important role expanding the potential of the Internet of Things, such as smart homes, smart cities and intelligent transportation.

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, Design could be a good fit for you.

LEARN THROUGH
MAKING AND DOING

Design studios, site visits, field trips and interaction with industry practitioners will take you into ‘real life’ situations with industry briefs.

You will study in award-winning state-of-the-art teaching facilities that demonstrate many of the design techniques you will be working to acquire in class.

The work you will do in class uses the same collaborative approaches you’ll find in workplaces, ensuring you are industry-ready from day one. Many of your teachers are also working in industry at the same time, sharing current knowledge and practice directly with you.

The Bachelor of Design allows you to combine the humanities, sciences and visual and performing arts within a single degree. You can further tailor your skills through breadth study and third-year design specialisations, such as Building Image Modelling (BIM), to expand your core program. You can focus on one or two majors, or complete a major and a minor.

A portfolio is not required for entry into the course. You will be producing your own designs and learning different design techniques from your very first semester.
PREPARE FOR EVERY FUTURE

The Melbourne Model is designed to help you maximise your strengths, discover new ones and stand out in the workplace.

You’ll start with an undergraduate degree, developing a deep understanding of your chosen area of interest and a breadth of knowledge across multiple disciplines. On graduation you can enter the workforce, or progress to one of over 400 specialised graduate programs.

The Melbourne Model lets you design your own study path while developing the knowledge, skills and interdisciplinary perspectives you need to thrive in every kind of future.
YOUR DEGREE
As a Bachelor of Design student, you’ll use innovative processes to solve problems creatively and determine solutions for a better future. You will develop expert knowledge and skills, and study real projects within the built environment, engineering, technology and performing and visual arts disciplines.

YOUR CONNECTIONS
The Melbourne Model connects students with each other, the University community and the wider world. You will be surrounded by other high-achieving students who will inspire you to take on new challenges and push yourself to a higher level.

We encourage every student to engage with organisations outside the University, through internships with business and community groups, applied research projects and overseas study programs.

Our graduates are in demand: we are ranked 7th in the world for graduate employability. More than 250 Australian and international organisations – consulting and technology firms, government and industry – actively recruit on campus each year.

YOUR MAJOR
The Bachelor of Design is your degree; your major is the study area you’ll focus on. You don’t need to know which major you want to do from day one. In most cases, you’ll be able to try a few different study areas in your first year before deciding on your major in second year. Depending on what you want to accomplish in the Bachelor of Design, you can choose to study one or two majors, a major and a minor, or a major and a specialisation (see page 6 for details). There are 12 majors to choose from – delve into the following pages to explore your options.

YOUR BREADTH STUDIES
Alongside your design subjects, you’ll also study breadth subjects from outside your core area (see page 6).

Breadth is a unique feature of the Melbourne Model. It gives you the chance to explore subjects outside your core area of study, develop new perspectives, and learn to collaborate with others who have different strengths and interests – just as you will need to do in your future career.

Some of our students use breadth to explore creative interests or topics they have always been curious about. Others use breadth to improve their career prospects by complementing their major with a language, communication skills or business expertise. Many discover new passions through breadth, and some even change their career plans!

‘Breadth tracks’ (groups of breadth subjects taken throughout your degree) could qualify you for graduate study in a field that’s very different to your major.

Design students have more than 1000 breadth subjects to choose from, so the opportunities to expand your knowledge are endless. You must take at least four breadth subjects during your degree.

YOUR NEXT STEP: WORK OR GRADUATE STUDY
After you finish your Design degree, you can choose to join the workforce, or go on to further study at graduate level.

Choose graduate study at Melbourne and 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.

Your graduate degree will be internationally recognised, setting you apart from those who study a traditional Australian single or double degree.

See pages 8–19 to find out where your degree could lead.

MELBOURNE MODEL GRADUATES:

• ARE HIGHLY SATISFIED WITH THEIR TEACHERS
• DEVELOP ANALYTICAL PROBLEM-SOLVING SKILLS
• EARN MORE AND BELIEVE THEY ARE PAID AND RECOGNISED FAIRLY
• ENJOY THE WORK THEY DO
• BELIEVE THEIR JOBS MAKE A POSITIVE CONTRIBUTION
• ARE SATISFIED WITH THEIR LEVEL OF RESPONSIBILITY AT WORK
• VOLUNTEER AND GET INVOLVED

University of Melbourne Career Outcomes Survey 2017

Times Higher Education World University Rankings 2018.

$26 000 difference in annual salary between holders of a graduate vs bachelors degree. Graduate Careers Australia 2015.
BACHELOR OF DESIGN

DESIGN AT MELBOURNE

The Bachelor of Design fosters new ways of thinking, developing practical skills and theoretical expertise that prepare you for a rewarding career as a design professional.

You’ll produce your own designs and learn different design techniques from your very first semester. Design Studio classes follow the same approach as you’ll find in the workplace, ensuring you are industry-ready from day one.

COURSE STRUCTURE

The Bachelor of Design requires the successful completion of 23 to 24 subjects (300 credit points). Full-time students usually study eight subjects each year for three years. Most subjects are worth 12.5 credit points, but some are worth 25 credit points.

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.

First year

In first year you will be immersed in the world of design and learn new concepts and skills that will carry through for the rest of your degree. You might be helping to bring stage performances to life through the design of space, light and sound, writing code in a computer lab, contemplating design theory and putting it in to practice, or making 3D models.

Second year

By your second year you will deepen your understanding of your chosen design disciplines and finalise your selection of majors, minors and specialisations.

Third year

In third year you will complete your major requirements. You will also undertake a practical capstone subject. Capstones are designed to draw together the various theoretical strands of your degree. Depending on which major you choose, you might be required to demonstrate comprehensive digital and analogue modelling, apply design methodologies and problem-solving to a large-scale building project, or prepare a detailed feasibility report for a board of directors that substantiates and supports their recommendations.

MAJORS

In the Bachelor of Design, your major is made up of three to four subjects (50 credit points) at third-year level, building on your first and second-year level subjects.

It is possible to complete a double major within the Bachelor of Design. 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.

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.

MINORS

Minors are a shortened sequence of subjects, taken from the existing majors in the degree. They are made up of four subjects (50 credit points) and provide a complementary course of study without committing to a double major. A minor is also an option when a double major combination isn’t available.

SPECIALISATIONS

A specialisation is a short sequence of subjects that focuses on a particular theme within the Bachelor of Design. Subjects in specialisations do not form part of any existing major but are distinctive and are complementary to your major. A specialisation could support a research pathway, lead to accreditation with industry bodies or increase your employment opportunities.

ELECTIVES

Electives are non-compulsory subjects within the Bachelor of Design. You will usually choose elective subjects that complement your major area of study. Most students take one to two electives per semester.

BREADTH

Alongside your design subjects, you’ll also study breadth subjects from outside your core area (see page 5). You must take at least four breadth subjects during your degree.

*The Civil Systems, Mechanical Systems and Spatial Systems majors are also available through the Bachelor of Science.*
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)

Entry requirements
Domestic students
Minimum entry 2019: ATAR 85.00, IB 31
Alternative entry:
See Access Melbourne, page 25

International students
International applicants will need to meet the academic admission and English language requirements.
See: futurestudents.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:
coursesearch.unimelb.edu.au

Contact hours
(first year, full time)
Approximately 16 hours per week plus independent study time of approximately six hours per subject per week
CRICOS: 090744C

Find out more
▶ bdes.unimelb.edu.au

“The highlight of my first year came as a huge surprise. One of my works from my Foundations of Design: Representation subject was awarded best in show at the opening exhibition. It also became the model for a virtual reality world which was used as an Open Day attraction.”

Lachie Barnett (Australia)
Bachelor of Design, double major in Architecture and Construction
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 (analog 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 of Built Environment, Master of Construction Management and Master of Cultural Materials Conservation.

Find out more about graduate study on page 26.

### CAREER OUTCOMES

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

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### SAMPLE COURSE PLAN – BACHELOR OF DESIGN

#### MAJOR IN ARCHITECTURE (PATHWAY: MASTER OF ARCHITECTURAL ENGINEERING)

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Semester 1</th>
<th>Global Foundations of Design</th>
<th>Foundations of Design: Representation</th>
<th>Calculus 1</th>
<th>Physics 1: Fundamentals</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester 2</td>
<td>Design Studio Alpha</td>
<td>Construction as Alchemy</td>
<td></td>
<td>Calculus 2</td>
<td>Laboratory and Computational Physics</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Year 2</th>
<th>Semester 1</th>
<th>Design Studio Beta</th>
<th>Modern Architecture: Momo to Pomo</th>
<th>Digital Design</th>
<th>Linear Algebra</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester 2</td>
<td>Design Studio Gamma</td>
<td>Environmental Building Systems</td>
<td></td>
<td>Construction Analysis</td>
<td>Water for Sustainable Futures</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Year 3</th>
<th>Semester 1</th>
<th>Design Studio Delta</th>
<th>Construction Design</th>
<th>Engineering Mathematics</th>
<th>Human Behaviour and Environment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester 2</td>
<td>Capstone: Design Studio Epsilon</td>
<td></td>
<td>Engineering Materials</td>
<td>Sustainability and Developing Communities</td>
<td></td>
</tr>
</tbody>
</table>

- Subject leading to a major
- Major subject
- Elective subject
- Breadth subject

*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 of understanding 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 of Built Environment, Master of Construction Management and Master of Management.

Find out more about graduate study on page 26.

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

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.

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

Find out more about graduate study on page 26.
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, businesses 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**

**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

**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 26.

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#1 in Australia and #14 in the world for Computer Science and Information Systems
– QS World University Rankings by Subject 2018

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 a 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 | Construction Law + Australia in the Wine World
Civil Systems + Sports Coaching: Theory and Practice
+ Computing + Coastal Landforms and Processes
+ Digital Technologies + Greening Landscapes
+ Graphic Design + Music Psychology
+ Landscape Architecture + Music and Health
+ Mechanical Systems + Forests in a Global Context
+ Performance Design + Cities: From Local to Global
+ Property + Land Administration Systems
+ Spatial Systems + Wines of the World
+ 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 26.

**CAREER OUTCOMES**

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

**SAMPLE COURSE PLAN – BACHELOR OF DESIGN**

**MAJOR IN CONSTRUCTION**

| Year 1 | Semester 1 | Understanding the Built Environment | Principles of Business Law | Global Foundations of Design | Australia in the Wine World |
| Year 1 | Semester 2 | Principles of Building | Natural History | Introduction to Urban Planning | Sports Coaching: Theory and Practice |
| Year 2 | Semester 1 | Construction of Residential Buildings | Environmental Building Systems | Coastal Landforms and Processes | Music Psychology |
| Year 2 | Semester 2 | Construction of Concrete Buildings | Measurement of Building Designs | Greening Landscapes | Music and Health |
| Year 3 | Semester 1 | Steel and Concrete Structural Systems | Construction Management | Cities: From Local to Global | Forests in a Global Context |
| Year 3 | Semester 2 | Capstone: Industry Partner Project Studio | Construction Contract Administration | Land Administration Systems | Wines of the World |

- Subject leading to a major
- Major subject
- Elective subject
- Breadth subject

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.
DIGITAL TECHNOLOGIES

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 26.

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

197 billion – total number of mobile app downloads in 2017
– Statista

SAMPLE COURSE PLAN – BACHELOR OF DESIGN
MAJOR IN DIGITAL TECHNOLOGIES WITH MINOR IN PERFORMANCE DESIGN

Year 1
Semester 1: Foundations of Design: Representation
Semester 2: Foundations of Algorithms

Year 2
Semester 1: Elements of Data Processing
Semester 2: Database Systems

Year 3
Semester 1: Web Information Technologies
Semester 2: Capstone: Interactive Technology Project

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.
## SAMPLE COURSE PLAN – BACHELOR OF DESIGN

### MAJOR IN GRAPHIC DESIGN WITH BREADTH TRACK IN MARKETING STRATEGY

<table>
<thead>
<tr>
<th>Year 1 Semester 1</th>
<th>Foundations of Design: Representation</th>
<th>Critical and Theoretical Studies 1</th>
<th>Media Computation</th>
<th>Principles of Marketing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Year 1 Semester 2</td>
<td>Graphic Design 1: Image and Text</td>
<td>Critical and Theoretical Studies 2</td>
<td>Fundamentals of Interaction Design</td>
<td>Principles of Management</td>
</tr>
<tr>
<td>Year 2 Semester 1</td>
<td>Graphic Design 2: Image and Media Technology</td>
<td>Critical and Theoretical Studies 3</td>
<td>Foundations of Algorithms</td>
<td>Managing Operations</td>
</tr>
<tr>
<td>Year 2 Semester 2</td>
<td>Colour Studio</td>
<td>Algorithms and Data Structures</td>
<td>Elements of Data Processing</td>
<td>Strategic Marketing</td>
</tr>
<tr>
<td>Year 3 Semester 1</td>
<td>Photomedia Studio</td>
<td>The Power of Text and Image</td>
<td>Managing Entrepreneurship and Innovation</td>
<td>Global Marketing</td>
</tr>
<tr>
<td>Year 3 Semester 2</td>
<td>Capstone: Graphic Design Studio</td>
<td></td>
<td>Graphics and Interaction</td>
<td>Database Systems</td>
</tr>
</tbody>
</table>

- **Subject leading to a major**
- **Major subject**
- **Elective subject**
- **Breadth subject**

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**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 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 of Garden Design, Master of Urban Culture and Heritage and Master of Environment.

Find out more about graduate study on page 26.

**SAMPLE COURSE PLAN – BACHELOR OF DESIGN**

**DOUBLE MAJOR IN LANDSCAPE ARCHITECTURE AND IN ARCHITECTURE**

<table>
<thead>
<tr>
<th>Year</th>
<th>Semester 1</th>
<th>Semester 2</th>
<th>Year 2</th>
<th>Semester 1</th>
<th>Semester 2</th>
<th>Year 3</th>
<th>Semester 1</th>
<th>Semester 2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Global Foundations of Design</td>
<td>Foundations of Design: Representation</td>
<td>Critical and Theoretical Studies 1</td>
<td>An Ecological History of Humanity</td>
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<tr>
<td></td>
<td>Design Studio Alpha</td>
<td>Natural History</td>
<td>Construction as Alchemy</td>
<td>Introduction to Climate Change</td>
<td></td>
<td></td>
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<td></td>
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<tr>
<td></td>
<td>Design Studio Beta</td>
<td>Modern Architecture: Momo to Pomo</td>
<td>Digital Design</td>
<td>Climate Change II</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td></td>
<td>Design Studio Gamma</td>
<td>Designing Living Systems</td>
<td>Environmental Building Systems</td>
<td>Construction Analysis</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>Landscape Studio: Urban Open Space</td>
<td>Site Tectonics</td>
<td>Design Studio Delta</td>
<td>Construction Design</td>
<td></td>
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<tr>
<td></td>
<td>Capstone: Landscape Studio: Designed Ecologies</td>
<td></td>
<td></td>
<td>Capstone: Design Studio Epsilon</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Subject leading to a major | Major subject: Landscape Architecture | Major subject: Architecture | Elective subject | Breadth subject

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

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.

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 26.

CAREER OUTCOMES

• Automation technologist
• Heating designer
• Mechanical engineer technician
• Power equipment design technician
• Robotics servicing technician
• Robotics systems installer
• Thermal station technician
• Wind tunnel technician

SAMPLE COURSE PLAN – BACHELOR OF DESIGN

MAJOR IN MECHANICAL SYSTEMS

| Year 1 | Semester 1 | Calculus 2 | Physics 1: Fundamentals | Natural Environments |
| Year 1 | Semester 2 | Linear Algebra | Statics | Principles of Buildings |
| Year 2 | Semester 1 | Engineering Mathematics | Engineering Mechanics | Construction of Residential Buildings |
| Year 2 | Semester 2 | Engineering Computation | Foundations of Electrical Networks | Environmental Building Systems |
| Year 3 | Semester 1 | Thermodynamics and Fluid Mechanics | Mechanics and Materials | Finance of the Built Environment |
| Year 3 | Semester 2 | Systems Modelling and Analysis | Capstone: Mechanical Design | Earth Processes for Engineering |

Subject leading to a major
Major subject
Elective subject
Breadth subject

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 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.
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 26.

SAMPLE COURSE PLAN – BACHELOR OF DESIGN
MAJOR IN PERFORMANCE 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>Foundations of Computing</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Semester 2</td>
<td>Sound in Performance</td>
<td>Critical and Theoretical Studies 2</td>
<td>Introduction to Mathematics</td>
</tr>
<tr>
<td>Year 2</td>
<td>Semester 1</td>
<td>Light in Performance</td>
<td>Digital Design</td>
<td>Fundamentals of Interaction Design</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>The Figure in Performance</td>
<td>Colour Studio</td>
<td>Linear Algebra</td>
</tr>
<tr>
<td>Year 3</td>
<td>Semester 1</td>
<td>Space Studio</td>
<td>Space in Performance</td>
<td>Foundation of Electrical Networks</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Performance Design Studio</td>
<td></td>
<td>Disability, Diversion and Inclusion</td>
</tr>
</tbody>
</table>

Subject leading to a major  | Major subject  | Elective subject  | Breadth subject

*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.*
# PROPERTY

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

<table>
<thead>
<tr>
<th>Property</th>
<th>Major subject: Property</th>
<th>Major subject: Urban Planning</th>
<th>Elective subject</th>
<th>Breadth subject</th>
</tr>
</thead>
</table>

## 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

## 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 26.

## SAMPLE COURSE PLAN – BACHELOR OF DESIGN

### DOUBLE MAJOR IN PROPERTY AND IN URBAN PLANNING

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Semester 1</th>
<th>Principles of Marketing</th>
<th>Introduction to Microeconomics</th>
<th>Cities Past and Future</th>
<th>Power</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Semester 2</td>
<td>Economics and Cities</td>
<td>Introduction to Macroeconomics</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Year 2</td>
<td>Semester 1</td>
<td>Finance for Built Environment</td>
<td>Design and Property Principles</td>
<td>Cities: From Local to Global</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Principles of Business Law</td>
<td>Design and Property Industry Studies</td>
<td>Urban Design for People and Places</td>
<td></td>
</tr>
<tr>
<td>Year 3</td>
<td>Semester 1</td>
<td>Property Case Studies</td>
<td>Valuation of Land and Buildings</td>
<td>Planning Social Research Workshop</td>
<td>Planning Scenario and Policy Workshop</td>
</tr>
<tr>
<td></td>
<td>Semester 2</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>

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 of or equivalent is required for the Property major.

There are approximately 9 million dwellings in Australia with a total value of around $6.2 trillion – corelogic.com.au
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 + 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 of Built Environment, 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 26.

**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.

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**SAMPLE COURSE PLAN – BACHELOR OF DESIGN**

**DOUBLE MAJOR IN SPATIAL SYSTEMS AND IN PROPERTY**

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Semester 1</th>
<th>Calculus 1</th>
<th>Mapping Environments</th>
<th>Principles of Marketing</th>
<th>From Graffiti to Terrorism</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Semester 2</td>
<td>Linear Algebra</td>
<td>Economics and Cities</td>
<td>Principles of Business Law</td>
<td>Policing</td>
</tr>
<tr>
<td>Year 2</td>
<td>Semester 1</td>
<td>Applications of GIS</td>
<td>Engineering Computation</td>
<td>Finance for Built Environment</td>
<td>Design and Property Principles</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Surveying and Mapping</td>
<td>Database Systems</td>
<td>Design and Property Industry Studies</td>
<td>Drugs That Shape Society</td>
</tr>
<tr>
<td>Year 3</td>
<td>Semester 1</td>
<td>Engineering Risk Analysis</td>
<td>Imaging the Environment</td>
<td>Property Case Studies</td>
<td>Valuation of Land and Buildings</td>
</tr>
</tbody>
</table>

- Subject leading to a major  
- Major subject: Spatial Systems  
- Major subject: Property  
- Elective subject  
- Breadth subject

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 and Property majors.
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
- Landscape Architecture
- Mechanical Systems
- Performance Design
- 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 26.

**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

More than half of the world population lives in urban areas, and virtually all countries are becoming increasingly urbanised.

– United Nations, Department of Economic and Social Affairs

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**SAMPLE COURSE PLAN – BACHELOR OF DESIGN**

**MAJOR IN URBAN PLANNING WITH BREADTH TRACK IN MANAGING CHANGE**

<table>
<thead>
<tr>
<th>Year 1</th>
<th>Semester 1</th>
<th>Cities Past and Future</th>
<th>Global Foundations of Design</th>
<th>Natural History</th>
<th>Sports Coaching: Theory and Practice</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Semester 2</td>
<td>Introduction to Urban Planning</td>
<td>Foundation of Design: Representation</td>
<td>Economics of Cities</td>
<td>Australia in the Wine 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>Design and Property Principles</td>
<td>Organisational Behaviour</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Urban Design for People and Places</td>
<td>Economics and Cities</td>
<td>Inside the City of Diversity</td>
<td>Managing Human Resources</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>Design and Property Industry Studies</td>
<td>Managing in Contemporary Organisations</td>
</tr>
<tr>
<td></td>
<td>Semester 2</td>
<td>Capstone: Urban Precinct Studio</td>
<td>The Disaster Resilient City</td>
<td>Managing Strategic Change</td>
<td></td>
</tr>
</tbody>
</table>

- Subject leading to a major
- Major subject
- Elective subject
- Breadth subject

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.

Subject included in the Managing Change breadth track.
CONCURRENT DIPLOMAS

Concurrent diplomas offer another way to develop your interests and discover new opportunities outside of your chosen degree.

FLEXIBLE STUDY OPTIONS

Our diplomas give you many 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. You can study a diploma alongside your undergraduate degree (adding a further year of study), or cross-credit up to 50 points (four subjects) of study in your undergraduate degree and your diploma, enabling you to complete the degree and the diploma within 3.5 years.

High-achieving students may be able to complete their degree and diploma within three years. Conditions apply, and you should discuss your options with a course adviser once you enrol in your undergraduate degree.

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.

Available in some graduate programs (pending permission from graduate program coordinator).

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.

ba.unimelb.edu.au/enrich/diploma-languages

DIPLOMA IN MATHEMATICAL SCIENCES

The Diploma in Mathematical Sciences enables you to gain a mathematics qualification while completing an undergraduate degree.

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.

courses.science.unimelb.edu.au/study/degrees/diploma-in-mathematical-sciences

DIPLOMA IN MUSIC

The Diploma in Music provides the opportunity to further your musical training or explore areas of academic and practical interest in music, while gaining a music qualification alongside your undergraduate studies in another field. The program can be tailored depending on your interests, and provides access to 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.

mcm.unimelb.edu.au/study/degrees/diploma-in-music

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 Informatics.
Bachelor of Science students who select a major in Computing and Software Systems or Data Science are not permitted to complete a Diploma in Informatics.
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 NETWORK

In the heart of the world’s most liveable city, the University of Melbourne is a living laboratory for design students. Join us and become part of a vibrant, diverse community of peers, academics and professionals setting an example of best practice for the rest of the world.

YOUR TEACHERS
As Australia’s leading university, Melbourne attracts outstanding academic staff who come to collaborate, learn and teach with the very best. You will be taught by some of the country’s foremost design practitioners, engineers, artists and directors, known globally for their contribution to the industry.

YOUR PEERS
Have you found it hard to connect with others who share your passion for typography, robotics or algorithm design? Welcome home! You’ll learn to work with people who are equally driven but very different to you – a huge asset, given diverse teams have been proven to be more effective at work.

YOUR ALUMNI
Your relationship with the University doesn’t end when you graduate. Stay connected with a global community of alumni. Reunions, networking events, alumni lectures and social events are a great way to stay in touch with other alumni and keep up to date with news, events and initiatives.

YOUR CAMPUSES
You’ll learn just by looking around the Melbourne School of Design building: exposed materials and structures, such as the underside of the Y-Stairs, give insight into construction techniques and fabrication. At Southbank, the Ian Potter Southbank Centre is expected to be completed in early 2019. The new Buxton Contemporary art museum has just opened its doors to the public, and the $42.5 million development of the Dodds Street stables is nearing completion.

YOUR CITY
From the graphic design on billboards and traffic signs to the design of cities by urban planners, civil engineers, architects and landscape architects, our world is created and choreographed by designers. Today, Melbourne is internationally recognised as one of the world’s most liveable cities. When it comes to finding a city to study in, it doesn’t get much better than Melbourne.

YOUR FACILITIES
The Melbourne School of Design building at Parkville houses a state-of-the-art fabrication workshop as well as two full-sized galleries where your work will be exhibited.

As a University of Melbourne graduate, you will be well regarded in the design industry. But you don’t need to wait until graduation to start working towards your dream career.

There are many ways to incorporate practical experience into your studies at Melbourne. You can intern at one of the world’s most influential organisations, exhibit your work to the public, volunteer with organisations that inspire you, work part time getting valuable skills while you study, or all of the above!

**WORK INTEGRATED LEARNING**

Work Integrated Learning (WIL) subjects are designed to provide students with professional experience in an area related to their field of study or the career they are working towards. These industry-specific opportunities enable you to develop skills that will enhance your prospects of gaining meaningful employment and building your career for the future.

**INTERNSHIPS**

Internships are a great way to get first-hand industry experience and figure out if your dream career is right for you. Our students intern in leading companies, paving the way to fulfilling and exciting careers.

**VOLUNTEERING**

Take your skills into the community, contribute to a cause you are passionate about, and make a difference! You can volunteer in Australia, or overseas. In many cases your experience can count towards your degree, and we offer awards and grants to help finance your volunteer work.

**SKILL BUILDING**

The Global Leadership and Employability team provides programs and services to students free of charge, including screened job listings, workshops, industry events and connections with alumni. You can even attend a free Career Bootcamp. In addition, many faculties offer seminars, practical training, networking events and more to help you break into a great career.

**WORK WHILE YOU STUDY**

Part-time work while you study isn’t just a way to pay the bills. It can help you build the skills and contacts that will propel you into a career. Many students work near campus, or even on campus itself through our Students@Work program. Our Careers and Employment team can help you find part-time work that makes sense for your longer-term goals.

**ENTREPRENEURSHIP**

If you’re an aspiring entrepreneur, the Melbourne Accelerator Program (MAP) could give you the tools and experience you need to get your big idea out into the world.

MAP began in 2012 with just four teams. They set out on their journey with $20,000 in seed funding, office space and mentoring. Since then, 24 teams have generated over $28 million in revenue and created more than 250 jobs. MAP also hosts masterclasses, bootcamps and a leadership and mentoring program for female entrepreneurs.

**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.

**PEER-ASSISTED STUDY SESSIONS**

These free weekly sessions, led by a student who has successfully completed the subject in a previous year, are a great way to maximise your engagement with your studies and enjoyment of your subjects. Students who attend PASS are consistently shown to achieve better results than those who do not attend.

**DESIGN AND ENVIRONMENTS INDUSTRY NIGHT**

The Design and Environments Industry Night, hosted by the Design and Environments Student Society (DESS), is the perfect opportunity for you to build strong personal and professional connections with companies from Melbourne and around Australia. You’re encouraged to ask company representatives about their career pathways and current projects, as well as sharing your own career ambitions, discussing potential graduate pathways and exchanging contact information.

The evening includes an address from a guest presenter, as well as private presentations from a selection of our guest companies.
OUR STUDENTS

MELVIN DINATA
Medan, Indonesia
Architecture and Construction majors
Trinity College Foundation Studies
Advice for future Design students: “Prepare yourself to think originally and innovatively.”

LAUREN MURRANT
Victoria, Australia
Urban Planning major
Transfer student
Why Urban Planning? “I think it’s important for my generation to step up and have a say in the ways our cities are built.”

FELICITY KARAKIKLAS
Victoria, Australia
Urban Planning and Construction majors
Santa Maria College
What skills has Design enhanced for you? “Digital skills and the ability to effectively communicate an idea, visually and orally.”

CHARLES ROSANOVE
New South Wales, Australia
Digital Technologies major
Cranbook School
What would you like to share about Design? “If you’re someone who wants the option to do a little bit of everything, this is the degree for you.”

LOCHLAN TODD
Tasmania, Australia
Construction and Property majors
Scotch Oakburn College
First-year highlight: “Moving from school-based subjects into real industry-based work.”

CLAIRE WOODWARD
Victoria, Australia
Architecture and Construction majors
Methodist Ladies’ College
How is studying at uni different to school? “I love how Design subjects are taught in a studio environment, making it easier to get close with fellow students.”
SCHOLARSHIPS

The Melbourne Scholarships Program is one of the most comprehensive and generous in Australia. With over 1200 scholarships available for new and current students – including domestic and international students – there’s likely to be at least one that you are eligible for.

For many of our undergraduate scholarships we’ll assess your eligibility when you apply for your course, so you don’t need to put in a separate application.

We’ve highlighted one of our most prestigious scholarships for school leavers below, but you can check out what we have to offer and find the right scholarship for you at:

scholarships.unimelb.edu.au

MELBOURNE CHANCELLOR’S SCHOLARSHIP

The Melbourne Chancellor’s Scholarship is awarded to talented undergraduate students in recognition of their outstanding academic achievement during their Australian Year 12 or International Baccalaureate (IB).

You deserve the rewards

Would you like to begin your Bachelor of Design degree at the University with the security of knowing a graduate place is reserved for you when you finish?

If you’re studying Year 12 in Australia or are an Australian citizen studying an Australian Year 12 or IB overseas, you could be eligible for our Melbourne Chancellor’s Scholarship.

Benefits

For domestic students:

• HECS student contribution exemption for the full duration of a Commonwealth Supported Place in an undergraduate degree and a concurrent diploma
• Living allowance for the standard full-time duration of the undergraduate degree and concurrent diploma with a value of:
  • $5000 per year if you completed high school in Victoria
  • $10 000 per year if you completed high school outside Victoria.
• Melbourne Global Scholars Award for an approved period of overseas study as an exchange or study abroad student
• Guaranteed Commonwealth Supported Place in a professional masters degree if you meet the prerequisite and entry requirements for the masters.

For international students:

• A 50 per cent tuition fee remission for the standard full-time duration of an undergraduate degree
• Melbourne Global Scholars Award for an approved period of overseas study as an exchange or study abroad student
• Guaranteed international full fee place in a professional masters degree if you meet the prerequisite and entry requirements for the masters.

Selection

The Melbourne Chancellor’s Scholarship is awarded on the basis of merit and guaranteed to all students who satisfy the undergraduate course prerequisites and:

• Achieve an ATAR of at least 99.90, or
• Intend to undertake the Bachelor of Music and achieve an ATAR of at least 99.85 and achieve an audition score of A+, or
• Are of Indigenous Australian descent and achieve an ATAR of at least 90.00.

Application

Eligible students who have applied for admission to the University via VTAC will be automatically considered.

Outcome

The first offers are made a few days after the Victorian Year 12 ATAR results are released in December. Further offers are made in January and February to students who have completed the IB or Year 12 outside Victoria.

Scholarship offers do not represent an offer for admission to a University of Melbourne undergraduate degree. Course offers are made separately through VTAC.

chancellorscholars.unimelb.edu.au

Some exclusions apply. For a list of applicable courses, go to: chancellorscholars.unimelb.edu.au
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.

We also have scholarships and grants that can ease the financial load, and a housing program to get you securely settled close to campus.

In 2018, 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 2018, the guaranteed ATAR for Design via Access Melbourne was 78.00 (70.00 for Indigenous students). Guaranteed ATARs for entry in 2019 will be published in June 2018 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).

**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 2019 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.‡

**DESIGN SCHOLARSHIPS**

**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. You will be automatically considered; no separate scholarship application is required.

**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. Application is required.

scholarships.unimelb.edu.au

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† 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.
YOUR NEXT STEPS

Graduate study is an investment in your future. Choose Melbourne, and join the best and brightest students to pursue your passion and develop your career.

We believe that personal satisfaction and career success are inextricably linked. That’s why we encourage you to pursue your passion and become a master of your chosen field through specialist graduate study following your undergraduate degree.

In the competitive global employment market, a graduate qualification sets you apart as someone who is looking to advance and lead, backed by the skills and knowledge to succeed.

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.

GUARANTEED ENTRY

Pathways based on your secondary school and university performance®

In addition to making you an undergraduate course offer, the University can also guarantee you a place in the graduate course of your choice, so you’ll have the added security of knowing a place is reserved for you. If you completed secondary school in Australia, guaranteed entry is available for most graduate degrees, depending on the ATAR/notional ATAR you achieve.

Pathways based on university performance only

Guaranteed pathways to graduate study are available to all students who complete their undergraduate degree at the University of Melbourne. Eligibility is based on your performance in your undergraduate degree, and completion of prerequisite subjects (if any).

SPOTLIGHT ON GRADUATE PATHWAYS FROM DESIGN

Master of Teaching
(Early Childhood and Primary)

This degree prepares you for a leading role in contemporary legal practice, the business world, government and community organisations.

Master of Marketing Communications

Equip yourself with discipline-specific knowledge to engage with audiences across a range of digital platforms.

MORE GRADUATE OPTIONS

Bachelor of Design graduates may also pursue further study through:

• Executive Master of Arts
• Master of Construction Management
• Master of Development Studies
• Master of Environment
• Master of Environmental Science
• Master of Geography
• Master of International Relations
• Master of Journalism
• Master of Landscape Architecture
• Master of Management
• Master of Property
• Master of Public Health
• Master of Urban Design
• Master of Urban Horticulture

See the page opposite for some popular career pathways from Design. For a full list of our graduate degrees visit:

coursesearch.unimelb.edu.au/grad

ATAR OF 99.90+

A guaranteed place in the graduate degree of your choice, subject to meeting the prerequisites. The guarantee applies to our professional entry masters degrees, including the University’s flagship graduate degrees such as the Juris Doctor (Law), Doctor of Medicine, Master of Engineering® and Master of Architecture.®

No minimum grade is required in your undergraduate degree.

You may also be eligible for the Melbourne Chancellor’s Scholarship for your undergraduate degree – see page 24.

ATAR OF 94.00–99.85

You may be eligible for a range of other guarantees, including for the Master of Teaching, Master of International Relations and Master of Food Science and Master of Urban Planning. To see all your options, go to:

futurestudents.unimelb.edu.au/guaranteed-entry

The guaranteed entry pathways above are available to domestic and international students who complete an Australian Year 12 or the International Baccalaureate (IB) in Australia in 2018. Eligible students must enrol in a University of Melbourne undergraduate degree immediately following Year 12, or be granted a deferral by the University.

Domestic students applying for the Master of Engineering, Information Systems or Information Technology who complete a University bachelors degree and meet course entry requirements with a weighted average mark of at least 65% are guaranteed a CSP regardless of their ATAR.

Some exclusions apply. For the list of applicable courses, see: futurestudents.unimelb.edu.au/guaranteed-entry
PATHWAYS TO PROFESSIONAL CAREERS

Did you know that, on average, Australians with a graduate degree earn $26 000 more than those with an undergraduate degree? And many employers prefer to promote those with a graduate qualification.

The Melbourne Model offers a true graduate school experience, with over 400 courses to choose from including law, engineering, medicine, architecture, psychology and teaching – just to name a few!

A professional graduate degree can be a life-changing option, equipping you with specialised cognitive and technical skills – and an internationally recognised qualification.

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. Which means you can ensure your pathway will set you up to be the specialist that employers need.

To view our full suite of graduate courses, visit:

coursesearch.unimelb.edu.au/grad

ARCHITECTURE

UNDERGRADUATE DEGREE
Design Major in: Architecture
3 years

GRADUATE DEGREE
Master of Architecture
2 years

YOUR CAREER
Architect

Entry requirements
• An undergraduate degree with a major in architecture or architectural studies with a weighted average mark of 65%, or equivalent to the University of Melbourne grading scheme
• A personal statement of up to 500 words
• A design portfolio

study.msd.unimelb.edu.au

ENGINEERING

UNDERGRADUATE DEGREE
Design Major in: Civil, Mechanical or Spatial Systems
3 years

GRADUATE DEGREE
Master of Engineering Master of Engineering (with Business)
2-3 years

YOUR CAREER
Engineer

Entry requirements
• A University of Melbourne undergraduate degree in Biomedicine, Design or Science with a relevant engineering systems major or sequence and a weighted average mark of 65%, or equivalent, or
• An undergraduate degree in any discipline with a weighted average mark of 65%, or equivalent, plus successful completion of relevant science or mathematical subjects

eng.unimelb.edu.au/study/degrees

URBAN PLANNING

UNDERGRADUATE DEGREE
Any undergraduate degree
3 years

GRADUATE DEGREE
Master of Urban Planning
2 years

YOUR CAREER
Urban planner

Entry requirements
• An undergraduate degree in any discipline with a weighted average mark of 65%, or equivalent

study.msd.unimelb.edu.au

Postgraduate Destinations 2015, Graduate Careers Australia.
HOW TO APPLY

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.

If you are applying via Access Melbourne, you must lodge a Special Entry Access Scheme (SEAS) application via VTAC.

vtac.edu.au

International students studying the VCE, an Australian Year 12 or IB in Australia must apply through VTAC.

All other international students, including those undertaking foundation studies in Australia, must apply directly to the University or through one of our overseas representatives.

NON-SCHOOL LEAVER ENTRY PATHWAY

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

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.
## ENTRY REQUIREMENTS

<table>
<thead>
<tr>
<th>Qualification</th>
<th>Bachelor of Design</th>
<th>Design (Melbourne Chancellor’s Scholarship)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Australian Year 12</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Domestic students: 2019 minimum ATAR</td>
<td>85.00</td>
<td>99.90</td>
</tr>
<tr>
<td>Domestic students: 2018 lowest selection rank to which an offer was made</td>
<td>86.20</td>
<td>99.90</td>
</tr>
<tr>
<td>International students: 2019 guaranteed ATAR</td>
<td>85.00</td>
<td>99.90</td>
</tr>
<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>
<td></td>
</tr>
<tr>
<td>International Baccalaureate (IB) Diploma</td>
<td></td>
<td></td>
</tr>
<tr>
<td>International students: 2019 guaranteed IB score</td>
<td>31</td>
<td>99.90 (notional ATAR)</td>
</tr>
<tr>
<td>IB prerequisite subjects</td>
<td>At least Grade 4 in English (Standard or Higher level)</td>
<td></td>
</tr>
<tr>
<td>GCE A Levels/Singapore A Levels</td>
<td></td>
<td></td>
</tr>
<tr>
<td>International students: 2019 guaranteed score</td>
<td>BCC</td>
<td>Not available to A Levels students</td>
</tr>
<tr>
<td>A Level prerequisite subjects</td>
<td>At least Grade C in an accepted AS Level English subjects</td>
<td></td>
</tr>
<tr>
<td>Trinity College Foundation Studies</td>
<td></td>
<td></td>
</tr>
<tr>
<td>International students: 2019 guaranteed score</td>
<td>80</td>
<td>Not available to TCFS students</td>
</tr>
<tr>
<td>TCFS prerequisite subjects</td>
<td>English and EAP</td>
<td></td>
</tr>
</tbody>
</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 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 an Australian citizen who has completed an Australian Year 12 or 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 to at least Grade 4 Standard or Higher level.
- Accepted GCE AS 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.
Design students learn across a broad range of study areas, including engineering, IT and the creative arts – and you don’t have to wait until you start university to try them.

DESIGN AND CODING
DesignMasters and CodeMasters are two programs run by the Melbourne School of Engineering which challenge students to solve problems through design and computer programming. Form teams with your friends at school and pit your wits against challenges against the clock. Open to students in Years 10–12.

HANDS ON WORKSHOPS
If you’re in Year 10, get busy at a Hands On workshop in engineering and IT at Parkville campus. One of your teachers at school can help you line up a workshop during the school holidays.

GIRL POWER IN STEM
Girl Power in STEM encourages girls to learn about science, technology, engineering and maths in a program of camps, work experience and mentoring opportunities. Available to students in Years 9–12.

AMAZING SPAGHETTI MACHINE
Year 10 students from across Victoria are invited to participate in our annual Amazing Spaghetti Machine Contest. Students work in teams and put their maths, science, engineering and project management skills to the test in the creation of a ‘spaghetti machine’ – an overly complex device that is used to perform a relatively simple task.

VISUAL ART COURSES
Courses through the Victorian School of the Arts can help you build confidence in your drawing skills.

Visual Art Studio: Advanced Drawing
Build upon your skills in fundamental drawing techniques, and create a personal, individual body of work.

Both courses are intensive part-time programs between February and October and culminate in an end-of-year exhibition. They are suitable for ages 18-plus.
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 a great place to start. DESS runs events open to all Bachelor of Design students, from a first-year O-Week camp to themed parties, free pizza lunches, boat cruises, trivia nights and many other smaller events. DESS is organised by a committee of current students. You’ll have the chance to network with students from other year levels, get involved and receive academic and social support.

We also have the Pre-ENG club, for students undertaking an engineering-related major.

umsu.unimelb.edu.au/getinvolved/clubs/
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 at:
futurestudents.unimelb.edu.au/connect

OPEN DAY

Sunday 19 August 2018
10am–4pm
Parkville and Southbank campuses
openday.unimelb.edu.au