Faculty of Arts, Design & Architecture

Master of Simulation and Immersive Technologies 9323



Term 3 2022 Commencing Students

| Year 1 | Term 3 | Year 2 | Term 1 | Term 2 | Term 3 | Year 3 | | Term 1 |
|--------|------------------------|--------|------------------------|------------------------|------------------------|--------|-----|---------------|
| | DDES9904 | | DDES9901 | DDES9903 | DDES9905 | | | DDES9991 |
| | Prescribed Elective | | DDES9902 | Prescribed Elective | Prescribed Elective | | Үеа | Free Elective |
| | | | Prescribed Elective | Free Elective | | | | |

| 6 | A note about Prescribed Electives Choose from courses below by offering Term | | | | | | | | |
|-------|---|---|---|--|--|--|--|--|--|
| | Term 1 | Term 2 | Term 3 | | | | | | |
| NOTES | DDES9920 Information Architecture for Immersive Aesthetics DDES1110 3D Visualisation 1: 3D Virtual Objects | DDES9914 Managing Immersive Projects DDES1110 3D Visualisation 1: 3D Virtual Objects | DDES9911 Future Immersive Learning Methodologies DDES1110 3D Visualisation 1: 3D Virtual Objects | | | | | | |

Information is correct as of 08.10.21 and is based on proposed prerequisites and course availability. This is to be used as a guide only and does not replace individual advice. Refer to the Handbook and Class Timetable for the relevant term to check availability for these courses. Contact The Nucleus: Student Hub for further assistance. CRICOS Provider Code 00098G