

multimedia design

curtin



REASONS TO STUDY

- 1 Innovative & unique specialisations.** Curtin offers a unique, design-based multimedia degree with a focus on creative and innovative practice.
- 2 Flexibility.** The multimedia design course offers a range of options throughout the three-year course that allows students to tailor an individual study program to specialise in a particular area (e.g. web design, animation, motion graphics, interactive programming or game design) or undertake a broad approach to wider study areas (e.g. in art, film and television, education).
- 3 Industry Recognition & Participation.** The course also provides significant community connection for the students to develop their design skills and practical experience. The quality of practical industry skills students gain are recognised by industry professional associations such as the Design Institute of Australia (DIA). Students are required to present their work through participation in industry based competitions and events.

BACHELOR OF ARTS (MULTIMEDIA DESIGN)

Curtin Course Code: 153410 v.3, TISC Code CUALC

Course CRICOS Code: 027174M



Curtin student artwork by: Ryan Wylie and Kristy Davis

Multimedia Design is the creative integration of images, sounds, text, animation, and interactivity. Curtin offers a unique design-based multimedia program with a focus on creative and innovative practice.

KEY COURSE FACTS

COURSE DURATION

3 years full-time/part-time equivalent *

ENTRY REQUIREMENTS

- TER 2008 - 75.25
- Mature Age: STAT - E, V or Q
- Applicants are required to undertake a Portfolio/Interview process, as described in the Multimedia Design Application Kit. All applicants, both Australian residents and International, should contact Student Services, Faculty of Humanities, Curtin University, (+61 8 9266 3400) to request a copy of the Multimedia Design Application Kit. This process allows the applicant to demonstrate relevant skills and aptitudes for success in this demanding course.
- Recognition of Prior Learning considered on an individual basis

INTAKES

- February, July (RPL only)

BENTLEY CAMPUS

Course Structure

First year

Our first year program is dedicated to the broad principles for multimedia. It allows students to explore the fundamental basis of multimedia design, including interactive design, narrative development and audio-visual design and production.

Second year

In the second year study program, students further develop their visual aesthetics, design knowledge and practical skills through project-based work. Critique and reflection play central roles in allowing students to articulate the conceptual and practical development of their practice. Study areas include multimedia design process, user-focus design, interdisciplinary practice and cross-cultural issues.

Third year

The third year study program focuses on professional production and presentation of multimedia works. Students use the skills and knowledge developed through the programme, to create fully-realised complex projects. This final year of study helps students pave their paths towards their future goals.

Multimedia design is an exciting field that works creatively with visual, audio, animated and interactive materials. Games, film opening titles, websites, scientific visualisations, museum installations and animated graphics are just some examples of multimedia design.

Study in this area leads to professional design areas including web design, game design, animation, motion screen design, interactive design and other creative practices.

Curtin University of Technology offers a dynamic three-year B.A Multimedia Design degree course. It provides a comprehensive learning experience for individuals wishing to pursue a wide range of interests within multimedia and other creative fields.

www.humanities.curtin.edu.au

create
HUMANITIES

Curtin
University of Technology



FAQ

Why have an application process?

An application process that involves portfolio entry is standard in most art, design and creative courses at tertiary level. Looking at your works helps us to gauge your enthusiasm for this area, and abilities to successfully undertake this demanding three year degree course.

I don't feel very confident about my work. I haven't studied any art/ design/ media at school. Should I apply?

If you have passion for this area, you should definitely apply. We want to see what you have. We want to see your best works and these do not have to be in a particular style or form (e.g. they do not have to be digital, interactive or animated). Even if you did not take art/ design/ media at school, any work you may have made as a hobby can also show us your skills and abilities. We want to follow through the development of your working process, your thoughts, your rationale and how these lead to your final execution.

Will I learn software in this course? Do I have to have pre-existing software skills?

Computer software is an important tool in this course, but rather than spending a lot of time focusing on specific software packages, you will learn to understand the fundamentals of computer tools, the ability to apply knowledge of one software system to another, how to manage the learning curve and the learning process.

Software skills are not a pre-requisite or a requirement to enter into the course. As part of design education, you will learn other skills such as layout, composition, colour schemes, usability, typography, editing, drawing, information design, audio design and so on, in combination with the application of computer software.

I really like playing with computers, is this course for me?

There are many facets to computers including computer science, engineering, software programming, database management and so on. The Multimedia Design course at Curtin is a visual design focused program with an emphasis placed on students' ability to design using various forms of media and mediums. The computer is an important tool, but just one of the many we use in this course. It is important to ask yourself which aspect of computing you are interested in and decide which course may be most suitable for you.



Short Journey by Daniel Fisher and Jorun Nymo (Animation)



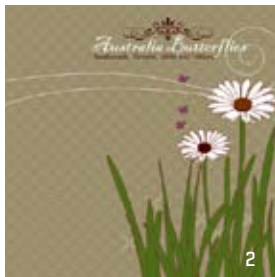
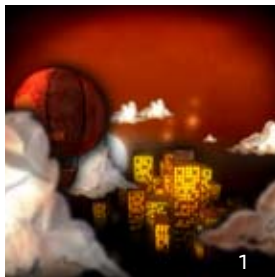
Dr. Whimsical and the Exploration of the Earth's Systems by Jonathan Williams (Online interactive learning tool)



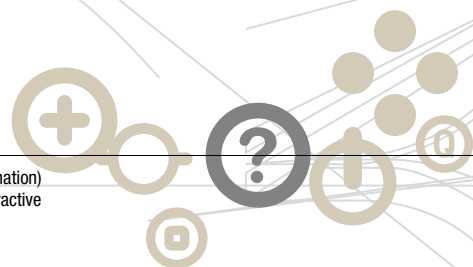
Foki Ceung's Amazing Space by Ming Wong (Animation)



As it Happens: Spirit, NASA's first Mars Rover by Borge Myres (3D visualisation / animation)



1. Paper Dreams by Kristy Davis (3D Mixed Media Animation)
 2. Australian Butterflies by Jeet Leen Yong (Online interactive learning tool)
 3. Property Inspection by Kristy Davis (Online game)



COURSE STRUCTURE

Year 1

Semester 1

	Credits
Internet Studies 103 - Socio-Technological Introduction	25
Multimedia Design 171 -Audio & Visual	25
Multimedia Design 173 -Space & Time	25
Multimedia Design 175 -Theory & Practice	25
TOTAL	100

Semester 2

Multimedia Design 172 -Tools & Concepts	25
Multimedia Design 174-Interactivity & Narrative	25
Multimedia Design 176 -History & Context	25
OPTION	25
TOTAL	100

Year 2

Semester 1

Multimedia Design 271-Multimedia Design Process	25
Multimedia Design 273-Interdisciplinary Practice	25
OPTION	25
ELECTIVE	25
TOTAL	100

Semester 2

Multimedia Design 272 -User Focus Practice	25
Multimedia Design 274 -Design for Community	25
OPTION	25
ELECTIVE	25
TOTAL	100

Year 3

Semester 1

Multimedia Design 371- Folio Development	50
OPTION	25
ELECTIVE	25
TOTAL	100

Semester 2

Multimedia Design 372 -Multimedia Delivery	50
OPTION	25
ELECTIVE	25
TOTAL	100

After first year, students can choose optional units that allow them to specialise in Animation, Game Design, Internet, Motion Graphics and Three Dimensional Modelling and Rendering. Students can create a unique set of choices with recommended units in areas such as Art, Film and Television, Entrepreneurship, Graphics, Illustration, Photography, Computer Science and many others.

Teaching Method

The program averages 16 hours a week of formal contact time, generating another 24 hours per week of assignment and project work.

Additional Course Expenses

Students may need to purchase a number of textbooks, readers and other vital study materials including the cost of some consumables.

All students are required to have access to a digital camera. It is strongly recommended that students have access to a computer with software relevant to requirements of the course.

FURTHER STUDY OPPORTUNITIES

- B.A Multimedia Design with Honours
- Master of Design
- Master of Arts (Art)
- Master of Philosophy (Creative Arts)-Art

CAREER OPPORTUNITIES

- **Multimedia Designer**
- **Entertainment & publishing**
- **Internet services & e-commerce**
- **Commercial design services**
- **Film, television & media**
- **Education**
- **Museums & galleries**
- **Advertising, graphic, design consultancies**
- **Entertainment: motion screen design** (e.g. for television broadcast, narrowcast, DVD, online etc.), animation, 3-d visualisation, special effects and game design.
- **Education: interactive museum exhibition design, online interactive education materials and information and content design.**
- **Commerce design: website designs, web architecture, e-commerce, marketing and advertising.**
- **Science and technology: scientific visualisation and interface design.**
- **Academic and research: postgraduate, further studies and research.**



One square Metre / Schrodinger's Cat by Madeline Quirk (Interactive design)



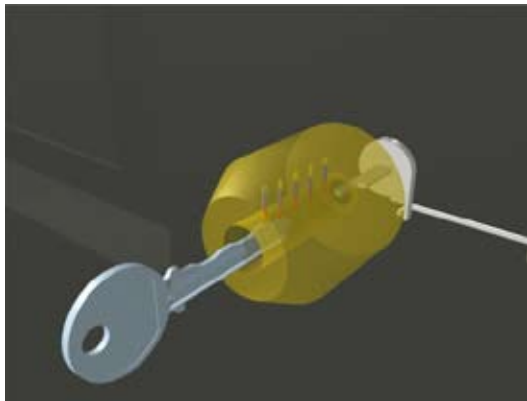
By Kristy Davis



Website design by Desmond Lau



By William Woo



As it Happens: How different locks work by Mathew Clark
(3D Visualisation / Animation)



By Chun Yiu Lau

CONTACT

**TISC Code
CUALC**

Enquiries

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*Course Structure correct at time of print. Full details of units and course structure can be obtained by contacting the above or electronically from: <http://www.handbook.curtin.edu.au/>

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