

▶ Bachelor of Interactive Media and Design

CRICOS 075247A, Course BIM001

COURSE DETAILS

Duration

3 years

Intake

Feb/July

Campus

Dandenong

Cost (2012 intake)

\$13,500 per year

Entry requirements

- Academic IELTS 7.0 with no band score lower than 6.5 or equivalent
- Equivalent Year 12
- Submission of an art folio

COURSE OVERVIEW

This course aims to produce graduates with a full suite of technical design skills as well as a strong understanding of the process of conceptualisation and creativity that will

distinguish them as unique, innovative artists. Graduate expertise will provide access to career positions in graphic design, publishing, web, multimedia, film, marketing and advertising industries.

The Bachelor of Interactive Media and Design is structured into four key areas:

Digital World – prepares students to deliver design solutions across a variety of digital media.

Creative Design Process – develop a critical understanding of the theoretical concepts of the creative design processes that inform practice, inspire innovation and form the basis of personal style.

Cultural Context of Design – build an appreciation of the broader historical, social, cultural, political and economic contexts in which the design practitioner must operate.

Design Professional – gain the personal and professional attributes required of engaged, inquiring, reflective and resilient practitioners who are able to apply their skills and knowledge competently in a professional context.

PATHWAYS INTO THE DEGREE

Chisholm Course	Admission	Duration
Advanced Diploma of Graphic Design	Equivalent Year 12, IELTS 5.5 equivalent and folio	2 years
Enter 2nd year, semester 2 of the Bachelor of Interactive Media and Design	Completion of Advanced Diploma	1.5 years
Pathway total duration		3.5 years

Note: Students who have completed the Diploma of Graphic Design or Advanced Diploma of Screen and Media will receive 1 year credit into the degree



JOB OPPORTUNITIES

- Multimedia content author
- Multimedia developer
- Designing for multimedia
- Advertising designer
- Website development
- Web designer
- Animator – film and television
- Games designer
- Website coordinator
- Marketing officer
- Assistant webmaster
- Publishing

ASSESSMENT METHODS

Students will participate in the following assessment methods throughout their degree studies:

- Assembly of physical portfolios
- Critical literature reviews
- Oral presentations
- Quizzes
- Group work
- Project plans and progressive reports
- Essays and investigative research papers and presentations
- Reflective journals
- Showcasing work and review and reflective discussion

COURSE STRUCTURE

Year 1

Semester 1	Semester 2
Web Fundamentals Creative Space Creative Visual History Static Media Design (Pre-press)	Time Based Media Design Design Process 1 3D Design Visualisation Design in the World

Year 2

Semester 1	Semester 2
Interface Design and Interactive Functionality Design Process 2 Contemporary Design Static Media Design (Photography)	Time Based Media for Storytelling Professional Self and Illustration OR Narrative Frameworks (Storytelling) OR 3D Design Visualisation (Intermediate)

Year 3

Semester 1	Semester 2
Future Technologies Motion Graphics Concept Development Global Culture and Design	Design Production Management (double unit) Collaborative Project Entrepreneurship and the Artist

MORE INFORMATION

Please speak with an authorised Chisholm Institute agent, or:

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