Art & Design
Postgraduate Guide 2016
Creativity elicits deep human responses. Artists and designers provide us with insights into the most challenging and perplexing aspects of contemporary life.
Never before has it been so apparent that we need creative, critical and innovative ways of thinking and doing to understand our complex, rapidly changing world.

Since 2009, UNSW Australia has invested more than $1 billion in world-class facilities for students and research. Rebuilt in 2012, the UNSW Art & Design Paddington Campus incorporates an array of cutting-edge galleries and workshops, private workspaces and open studios, research and digital labs, student lounges, and spaces for innovation and collaboration.
Attributes like creativity, originality, critical insight, empathy and foresight enable us to share our diverse cultures and common humanity, foster new industries, imagine and build a better future.

UNSW is recognised as the Australian university with the strongest links to industry. With more than 900 industry partners, UNSW Art & Design offers pathways into the creative industries and organisations that are transforming global knowledge and culture.
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Your creative journey begins here

Opposite UNSW Galleries foyer
Photo: Brett Boardman
UNSW Art & Design

At UNSW Art & Design we believe in the pursuit of creative excellence. We lead Australia with a focus on media innovation and emerging technologies. Our approach is interdisciplinary, advancing tradition and challenging existing thinking.
Creativity, design and innovation are transformative

At UNSW Art & Design we embrace an inquisitive, critical attitude, a belief in the power of art and design to impact the social, technological and environmental issues of our time.

We are proud of the creative learning and innovative research environment we foster. Our rigorous and intensive art, design and media degree programs are studio practice-based and industry-engaged.

Our approach is interdisciplinary, adopting and challenging existing thinking. We foreground experimentation and exploration in art and design, engaging in collaboration across science, engineering, business, the humanities and social sciences.

Our faculty is comprised of dedicated educators, leading practitioners, researchers and scholars spanning contemporary visual arts, design and innovation.

Our research priorities and internationally recognised strengths include contemporary art, design and visual culture, the environment and sustainability, interactive and immersive visualisation, and robotics.

Our commitment to creative thinking and making can be traced back to our origin as The Sydney Mechanics’ School of Arts founded in 1833.

In 2014 we altered our name from UNSW College of Fine Arts (COFA) to UNSW Art & Design with the purpose of acknowledging the breadth of contemporary creativity.

We are drawn from across the globe, and together we make Australia’s largest community of art and design students, practitioners, educators and researchers.

Welcome to UNSW Art & Design.

Professor Ross Harley
Dean, UNSW Art & Design
Creative Campus Life

UNSW Art & Design is positioned within Sydney’s global cultural corridor featuring the region’s largest cluster of cultural institutions and creative businesses.

Our campus buzzes with live performances, screenings, exhibitions, seminars and discussions created and programmed by staff and students and frequently involving leading international artists, designers, media creators, researchers and scholars.

Our campus incorporates an unmatched array of state-of-the-art studios, media labs and making spaces for the widest range of disciplines including Ceramics, Design, Fabrication, Media Production, Jewellery, Painting and Drawing, Printmaking, Photomedia, Sculpture and Textiles.

Featuring a dedicated network of University and student-led galleries, public and student-initiated performances, screenings and lecture programs, UNSW’s dedicated art and design campus is an exciting and stimulating precinct that is alive with social and cultural activity.

Dynamic International Community

With students and staff from more than 50 countries, UNSW Art & Design is a diverse, creative and scholarly community. We offer a stimulating and collaborative environment to maximise your research, skills and knowledge to ensure you reach your creative potential. Our cosmopolitan international community welcomes students from all cultures and backgrounds and we encourage the free expression of creativity within a supportive and safe environment.

Lifestyle

Being a student at UNSW Art & Design doesn’t mean it’s all work. Sydney is renowned for its lifestyle and is rated one of the world’s best cities for student life. One of the world’s most relaxed global cities, Sydney features beautiful and accessible beaches, quality food, endless options for sport and recreation, open spaces and national parks that will ensure you integrate study, health and leisure. Our campus community offers a range of social and cultural activities that enable students to interact in a relaxed social setting away from the classroom, studio or lab.

1 2

1 UNSW Galleries Photo: George Pajaz
2 Photo: Amnesia Lab at the UNSW Galleries Art Centre
3 Photo: Britta Campion
Opposite Beyond Beyond the Valley of the Dolls Elena Knox
Photo: Alex Wisser
Globally Engaged Learning and Teaching Environment

UNSW Art & Design is deeply engaged in the creative and cultural industries nationally and internationally.

We constantly adapt and enhance our coursework programs to ensure that we offer the highest quality experiences to reflect the best contemporary thinking and practice, extensive industry engagement and leading-edge research.

UNSW Art & Design’s teaching and supervision utilises the latest methods, underpinned by cutting-edge technology and a supportive and challenging learning environment, designed to inspire a new generation of creative practitioners, researchers and scholars.

Intensive studio practice, individual and collaborative projects, technical training, industry and real-life problem solving are just some of the learning experiences shared by students.

At UNSW Art & Design you will learn through creative studio practice and industry engagement, as well as the faculty’s pioneering research programs in fields such as immersive interactive environments, robotics and visualisation. Options to undertake international exchange and to join one of our field classes at our Fowlers Gap Studio on the edge of the outback are transformative experiences for many students.

Our faculty staff is comprised of dedicated educators, renowned practitioners, leading researchers and scholars spanning contemporary art, media and technology, creativity and culture, design and innovation.
Research Culture and Environment

At UNSW Art & Design we are driven by a passionate commitment to creative inquiry and practice, research and scholarship, experimentation and innovation.

Our rigorous and supportive Postgraduate research culture and environment revolves around a dynamic annual program of events and conferences, centered in the Sherman Postgraduate Studios and various labs and research commons throughout our campus that are specially dedicated for use by Postgraduate students.

Postgraduate researchers participate in reading groups, early career research seminars, conference presentations, workshops, experimental labs and forums. Our biannual Postgraduate Research Conferences are at the core of our vibrant research culture.

To achieve outstanding results UNSW Art & Design fosters close connections between postgraduate students and academic staff researchers. Research leaders provide highly experienced supervision across art, design and media and the diverse fields of faculty’s strengths in research and scholarship.
UNSW Art & Design’s connectivity is truly global. As a part of research-intensive international University our faculty is a member of a network of well over 200 institutions in more than 35 countries.

As a member of Universitas 21, the Association of Pacific Rim Universities and the Global Alliance of Technological Universities consortiums, UNSW offers world-wide opportunities for international exchange, residencies, industry and community engagement, research and collaboration.
Unmatched Networks, Industry Links and Partnerships

UNSW Art & Design is deeply engaged in the creative and cultural industries nationally and internationally.

Our unmatched network of education, research and industry partnerships extends across Australia and more than 30 countries globally. Dialogue and collaboration with our partners provides a wide range of mutual benefits, contributes to our curriculum and research and offers our students industry pathways.

Our Sydney-based cultural partners and collaborators include the Art Gallery of New South Wales, Artspace, Australian Centre for Photography, Australian Museum, Biennale of Sydney, Carriageworks, Museum of Applied Arts & Sciences, Museum of Contemporary Art Australia, Object: Australian Design Centre, Remix and Vivid.

Our major cultural philanthropic partners include the Sherman Contemporary Art Foundation and Kaldor Public Art Projects.

Over more than 20 years we have established a network incorporating more than 900 corporations spanning small businesses and innovative starts-ups to global brands.

UNSW Art & Design’s network of international partners include leading institutions and centres such as Ars Electronica FutureLab in Linz (Austria), Foundation for Art and Creative Technology (FACT) in Liverpool (UK), MIT Media Lab in Cambridge (US) and ZKM Center for Art and Media in Karlsruhe (Germany).

1. Project 3D: Marina Abramovic
Careers Overview

Get ready for your next career step, challenge yourself in a new field, hone or upgrade your creative skillset with us. Our staff, facilities and creative community make creative aspirations and possibilities achievable.

Industry placements and internships are integrated into many of our degree programs. These professional experience placements can be undertaken in Sydney, across Australia or internationally and offer exciting career pathways.

From bespoke local agencies to global corporations and brands, UNSW Art & Design offers the widest range of opportunities to engage industry, gain professional experience and launch your career by working on live industry briefs, issues and projects with real impact.

UNSW Art & Design graduates are sought after by a wide range of creative, cultural and media industries. Every one of the institutions, organisations and companies listed employ our graduates.

1. Portrait of Hugo Weaving, photo by Del Kathryn Barton
3. Alexie Glass-Kantor – Executive Director of Artspace, photo by Zan Wimberley
4. Jewellery design by Elke Kramer
5. Russell Storer – Senior Curator at the National Gallery of Singapore, photo by QAG/GOMA

Recognise any of these organisations?
Every one of these institutions employs our graduates. You could be one of them.
Our students and researchers enjoy access to outstanding art and design production facilities and equipment. This includes traditional workshops, high tech media labs, analogue photography studios, and the latest 3D fabrication equipment.

Black Box
The Black Box is a large volume, highly flexible media production and performance space that can be utilised to create a wide variety of different content and environments such as live performances, lighting for film, video, still capture, motion capture, exhibitions and installations.

A truss and hoist gantry system is built into the architecture that enables audio visual equipment to be suspended above the floor. The Black Box is available for teaching and individual bookings.

IT Centre
This Walk-Up-Counter provides expert assistance for all computer equipment on our campus. The IT Centre supports more than 400 computers and digital labs installed with industry standard design and multimedia software. Come talk to us today and find out more.

View computer equipment here: pinterest.com/artdesignunsw/equipment-computers

Makerspace
UNSW Art & Design’s innovative Makerspace was conceived to promote collaborative making that actively dissolves the divisions between art and design, science, technology, engineering and mathematics. This specialist workshop incorporates 3D printers, 3D scanners, state-of-the-art computers, software for 3D modelling, Arduino components, soldering facilities, tools, benches and storage options. Makerspace is popular with creative students from across UNSW.

Resource Centre
UNSW Art & Design students are welcome to borrow from our immense stock of digital cameras and video and analogue equipment. The Art & Design Resource Centre houses more than 10,000 items of field camera, video and sound equipment. All are viewable online and available for check-out for students to pursue their creative projects.

View equipment here: pinterest.com/artdesignunsw/equipment-resource-centre

Toolroom
Our Toolroom is the making hub of campus. It supports all of our programs by providing the specialised tools required to build and make art and design works in almost every conceivable media and material. Whether you’re looking for tools to make furniture, lights, frames, jewellery, sculpture, or even stage sets, look no further than the Toolroom. More than 10,000 tools are available for use by UNSW Art & Design students.

View tools here: pinterest.com/artdesignunsw/equipment-tool-room

Studios, Workshops and Media Production

Image capture in the Black Box
Photo: Britta Campion
1 Photo: Britta Campion
2 Photo: Brett Boardman
3 Photo: Zane Parry
4 Photo: Britta Campion
Campus Galleries and Exhibition Spaces

The UNSW Art & Design campus features a network of high quality student-led and museum-standard galleries and exhibition spaces. This network is at once a platform for major national and international exhibitions, a teaching resource and an incubator for student initiatives.

UNSW Galleries

UNSW Galleries presents an ambitious program of changing exhibitions and projects exploring recent ideas and research in art and design, creativity and culture, science, media and technology. Like living creative laboratories, rather than traditional exhibition spaces, UNSW Galleries encourages visitors to participate in a wide range of interactive educational and public programs including discussions, performances and screenings.

Encompassing three separate exhibition spaces, spanning almost 900 square metres, UNSW Galleries is a platform for experimental practice and curatorial research, staging transformative exhibitions that advance new modes of cultural production and engagement.
AD Space

AD Space is a unique on-campus exhibition space where students can showcase their art, design and digital media work to peers, teaching staff and the wider public. The venue also offers students the chance to gain practical experience in professional gallery management, including exhibition design, curatorial care, installation and promotion. As a valuable educational asset, AD Space encourages discourse between the creative arts community and the public, and hosts a number of high quality annual events such as the Jenny Birt Award, Fowlers Gap Field Trip Exhibitions, the Australian Decorative & Fine Arts Society Scholarship Exhibition and the AD Annual graduation exhibition.

Kudos Gallery

Located in the heritage-listed St Sophia Hall, just a short walk from the Art & Design campus in Paddington, Kudos Gallery is a student-run exhibition space managed by Arc, UNSW’s student organisation. Each year the Kudos Gallery hosts approximately 30 student exhibitions, ensuring students gain invaluable experience exhibiting and curating shows in a public gallery. Kudos Gallery is available for use by all UNSW Art & Design students, from first year Undergraduates right through to Postgraduates studying for their PhD.
UNSW Art & Design is internationally recognised for the quality of its pioneering scholarship and research and for the establishment of a series of leading art, design and media research centres and laboratories.

These UNSW centres and laboratories share a mission to creatively explore and investigate the frontiers of the relationship between art and design, creativity and culture, science and media technologies. They include the National Institute for Experimental Arts, the Creative Robotics Laboratory, the Centre for Interactive Cinema (iCinema), the Laboratory for Innovation in Galleries, Libraries, Archives and Museums (iGLAM) and the 3D Visualisation Aesthetics Lab. Our groundbreaking facilities and active research groups provide our students with challenging opportunities to undertake higher degree research projects with the potential to make substantial contributions to each of these specialist fields.

Research Centres, Laboratories and Groups

UNSW Art & Design’s research strengths and priorities span the fields of Sustainability and the Environment, and Art, Design and Visual Culture. UNSW Art & Design researchers explore and examine debates and ideas shaping visual culture, politics and global issues. This research encompasses works by artists, designers, curators and theorists. Our researchers examine issues emerging out of and shaping the global political climate including the environment, sustainability, globalism, terrorism, violence, migration, displacement and postcoloniality. Researchers investigate the relationships between art and politics, identifying new forms of visual art and approaches to aesthetics in the context of visual culture, globalisation and contemporary politics.

iCinema Centre for Interactive Cinema Research

Founded by Scientia Professor Dennis Del Favero, UNSW’s Centre for Interactive Cinema’s (iCinema) principal focus is multidisciplinary arts, engineering and science research into immersive interactivity. The Centre is an interdisciplinary hub spanning a number of UNSW faculties including Art & Design, Engineering, Law, Science and the renowned National Institute for Dramatic Arts (NIDA). iCinema brings together researchers and postgraduate students across digital media, aesthetics, multimedia design, media theory, computer science, artificial intelligence, civil engineering and atmosphere science. iCinema partners with a broad range of industry and academic partners nationally and internationally, including sustaining partners the City University Hong Kong and ZKM Center for Art and Media, Karlsruhe (Germany).

National Institute for Experimental Arts

The National Institute for Experimental Arts (NIEA) is a leading institute for experimental collaboration in art, science and emerging technologies. Through arts-led thinking NIEA generates new insights, addresses global problems and national research priorities through creative and technological innovation. At any one time, NIEA labs and programs prioritise a series of major cross cutting themes. In 2014 NIEA launched a program exploring the theme of Medical Visualisation, Health and Wellbeing.

Art, Design and Visual Culture

UNSW Art & Design’s research strengths and priorities span the fields of Sustainability and the Environment, and Art, Design and Visual Culture. UNSW Art & Design researchers explore and examine debates and ideas shaping visual culture, politics and global issues. This research encompasses works by artists, designers, curators and theorists. Our researchers examine issues emerging out of and shaping the global political climate including the environment, sustainability, globalism, terrorism, violence, migration, displacement and postcoloniality. Researchers investigate the relationships between art and politics, identifying new forms of visual art and approaches to aesthetics in the context of visual culture, globalisation and contemporary politics.
Porosity Studio

Linking international partner universities, students and academics through public art and design at an architectural scale, UNSW Art & Design’s Porosity Studio challenges ‘the city’ through interventions with urban landscapes. Led by Professor Richard Goodwin the Porosity Studio promotes the idea that cities, as built forms, are very plastic and transient, while being strong as social constructions. The studio challenges participants to test ideas and devices at a different scale or through a different lens – to step outside the gallery and to challenge collaboration.

Creative Robotics Laboratory

Founded and led by Associate Professor Mari Velonaki the Creative Robotics Lab (CRL) explores innovative forms of interaction between human and robotic agents. As a cross-disciplinary research environment, the CRL advances the fields of media arts and social robotics through the presentation of robotic systems in public settings and the development of original, ground-breaking technologies and interface designs. CRL partners with the Australian Centre for Field Robotics at the University of Sydney and the University of Tokyo (Japan).

3D Visualisation Aesthetics Lab

The 3D Visualisation Aesthetics Lab (3D-Vis AL) is an interdisciplinary research lab that explores arts-led approaches to visualising data. The team led by Dr John McGhee uses the creative methodologies and narrative approaches seen in the video game, film visual effects (VFX) and interaction design fields to challenge established aesthetics. The lab is a custom built facility at UNSW Art & Design consisting of 3D visualisation workstations, virtual reality (VR) suite and render farm. It brings together arts-led researchers, biomedical scientists, clinical imaging professionals, 3D computer visualisers and health service researchers. Collaborative partners include Garvan Institute; Lowy Cancer Research Centre; St Vincent’s Hospital, Sydney; Child’s Cancer Institute Australia; and the ARC Centre of Excellence in Convergent Bio-Nano Science and Technology, Monash Institute of Pharmaceutical Sciences, Monash University.

Laboratory for Innovation in Galleries, Libraries, Archives and Museums

The Laboratory for Innovation in Galleries, Libraries, Archives and Museums (iGLAM) researches intersections of emerging technologies, tangible, intangible and natural heritage. Established by Professor Sarah Kenderdine in collaboration with GLAM communities and a range of museum partners, iGLAM develops new forms of interactive and immersive visitor experiences. UNSW Art & Design’s Paddington campus hosts iGLAM’s recently launched LUXLAB, Australia’s first ultra-high resolution analytical scanning technology for art and cultural heritage objects. Principal partnerships currently include: Museum Victoria, National Museum of Australia, Australian National Maritime Museum, Smithsonian Institution, Washington DC (US), Hong Kong Maritime Museum, Chronus Gallery, Shanghai (China), and the Prince of Wales Museum, Mumbai (India).
Scholarships

As a UNSW Art & Design student, you may be eligible for a scholarship through UNSW Australia.

UNSW scholarships recognise outstanding academic achievement and provide invaluable field assistance to help you successfully undertake and effectively complete your degree. UNSW Art & Design offers the following scholarships to eligible postgraduate students:

Postgraduate Scholarships (Coursework)
- The UNSW Art & Design International Scholarship – Coursework
- The Georgina and Max Melville Memorial Scholarship
- The Nick Waterlow Scholarship in Curating and Cultural Leadership
- The Freedman Foundation Curatorial Internship

Postgraduate Scholarships (Research)
- Australian Postgraduate Award (APA) and University Postgraduate Award (UPA)
- The UNSW Art & Design Top Up Scholarship (APA)
- UNSW Art & Design Research Scholarship
- International Postgraduate Research Scholarship (IPRS) / University International Postgraduate Award (UAPI)
- Planex Scholarship
- The UNSW Art & Design International Scholarship – Research
- The Viktoria Marinov Award in Art

For more information:
UNSW Scholarships, UNSW Australia
Phone +61 2 9385 1078
artdesign.unsw.edu.au/current/students/scholarships-prizes

Prizes

Every year UNSW Art & Design works in partnership with industry to recognise the achievements of students through awards and prizes.

These awards are supported by our industry partners and leading employers such as Animal Logic, Design, the Australian Centre for Photography, Frost*, NAVA, Kayell Australia, Longina Phillips, Space and Object: Australian Design Centre.

These prizes and awards are a testament to the art, media and design industry’s regard for UNSW Art & Design graduates and they provide invaluable support for emerging talent just as students commence their careers.
Creative Staff

UNSW Art & Design attracts committed educators, leading artists and designers, innovative media creators, scholarly researchers and industry changing practitioners.

Our staff combines extensive industry and professional practice experience with strong academic credentials. Drawn from across Australia and internationally our faculty, visiting fellows and industry guests comprise well over 150 dedicated educators, renowned creative practitioners, pioneering researchers and scholars spanning contemporary art, design, media innovation, creativity and visual culture.

Here is a very small sample of our inspiring team. To get to know us better please visit our website and UNSW’s Research Gateway for staff profiles, summaries of current creative activities and research interests.

Associate Professor
Paul Thomas
Paul is a pioneer of transdisciplinary practice. His art work takes not only inspiration from nanoscience and quantum theory, but actually operates there. He has exhibited extensively nationally and internationally and his current publications are Nanoart; The immateriality of art and Relive Media Art Histories, co-edited with Sean Cubitt. Paul was the founding Director of the Biennale of Electronic Arts Perth 2002, 2004.

Professor
Marie Sierra
Deputy Dean, award-winning artist, writer, educator, board director and cultural advocate Marie is Chair of the Australian Council of University Art and Design Schools.

Her work has been exhibited in numerous solo exhibitions across Australia and has featured in over thirty group shows in Australia, the US and France. Active as a writer, Marie also publishes regularly in the fields of contemporary art and design.

Scientia Professor
Dennis Del Favero
Founder and Director of UNSW iCinema and Deputy Director of NIEA, Dennis is an ARC Australian Professional Fellow and artist. He is a Visiting Professional Fellow at ZKM, Germany; Visiting Professional Fellow at Academy of Fine Arts Vienna, Austria; and is Visiting Professor at City University of Hong Kong. 2011, Dennis’ work has been widely exhibited in solo exhibitions in leading museums and galleries and he is a member of the Australian Research Council College of Experts and the prestigious Eureka Prize for Excellence in Interdisciplinary Science.

Professor
Jill Bennett
Associate Dean Research, founder and Director of the National Institute for Experimental Arts (NIEA), Jill is a leading international researcher whose many books, exhibitions, media projects and art-science collaborations investigate aspects of memory and cognition.

Associate Professor
Leong Koon Chang
Leong teaches design studies and has led a series of major international projects such as Design Asia Project (DAP), a cultural history of iconography, materiality and national experience across the region.

His research focuses on design and national experience, design history and the visual cultures of East Asia.

Associate Professor
Karen Kriss
Artist and animator, Karen’s experience in the animation and visual effects industry includes Head of Production Management, Visual Effects Producer, Digital Producer (IOX Toronto, ON), Senior Production Coordinator (Animal Logic, Sydney, Australia) and Animator and CG Artist. She has worked on both short form animation and major feature films. Karen’s research lies with the boundary between new media art and animation.

Professor
Anna Munster
The author of several books, a practicing media artist and leader of a series of international projects, Anna’s current research interests are networked experience, media arts and theory, data and radical empiricism, non-human perception, new pragmatist approaches to media and art. She regularly collaborates artistically with her UNSW Art & Design colleague Dr Michele Barker.

Associate Professor
Karen Kriss

Scientia Professor
Dennis Del Favero

Professor
Jill Bennett

Associate Professor
Leong Koon Chang

Associate Professor
Paul Thomas

Professor
Marie Sierra
Professor Richard Goodwin
With over 40 years of practice as an international artist and architect, Richard has sustained a prolific and award-winning practice provoking boundaries between art and architecture. Richard teaches via intensive, international and multi-disciplinary studios providing a unique context for the renegotiation of delineations between art, architecture and urbanism. He is the winner of numerous national and international awards.

Dr Felicity Fenner
Director of UNSW Galleries, Felicity has curated many exhibitions of Australian and international contemporary art, including Australia’s exhibition of emerging artists at the 2009 Venice Biennale, Primavera at the Museum of Contemporary Art Australia, and the Adelaide Biennal of Australian Art. She leads a Curatorial Studio in the Master of Curating and Cultural Leadership, and an annual field trip to international biennales, open to all Art & Design students.

Professor Douglas Kahn
Douglas is a leading historian and theorist of media arts, sound and music in the arts, energy in the arts, and science in the arts from the late-19th Century to the present, with an emphasis on the traditions of the avant-garde and experimentation. He is the author of a series of influential books and was formerly a professor in Science and Technology Studies, UC Davis. Douglas is a recipient of both a Guggenheim Fellowship and an Australian Research Council Future Fellowship.

Associate Professor Mari Velonaki
Founding Director of UNSW’s Creative Robotics Laboratory, Mari works in interactive installations that incorporate movement, speech, touch, breath, electrostatic charge, artificial vision and robotics. Mari leads a major Australian Research Council art-science research project in collaboration with robotics scientists at the Australian Centre for Field Robotics. Her work has been exhibited globally in major museums, galleries and exhibitions.

Wendy Parker
Designer, artist, program coordinator for jewellery and object design. Wendy’s practice has included collaborations with celebrated architect Peter Stutchbury.

Dr Alex Davies
Alex is an award-winning media artist whose practice spans a diverse range of media and experiments with interaction, technology, perception, mixed reality and illusion. His work has exhibited widely across Australia and internationally.

Dr Zanny Begg
Zanny is an artist, curator, theorist and lecturer. Her work has been exhibited in Artspace, Sydney, the Istanbul Biennale, Turkey, Taipei Biennal, Taiwan, Sharjah Biennale, UAE, and the National Centre for Contemporary Art, Moscow.

Dr George Poonkhin Khut
George is an artist and interaction-designer working across the fields of electronic art, design and health. In 2012 he was recognised with the National New Media Art Award. George’s research interests include tangible and embodied interaction, participatory art, and experimental art and interaction design in health and medicine.

Susan Danta
Susan is an award-winning animator and commercial motion designer. She has exhibited at the National Portrait Gallery (animated self-portrait exhibition), Australian Centre for the Moving Image, the 4th Gwangju Biennale, South Korea and the Smithsonian Institution Washington DC.

Jeffrey Koh
Artist and trans-disciplinary experiential designer, Jeffrey has worked on catwalk and fashion show designs for Prada and Miu Miu, advertising and gallery curation for KesselKramer, and architecture and exhibition designs for the Office for Metropolitan Architecture / Rem Koolhaas.
Our Alumni

When you choose UNSW Art & Design you join our national and international network. Our Alumni community includes more than 13,000 people across 50 countries.

Encompassing graduates of organisations such as: Alexander Mackie College, Sydney OAE and the City Art Institute among other antecedents, the UNSW Art & Design Alumni community spans contemporary art, design practice, communications and advertising, digital and media industries, art education, research, academia, and the galleries, libraries, archives and museums sector.

Strongly represented in Sydney and in other major capital cities across Australia the UNSW Art & Design alumni diaspora includes communities in Beijing, Delhi, Hong Kong, Jakarta, Kuala Lumpur, London, New York, Seoul and Singapore.

Our distinguished Alumni include critically acclaimed artists, celebrated designers, leaders of ground-breaking enterprises and renowned cultural institutions around the globe. Examples include:

- Melissa Chiu, Asia Society, New York
- Shaun Gladwell, whose work was exhibited in the Venice Biennale in 2007 and 2009; Gordon Hockley international artist and Warunya man, Harry Amann, represented at the Australia 54th Venice Biennale 2011; Del Kathryn Barton, Archibald Prize Winner in 2008 and 2012.
- Claire Healy and Sean Cordeiro exhibited in Venice in 2009.
- Angelica Mesiti, Venice Biennale 2011;
- Cai Guo-Qiang, Senior Designer M&C Saatchi;
- Alexie Glass-Jones, Assistant Director of the Smithsonian Hirshhorn Museum and Sculpture Garden Washington DC;
- Michael Baldwin, Assistant Director of the National Gallery of Australia; Alexie Glass-Kantor, Executive Director of Artspace; Lisa Haviland, Director of CarnegieMuseums; Victoria Lynn, Director of the TarraWarra Museum of Art; Russell Storer, Senior Curator at the National Gallery of Singapore; Wayne Tunnellcliffe, Head Curator of Australian Art at the Art Gallery of NSW; and Nina Mackie, Director of Education and Public Programs at the Walker Art Center in Minneapolis.

Hundreds of our graduates are building successful careers across the advertising, media communications, and entertainment industries nationally and internationally including:

- Laura Jordan Bambach who has been voted a ‘digital icon’ by her UK peers;
- Dan Bolton, Creative Group Head, Dogat;
- Peter Nizio, Head of Design, Fontel Classics;
- Yosuke Ando, Senior Designer M&C Saatchi;
- Lisha Tan, Art Director, Mill+, Los Angeles;
- James Kape, Designer, Wolff Olins, New York;
- Andrew Moffitt and Mark Moffitt, principals, MoffittMoffitt, Sydney.

Internationally acclaimed artists such as Newell Harry and Fiona Hall are being exhibited at the 56th Venice Biennale 2015; Shaun Gladwell, whose work was exhibited in the Venice Biennale in 2007 and 2009; Gordon Hockley international artist and Warunya man, Harry Amann represented at the Australia 54th Venice Biennale 2011; Del Kathryn Barton, Archibald Prize Winner in 2008 and 2012.

- Claire Healy and Sean Cordeiro exhibited in Venice in 2009.
- Angelica Mesiti, David Haines, Joyce Hinterding, Jonathan Jones, winner of the Kaldor Public Art Projects. Big ideas initiative; and Fiona Lowery all studied at UNSW Art & Design.

Our outstanding design graduates work internationally spanning spatial and environments, interior, graphics, communication, objects, jewellery, fashion and textiles, lighting, set design, events, customer and user experience. Trent Jansen, sustainable designer; Lucy Simpson, leading emerging Indigenous designer; Jamie Perrow, designer and artist.

Urban Art Projects, Shanghai; Nathan Yong, leads this Singapore-based multidisciplinary design consultancy practice; recognised as one of Asia’s top 40 under 40 designers, Wesley Liu, principal of O+P Design in Hong Kong; Lorna Diwa, Customer Experience Designer, Google; founders of Dinosaur Designs, Stephen Ormandy, Louise Olsen and Diane Rosier. Eike Kremmer Jewellery and accessories designer; and Jasmine O’Loughlin, Senior Designer, Jewellery, Watches, Eyewear at Marc Jacobs, New York.

Theoretical, critical, commentational and academics such as Associate Professor Anthony Gardner, Oxford University Ruskin School of Art; Dr Andrew Frost, critic for the Guardian Australia, ABC broadcaster and commentator; Professor Tim Marshall, Provost and Chief Academic Officer of Parsons New School, New York; and Professor Graeme Sullivan, Director, School of Visual Arts, Penn State University are all UNSW Art & Design alumni.

1 Kim Clark, 2013 Sammie of Bilum
2 Centre’s bed: glass mosaic by Sally Nathan Yong
3 Shaun Gladwell Photo: Abrecht Fuchs
4 Cat Guo-Qiang Handprint: Stage One, 2004 at the 56th Biennale of Sydney Nina Mackie
5 Melissa Chiu, Asia Society, New York
6 Griffith Art prize being hung Ophiolite Rock, 2009 Hand-carved pedestal and slate, 152 x 293 cm by Newell Harry
7 Photo: Ivan Buljan. Courtesy of the artist and Roslyn Oxley9 Gallery, Sydney.
8 Jaime Jordan Bambach RediDM
9 Andrew Frost, Broadcaster and Cultural Commentator
Postgraduate Degrees

UNSW Art & Design constantly adapts and enhances our degrees to ensure that we offer the highest quality experiences to reflect the best contemporary global thinking and practice, extensive industry engagement and leading-edge research.

Coursework Degrees
- 44 Master of Art
- 52 Master of Curating and Cultural Leadership
- 62 Master of Design

Research Degrees
- 70 Masters by Research
- 70 Masters of Philosophy by Research (MPhil)
- 73 Doctoral Research (PhD)
The Master of Art is an innovative coursework and studio-based program that provides a comprehensive interdisciplinary postgraduate experience in contemporary fine art practices.

At UNSW Art & Design we foster a studio culture that is challenging and supportive of the development and growth of experimental, critically informed creative practices, produced in the context of contemporary ideas, and alert to the continuing influence of historical precedent.

This program provides pathways for both those with backgrounds in art and those who wish to enter art from other professional environments. Graduates of the Master of Art are prepared to be independent contemporary visual artists, with the capabilities to undertake leadership, research and innovation roles across a wide range of professional creative and cultural environments.

The Master of Art program culminates in a major project, which will enable you to integrate your creative practice and to fully develop as a creative arts professional.

At UNSW Art & Design we foster a studio culture that is challenging and supportive of the development and growth of experimental, critically informed creative practices, produced in the context of contemporary ideas, and alert to the continuing influence of historical precedent.

This program provides pathways for both those with backgrounds in art and those who wish to enter art from other professional environments. Graduates of the Master of Art are prepared to be independent contemporary visual artists, with the capabilities to undertake leadership, research and innovation roles across a wide range of professional creative and cultural environments.

The Master of Art program culminates in a major project, which will enable you to integrate your creative practice and to fully develop as a creative arts professional.
• Planar Practices encompassing the disciplines of painting, drawing, printmaking and the screen.
• Temporal and Spatial Practices creative practices using lens, time, space and objects, and spanning the disciplines of photography, video, sound, animation, sculpture, installation and performance.
• Future Making focusing on the making of objects, with new materials, digital technologies and craftsmanship. Future Making addresses the integration of technical knowledge and skills with material and contextual understanding. Future Making spans ceramics, jewellery, metal, textiles, furniture and lighting.

Additionally students may choose to undertake studio specialisation courses from the following areas of our design program:
• Visualisation and Visual Effects, which focuses on the practices of designing for animation, 3D, sound, film, video, illustration and computing.
• Interaction Design and User Experience which addresses visual communication and user experience across graphics, multiplatform, cross media and new and emerging technologies.
• Experience Design engages with the design of products, processes, services, events and environments, with a focus on the quality of the user experience.
• Graphic Communication addresses graphic design for paper and print, motion graphics for screen and broadcast, contemporary typography, graphic design and cross-cultural communication strategies, designing for different audiences.

ART

Studio Specialisations

Studio-based art specialisations available at UNSW include:

1. Cicada Press Photo: Hamish Trone
2. Photo: Brett Boardman
3. Photo: Britta Campion
Opposite Student working in a printmaking workshop. Photo: Britta Campion

1. Cicada Press Photo: Hamish Trone
2. Photo: Brett Boardman
3. Photo: Britta Campion
Career Opportunities

Our graduates work professionally in international contemporary art and related creative fields.

UNSW’s outstanding Master of Art graduates are exhibited and collected widely in Australia and internationally, including in some of the world’s leading art museums, galleries and major biennales. For example, a significant number of UNSW Art & Design graduates have represented Australia at the Venice Biennale.

Our graduates have consistently achieved national recognition by winning Australia’s most prestigious art prizes including the Blake and Archibald Prizes, the Helen Lempriere Travelling Art Scholarship and the Samstag Award. A number of graduates have also been awarded Fulbright and other notable international scholarships and residencies.

Many of our graduates are practicing artists in their field(s) of expertise, such as professional photographers, textile artists, sculptors, painters, printmakers, ceramicists, video and media artists, jewellers and fine artists.

UNSW Art & Design’s Master of Art equips students with both practical and transferable skills and insights, so that graduates also find employment across the creative and cultural industries including:

- Advertising, art direction and communication
- Arts and cultural administration, management and policy making
- Commercial and news photography
- Curating and program management in festivals, museums, galleries and public spaces
- Exhibition planning, design and installation
- Entertainment, media and technology industries
- Theatre, film and television production
- Urban planning, site activation and public art

The Master of Art makes provision for three entry points depending on the level and nature of prior qualifications.

Applicants who have a completed Bachelor’s degree in any field (related or unrelated) are eligible for admission into the full two-year program. The two-year program includes foundational disciplinary courses in art.

Applicants with a completed Bachelor’s degree in a related (visual arts or media) field with a Weighted Average Mark (WAM) of 65 or equivalent are eligible for admission into the 1.5-year program.

Applicants applying with a completed Honours degree in a related field (visual arts or media) are eligible for admission into the one-year advanced disciplinary component of program.

Those applying without a Bachelor’s degree may be admitted into the Graduate Certificate of Art on the basis of a portfolio and relevant professional experience. Students who complete the requirements for the Graduate Certificate or Graduate Diploma with a WAM of 65 are eligible for admission into the Master’s program with full credit for courses already completed.

Apply online at apply.unsw.edu.au

Admission Requirements
Master of Art

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<td>SART9002 Process and Materiality</td>
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<td>SART9003 The Consolidated Studio</td>
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<td>SART9024 Capstone Project</td>
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<td>Art in Context</td>
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<tr>
<td>ADA9913 Communication Skills for Creative Disciplines</td>
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<td>ADA9914 Research Foundations in Art &amp; Design</td>
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<td>ADAD9115 Fine Arts Professional Practice or History/Theory course*</td>
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<td>Studio Specialisations</td>
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<td>Choose course from available Studio Specialisations</td>
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Entry with Pass degree or no degree but Recognition of Prior Learning
Entry with related Pass degree or Graduate Certificate
Entry with related Honours degree, related Pass degree + Recognition of Prior Learning or Graduate Diploma

*Students with advanced standing for Professional Practice must undertake a History/Theory course.

Studio Specialisations

<table>
<thead>
<tr>
<th>Planar Practices</th>
<th>Temporal and Spatial Practices</th>
<th>Future Making</th>
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</thead>
<tbody>
<tr>
<td>SART9003 Chromatic &amp; Tonal Approaches to Contemporary Art</td>
<td>SART9002 Lens and Studio Craft</td>
<td>ADA9911 New Technologies, Traditional Techniques: Hybrid Crafting</td>
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<td>SART9006 The Reproduced Image: Series &amp; Seriality</td>
<td>SART9014 Additive Approaches to Art</td>
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<td>SART9007 Line &amp; Mark: Past &amp; Futures</td>
<td>SART9016 Temporal Approaches to Art</td>
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<tr>
<td>SART9009 Figure &amp; Figuration: Mapping the Body</td>
<td>SART9018 The Laptop Atelier</td>
<td>ADA9916 Society, Collaboration and Cultural Practices</td>
</tr>
</tbody>
</table>

Monumental Orifices and A Pit of Ease, 2014 Louise Zhang
UNSW’s Master of Curating and Cultural Leadership (MCCL) is designed for graduates and career professionals who aim to play a leading role in shaping the creative and cultural landscape of the future.

We see contemporary curating as a dynamic profession, which plays a key role in setting cultural agendas and discovering new ground. We foster a vision of leadership that is deeply diverse and non-hierarchical.

The MCCL is designed to build connections between curating, audience engagement, policy, management, critical writing, communication, promotion, production and the many new roles emerging in contemporary digital culture.

This recently introduced program builds on UNSW Art & Design’s 20 years of experience in delivering leading postgraduate education for arts and cultural professionals, many of whom are now prominent leaders across the Australian and international cultural and creative sectors.

Based on extensive industry engagement and consultation, we deliver our curriculum in close collaboration with our on-campus UNSW Galleries and with a broad range of Australian and International industry partners. Students undertake an industry internship as part of this program. UNSW Art & Design’s Sydney-based cultural partners include the Art Gallery of New South Wales, Artspace, Australian Centre for Photography, Carriageworks, Museum of Contemporary Art Australia, Object Australian Design Centre, Powerhouse Museum of Applied Arts & Sciences and the Sydney and Vivid festivals.
CURATING AND CULTURAL LEADERSHIP

Specialisations

Students within the MCCL choose specialisations from Curating and Cultural Leadership.

Curating
Focuses on contemporary curating as a diverse and dynamic profession, which play a key role in setting cultural agendas and discovering new ground.

The curatorial stream emphasises experimentation, innovation, and the development of a strong independent practice through curatorial studios and dynamic and challenging live public projects.

Cultural Leadership
This includes museum education, policy, management, critical writing, promotion, production and the many new roles emerging in contemporary digital culture.

The Cultural Leadership stream emphasises management and leadership skills, experimentation and the development of a strong independent practice through curatorial studios and live public projects.

Our MCCL graduates develop strong individual practices, underpinned by robust and flexible skills in a highly networked, industry-engaged, diverse and global environment.
CURATING AND CULTURAL LEADERSHIP

Program Structure

The Master of Curating and Cultural Leadership offers a customisable structure with flexible entry points and incorporates both full time and part time options.

A core curriculum of knowledge acquisition and skills development guides progression through the three key stages of the degree:

• Students entering the 96UOC (two years full time) pathway will be introduced to the field in their first semester through a grounding in art and cultural history, theory and policy as well as writing skills;
• Students entering the 72UOC (1.5 years full time) pathway join at the intermediate level, with a core focus on developing research skills and building a sophisticated knowledge of the forces shaping the Australian and international cultural landscape;
• Students entering the 48UOC (one year full time) pathway join the program at the advanced level, with a core focus on high-level writing and research skills, ethics and legal considerations and advanced theory in curating and cultural leadership.

In the final year all Masters students undertake an industry-based internship tailored to develop their practical skills, build their professional network and open up future employment opportunities.

All students undertake a capstone project that enables them to employ and extend the skills and knowledge they have gained during the program through developing and delivering an independent or collaborative cultural initiative.

This core sequence is complemented by numerous specialisation options (see Studios and Areas of Study). Students can also graduate with a Graduate Certificate (24UOC) or Graduate Diploma (48UOC).

Master of Curating and Cultural Leadership

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<tr>
<th>Session 1</th>
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<tr>
<td>Core Knowledge</td>
<td>SAHT9138 Art After Postmodernism OR SAHT9204 Contemporary Creative Practice: Methods</td>
<td>6</td>
<td>SAHT9110 Australian Arts Ecology</td>
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<td>SAHT9113 Cultural Property, Ethics and the Law</td>
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<td>SAHT9115 Internship</td>
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<tr>
<td>Core Skills</td>
<td>ADA92113 Communication Skills for Creative Disciplines (S1 &amp; S2)</td>
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<td>ADA92114 Research Foundations in Art &amp; Design</td>
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<td>SAHT9112 Writing for Digital and Social Media</td>
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<td>SAHT9118 Capstone Project</td>
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<tr>
<td>Curating &amp; Cultural Leadership Specialisations</td>
<td>SAHT9310 Exhibiting Cultures OR SAHT9124 Arts &amp; Cultural Policy</td>
<td>6</td>
<td>Specialisation Option</td>
<td>6</td>
<td>SAHT9117 Contemporary Curating, Theories &amp; Practices OR ADA9212 Leadership in the Cultural and Creative Industries</td>
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<td>Electives</td>
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Entry with unrelated Pass degree, or no degree but Recognition of Prior Learning
Entry with related Pass degree, or Graduate Certificate
Entry with related Honours degree, related Pass degree + Recognition of Prior Learning, or Graduate Diploma

Specialisation Options

- ACCT9106 Financial Literacy for Business Decisions
- SAHT9117 Contemporary Curating: Theories & Practices
- SAHT9211 Right Here Right Now: Contemporary Issues in Aboriginal Art
- ACCT9149 Managing Agile Organisations
- SAHT9122 Audience Engagement: Education & Public Programs
- SAHT9111 Curatorial Studio: Social Space
- ADA92111 Designing the Experience: Exhibitions and Beyond
- SAHT9123 Marketing and Communication: Public and Communities
- SAHT9112 Curatorial Studio: Relics and Innovation
- ADA92012 Leadership in the Cultural & Creative Industries
- SAHT9128 Histories of Australian Art Exhibitions
- SAHT9113 Curatorial Studio: Collections & Recipes
- SAHT9110 World Biennales
- SAHT9131 Visual and Museum Cultures of the Asia-Pacific
- SAHT9116 Research Paper
- SAHT9111 Management of Arts Organisations
- SAHT9201 Conservation, Registration & Handling
The MCCL program offers a dynamic range of industry-engaged specialisation options that integrate theory, skills and practice. All courses within the curriculum emphasise the transformative impact of new technologies, the dynamic field of Asia Pacific art and design and the diverse and distinctive creativity of Australia.

Current specialisation options include:

- Audience engagement, education and public programs
- Marketing, communication and audience development with an emphasis on digital media and technology
- Exhibition design
- Strategic management of cultural organisations
- Conservation and registration
- World biennales

A series of curatorial studios delivered in collaboration with industry partners such as leading museums, public galleries and major events address key areas of contemporary curatorial theory and offer students practical engagement with real-world projects.

Current studios include:

- Collections and Recollections
- Site and Situation
- Curating Social Space
- Experimental Curating

Photo: Britta Campion
Photo: Wei-Ling Tseng
Photo: Neil Brandhorst
Segue
Photo: Britta Campion

Opposite
Student installing the UNSW Art & Design Annual Exhibition
Photo: Wei-Ling Tseng
Our graduates play leadership roles in the arts, cultural and creative industries across Australia and internationally.

These knowledge and experience industries are key drivers of growth in the contemporary global economy. Our graduates are sought after across a range of arts, cultural, events, entertainment, media and technology sectors.

Our alumni work in diverse roles across independent, institutional, private and public environments including:

- Arts and cultural leadership, management, policy making and administration
- Curatorship, festival, program, event and museum management
- Art Dealing, advising and sales
- Directors of cultural organisations and institutions
- Creative direction, planning and production
- Art and design criticism, communications, marketing and journalism
- Cultural and creative research and scholarship
- Arts and cultural publishing, broadcasting and distribution
- Design thinking and management
- Public programming and engagement
- Art Education and training
- Entrepreneurship, strategy, creative social enterprise and start-ups

The Master of Curating and Cultural Leadership makes provision for three entry points depending on the level and nature of prior qualifications.

Applicants who have completed Bachelor’s degree in any field (related or unrelated) are eligible for admission into the full two-year program. The two-year program includes a foundational course component in Curating and Cultural Leadership.

Applicants with a completed Bachelor’s degree in a related field with a Weighted Average Mark (WAM) of 65 or equivalent will be granted admission into the 1.5-year program.

Applicants applying with a completed Honours degree in a related field will be granted admission into the one-year advanced disciplinary component of program.

Those applying without a Bachelor’s degree or a Bachelor’s degree completed more than 10 years ago can be admitted into the Graduate Certificate of Cultural Leadership by the Program Director on the basis of relevant industry experience. Students who complete the requirements for the Graduate Certificate or Graduate Diploma with a WAM of 65 are eligible for admission into the Master’s program with full credit for courses already completed.

Apply online at apply.unsw.edu.au
Master of Design

UNSW Art & Design’s Master of Design degree is an interdisciplinary industry-engaged program that integrates technology, design thinking, conceptual exploration, strategy and communication with practical skills to focus on the role of design in innovation and the global economy.

This intensive program provides pathways for those with backgrounds in design and media practice and those who wish to enter these fields from other professional backgrounds.

During the program you will extend and develop your theoretical, research, professional and practical design knowledge and skills to an advanced level.

Our degree is focused around integrated and multidisciplinary studios that underpin the development of professional skills, capabilities and confidence needed for leadership roles and to dynamically support innovation in freelance, project or design, media and technology business contexts.

Studio-based courses enable you to choose to either focus on a specific area of design and digital media practice, or to put together your own suite of courses from across dynamic fields of design, material practice and digital media.
Studio Specialisations

Experience Design
Engages with the design of products, processes, services, events and environments, with a focus on the quality of the user experience.

Interaction Design
Interactive visual communication and user-experience spans graphics, multiplatform, cross media and emergent technologies.

Visualisation and Visual Effects
Focusing on designing for animation, 3D, sound, film, video, illustration and computing.

Future Making
Addresses the making of objects using advanced new materials and digital technologies along with traditional methods and craftsmanship. This suite of courses focuses on the integration of technical knowledge and skills with material and contextual understanding. Future Making works with ceramics, jewellery, metal, textiles, furniture and lighting.

Graphic Communication
Addresses graphic design for paper and print, motion graphics for screen and broadcast, contemporary typography, graphic design and cross-cultural communication strategies, designing for different audiences.

Career Opportunities
UNSW’s Master of Design graduates are highly sought after across a broad range of professional design disciplines in media and technology industries, global institutions, major corporations, creative and bespoke agencies.

Masters graduates secure employment in areas including:
- Graphics, media and digital design
- UX and responsive design
- Communications, branding and advertising
- Design management and strategy
- Social innovation and entrepreneurship
- Data visualisation and animation
- App development
- Creative consultancies, design and media studios, design-led businesses
- Object, furniture and lighting design
- Film, television, online and mobile production and post-production
- Environmental, spatial, interior and architectural design practices
- Design for retailing, industry events and expos
- Design for exhibitions, galleries and museums
- Costume, theatre and events design
- Design teaching and academia
- Jewellery and wearable design
- Packaging, illustration and publishing
- Textile, fabric and fashion design

Admission Requirements
The Master of Design makes provision for three entry points depending on the level and nature of prior qualifications.

Applicants who have a completed Bachelor’s degree in an unrelated field may be granted admission into the full two-year program.

Applicants who have a completed Bachelor’s degree in any field (related or unrelated) are eligible for admission into the full two-year program. The two-year program includes a foundational disciplinary course component in design (or a semester of foundational disciplinary courses in design).

Applicants with a completed Bachelor’s degree in a related field with a Weighted Average Mark (WAM) of 65 or equivalent will be granted admission into the 1.5-year program.

Applicants applying with a completed Honours degree in a related field will be granted admission into the one-year advanced disciplinary component of program.

 Those applying without a Bachelor’s degree may be admitted into the Graduate Certificate of Design by the Program Director on the basis of a portfolio and relevant professional experience. Students who complete the requirements for the Graduate Certificate or Graduate Diploma with a WAM of 65 are eligible for admission into the Master’s program with full credit for courses already completed. Apply online at apply.unsw.edu.au
## Master of Design

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<td>SDES9211: Culture &amp; Identity</td>
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<td>ADAD9113: Communication Skills for Creative Disciplines</td>
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<td>ADAD9114: Research Foundations in Art &amp; Design</td>
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<td>SDES9352: Imporatives for a Sustainable Future</td>
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<td>SDES9202: Core Design</td>
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<td>SDES9202: Core Design</td>
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<td>ADAD9311: Leadership in the Cultural and Creative Industries</td>
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### Design in Context

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<td>Choose from available Studio Specialisations</td>
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### Studio Specialisations

#### Disciplinary

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<tr>
<th>Experience Design</th>
<th>Interaction Design and User Experience</th>
<th>Visualisation &amp; Visual Effects</th>
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<tbody>
<tr>
<td>ADAD9311: Designing Exhibitions and Beyond</td>
<td>SDES9321: Interactive Design: Protocols for Products and Services</td>
<td>SDES9323: 3D Digital Aesthetics</td>
</tr>
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<td>SDES9330: Participatory Design</td>
<td>SDES9315: Tangible Interfaces, Immersive Interactions</td>
<td>SDES9324: 3D Immersion and Interaction</td>
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<tr>
<td>SDES9333: Design and Production in Context</td>
<td>SDES9350: Design and Production in Context</td>
<td>SDES9355: Design and Production in Context</td>
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#### Advanced

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<tr>
<td>ADAD9212: Material Thinking</td>
<td>ADAD9215: Crafting a Sustainable Future</td>
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<tr>
<td>SDES9342: Graphic Design for Screen</td>
<td>SDES9333: Future Making: Dialogues: Politics &amp; Practice</td>
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### Entry Requirements

- Entry with unrelated Pass degree or no degree but Recognition of Prior Learning (Portfolio)
- Entry with related Pass degree (WAM >65) or no degree but Recognition of Prior Learning (Portfolio)
- Entry with related Honours degree, related Pass degree + Recognition of Prior Learning or Graduate Diploma

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*Subject to approval*
Postgraduate research at UNSW Art & Design is at the forefront of contemporary and experimental art, media and design. We encourage interdisciplinary experimentation and offer wide-ranging opportunities for significant research encompassing practice-based and theoretical areas of inquiry.

Our faculty research community features internationally recognised strengths in contemporary art and design practice, media arts, immersive interactivity, art and ecology, creative robotics, art and society, curating and cultural leadership. Supervision is provided by research leaders in each of these fields.

UNSW Art & Design supports postgraduate research through a dynamic program of events, and through dedicated regular series of postgraduate seminars. Research degrees may be supplemented by coursework. All of our programs can be undertaken through practice-based, hybrid or written studies only approaches.
RESEARCH

Degree Options

Masters by Research

A Masters by Research degree requires completion of research that demonstrates mastery and excellence in a project or across fields. Candidates work closely with a supervisor to develop an independent practice-based or written research project in art, media and/or design fields. Masters by Research candidature is supported through access to dedicated postgraduate spaces and Faculty-wide postgraduate research culture and events. Masters by Research programs run for two years full-time.

Masters of Philosophy by Research

A Masters of Philosophy (MPhil) provides a pathway into further research studies and/or retraining in new research fields for the candidate. Candidates work closely with a supervisor – usually a research leader in the specific field – to shape their research question, proposition and approach. Candidates also undertake a suite of coursework that supports their research training and integrates with their research project. MPhil candidates are also supported through access to dedicated postgraduate spaces and Faculty-wide postgraduate research programs and events. The minimum length of candidature is one year and the maximum length is two years.

1. Allan Giddy, SP studio
   Photo: Allan Giddy

2. Juxtaposition, 2011
   Volker Kuchelmeister

   Photo: Alex Davies

   Volker Kuchelmeister, Teshigawra

Opposite
Device 01, 2010
Scott Brown
Photo: Scott Brown
PhD researchers are required to make an original contribution to art, design and media knowledge via practice and/or written thesis. Candidates work with a supervisor — a research leader in the specific research field — to shape their research question, proposition and approach.

PhD research is supported by courses run by UNSW and the faculty of Art & Design on research foundations in experimental art, media and design, by postgraduate research laboratory spaces and by a lively, rigorous and engaged staff and student research culture.

Entry to a PhD at UNSW Art & Design requires a first class honours degree or equivalent, for example, a prior Masters by Research degree with equivalent grading or Faculty-evaluated professional experience.

We welcome applications for transdisciplinary research in all areas of practice and theory aligned with the Faculty’s research strengths, which currently include: design for environment and sustainability; interactive and immersive art/design/media; high-end visualisation; creative innovation for robotics; studies at the nexus of art, science and medicine; socially engaged art; sound and sensory studies; visual anthropology; curatorship and cultural leadership.

PhD candidature is for a maximum of four years full-time, six years part-time.
How to Apply

Admission to UNSW Art & Design

Whether you are building on an undergraduate degree in art, design or media, or in a similar discipline, or seeking a new career path or area of interest, UNSW Art & Design welcomes you to apply for admission to one of our internationally recognised Postgraduate degrees.

Postgraduate Coursework

Domestic Students
Applications for admission into Postgraduate Coursework programs must be submitted directly to UNSW via the UNSW Apply Online webpage apply.unsw.edu.au. Alternatively, you can download a paper application from the Apply Online webpage.

All students who apply will be sent an acknowledgement once their application has been received. Students will also be advised of any outstanding information or documentation that may be required for consideration and be provided with instructions on how to submit this.

Domestic applicants should also refer to the Entry requirements section for each UNSW Art & Design Postgraduate Coursework program. artdesign.unsw.edu.au/future-students/how-apply

International Applicants
International students who wish to study a Postgraduate Coursework program at UNSW Art & Design apply using the UNSW Apply Online webpage apply.unsw.edu.au.

Postgraduate Coursework International applicants should consult with the UNSW International website international.unsw.edu.au/study/applying/ for information regarding admissions requirements, English language requirements and a guide on how to apply.

Applicants should also refer to the Entry requirements section for each UNSW Art & Design Postgraduate Coursework program.

UNSW Art & Design Postgraduate Coursework Studio Program IELTS requirement

Applicants who complete the International English Language Testing System (IELTS) Academic Version with a minimum requirement of 6.0 overall with a minimum score of 5.5 in each of the sub-tests of speaking, listening, reading and writing will meet the English Language requirement for the following postgraduate studio based programs listed opposite:

• Master of Design (9313)
• Graduate Diploma in Design (5724)
• Graduate Certificate in Design (7303)
• Master of Art (9014)
• Graduate Diploma in Art (5907)
• Graduate Certificate in Art (7307)

Therefore the IELTS (Academic) score needed to meet the English language requirements for the above listed Art & Design studio programs is 6.0 overall, 5.5 in each subtest.

For all other Art & Design (Coursework) programs, students are required to meet minimum IELTS requirements of 6.5 overall with a minimum of 6.0 in each of the sub-tests of speaking, listening, reading and writing.

Graduate Research School
The Graduate Research School (GRS) is the central administration and support unit for all higher degree research candidates at UNSW. Detailed advice for prospective research degree candidates can be located on the GRS website. This includes guidance on determining eligibility, establishing a research area, identifying a supervisor, development of a research proposal, collection of supporting documentation and preparation of your application.

At UNSW postgraduate researchers enjoy personalised support and service from GRS, access to funding for conference travel, opportunities to acquire enhanced skills and training through coursework options, tailored seminars in research management, career development, and the opportunity in many disciplines to obtain teaching experience.

For advice on how to apply to undertake a postgraduate research degree at UNSW visit research.unsw.edu.au/how-apply-enrol-research-degree
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artdesign.unsw.edu.au/future-students

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