Creativity elicits deep human responses.

Artists and designers provide us with insights into the most challenging and perplexing aspects of contemporary life.

UNSW Art & Design is an internationally recognised centre for excellence in art and design practice, education and pioneering research.

Part of the University of New South Wales (UNSW), one of the world’s top 40 universities, our creative faculty is ranked among the global top 30 art and design schools in the 2016 QS World University Rankings.

UNSW Art & Design is the only creative research faculty in Australia to be regularly awarded 5 Stars in the Excellence in Research for Australia reports 2012-15.

Globally oriented, our community is made up of leading artists and designers, committed educators, innovative media creators, scholarly researchers and industry practitioners.
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.

UNSW Australia has invested more than $1.2 billion in world-class facilities for students and research.

The UNSW Art & Design campus in Paddington incorporates an array of cutting-edge galleries and workshops, private workspaces and open studies, 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 1,000 industry partners, UNSW Art & Design offers pathways into the creative industries and organisations that are transforming global knowledge and culture.

Sought after by leading employers, UNSW Art & Design graduates are making contributions to some of the most admired and influential creative organisations shaping the world today.

Above: Jason Gibson’s Autogamy (The Dream of Flowers) 2014. Digitally printed silk faille embellished with glass beads.

Opposite: Collaborative student concept (UNSW Art & Design students and Sichuan Fine Arts students) for Gou Tai Plaza site in Chongqing.
Contents

UNSW Art & Design p08
From the Dean p10
Creative Campus Life p12
Globally Engaged Learning and Teaching Environment p14
Research Culture and Environment p17
Leading Global Universities p18
Unmatched Industry Links p20
Careers Overview p22

Studios, Workshops and Media Production p24
Network of Galleries and Exhibition Spaces p26
Advanced Research Centres, Laboratories and Groups p30

Scholarships p36
Prizes p37
Creative Staff p38
Our Alumni p42

Coursework Degrees p44
- Master of Art p44
- Master of Curating and Cultural Leadership p52
- Master of Design p62
- Master of Public Relations and Advertising / Master of Design p68

Research Degrees p72
- Master of Fine Arts by Research p74
- Master of Philosophy by Research p74
- Doctoral Research p75

How to Apply p76
Become a part of our Art & Design community p78
UNSW Art & Design

At UNSW Art & Design we believe in the pursuit of creative excellence.

In our dynamic programs, you will simultaneously build your knowledge of history and tradition while actively exploring the frontiers of creative practice through a balance of conceptual learning and hands-on making skills and techniques.

Global Top 40
QS World University Rankings 2017

Ranked Nº 1 creative research faculty in Australia.
The only creative faculty nationally to regularly be awarded 5 stars in the Excellence in Research for Australia reports 2012-2015.

Top 3% of international art and design institutions

Photo by Brett Boardman.
FROM THE DEAN

Creativity, design and innovation are transformative and make the world a better place.

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 environment we foster. Our rigorous and intensive art, design and media degree programs are studio practice-based and industry engaged.

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

Our teaching utilises the latest methods, underpinned by leading-edge technology and an innovative learning environment to inspire a new generation of creative thinkers. Our faculty is comprised of dedicated educators, leading practitioners, researchers and scholars spanning contemporary visual arts, creativity and culture, design and innovation.

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.

Today we are drawn from across the Asia Pacific region and globally. 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

Acknowledgment of Country

UNSW Art & Design acknowledges and pays respect to the traditional owners of the land, the Gadigal People of the Eora Nation. It is upon their ancestral lands that our Campus is built.

As we share our own knowledge, teaching, learning, and research practices within this faculty we also pay respect to the knowledge embedded forever within the Aboriginal Custodianship of Country.

1 UNSW Art & Design specialist campus located in the heart of Sydney’s creative precinct. Photo: Mark Merton.
Opposite: Professor Ross Harley in UNSW Galleries.
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 curated 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.

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.

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.

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.
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 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.

1 Documenting in the field during ‘Photomedia: site and context’ – a UNSW Art & Design Special Project held in Gdańsk Poland. Photo: Kieran Butler
2 Student operates interactive Cinema with hand controller. Photo: universal
3 Mad.Lab at Beijing Design Week 2016.
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 the faculty’s strengths in research and scholarship.

1(iGLAM Lab, Birds Eye Scanner. Photo: Sarah Kenderdine.
4 Amnesia Lab at UNSW Art & Design. Photo: Alex Davies.)
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 220 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.
Our 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, and Vivid Sydney.

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 organisations spanning small design-led and creative businesses, innovative start-ups, and global brands.

UNSW Art & Design’s network of international partners and peers 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 (USA), ZKM Center for Art and Media in Karlsruhe (Germany), and REMIX (in Sydney, London, NYC, and Dubai).

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.

Our alumni diaspora extends across more than 30 countries with communities in Beijing, Delhi, Hong Kong, Jakarta, Kuala Lumpur, London, New York, Seoul, and Singapore among other cities.

Unmatched Industry Links

UNSW Art & Design is deeply engaged in creative and cultural industries nationally and internationally. Our unmatched network of 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.
Careers Overview

Get ready for your next career step, challenge yourself in a new field, hone or upgrade your creative skill-set 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 on the next page employs our graduates.
Studios, Workshops and Media Production

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 laser cutting and 3D fabrication equipment.

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.

Toolroom

Our Toolroom is the making hub of campus. It supports every creative degree 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

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, including video and sound equipment, digital and film cameras. 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

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

Studios, Workshops and Media Production

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 laser cutting and 3D fabrication equipment.
Network of 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

One of the nation’s leading university art and design museums, UNSW Galleries presents an ambitious program of changing exhibitions and projects exploring recent ideas and research in art and design, creativity and culture, science, 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 1,000 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.
Kudos Gallery
Located in the heritage-listed Saint Sophia Hall, just a short walk from the UNSW Art & Design campus in Paddington, Kudos Gallery is a student-run exhibition space managed by Arc.
Each year 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.

ADspace
ADspace 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, ADspace 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 A&D Annual graduation exhibition.

1 Exhibition launch at UNSW Galleries. Photo: silversalt.
2 Exhibition opening at ADspace.
3 Installation shot of The Patient at UNSW Galleries. Photo: silversalt.
4 Kudos Gallery entrance. Photo: Britta Campion.
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 explore 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.

**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. Cinema 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 dedicated to 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.


Volker Kuchelmeister, Juxtaposition, 2011, 3D installation.

Behind Student operates interactive iCinema with hand controller. Photo: silversalt.
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. 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.

Expanded Perception and Interaction Centre

UNSW's EPICentre represents the next generation in medical imaging technologies. It will revolutionise 2D and 3D imaging, with ultra-high resolution photography and digital laser scanning creating immersive environments at the boundaries of medicine, science, art and design.

This groundbreaking new multidisciplinary Centre brings together integrated design thinking to enable scientists to see their research in real-time and three dimensions. The EPICentre is a partnership between a number of UNSW's faculties including Medicine, Art & Design, Science and Engineering.
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 plastic and transient, while also 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 inter-disciplinary 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 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 iGLAM 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).

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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

**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 (iPRRS) / University International Postgraduate Award (UPA)
- 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, Dinosaur Designs, 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.

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1 Students in the learning commons. Photo: silversalt.
2 Gallery installation. Photo: silversalt.
3 Henri Guérinot, winner of Beta 4Start competition for Land More Bright than Sky

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 comprises 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.

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 to 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.

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.

Scientia Professor Dennis Del Favero
Founder and Director of UNSW iCinema and Associate Dean Research, Dennis is an ARC Australian Professional Fellow and artist. He is a visiting Professorial Fellow at ZKM, Germany; Visiting Professional Fellow at Academy of Fine Arts Vienna, Austria; and is Visiting Professor at City University of Hong Kong. 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 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 Jill Bennett
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.

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 (Mr X, Toronto, Canada), Senior Production Coordinator (Animal Logic, Sydney, Australia) and Animator and CG Artist (BII / BDE, Sydney, Australia). 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.

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.
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.

**Professor Sarah Kenderdine**

Sarah researches at the forefront of interactive and immersive experiences visualisation, digital heritage and digital humanities. She's a regular keynote speaker at related forums internationally and a regular contributor to the World Economic Forum. In these works, she has amalgamated cultural heritage with new media art practice, especially in the realms of interactive cinema, augmented reality and embodied narrative.

**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 motion. His work has been exhibited widely across Australia and internationally.

**Wendy Parker**

Wendy is a designer, artist, and program coordinator for jewellery and object design. Her practice has included collaborations with celebrated architect Peter Stutchbury.

**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 Poonkhi 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.

**Dr Felicity Fenner**

Director of UNSW Galleries, leading curator of contemporary art including Australia’s representation at the 2009 Venice Biennale. Felicity is a writer, media commentator and lecturer in UNSW’s Curating and Cultural Leadership program.

**Dr Rochelle Haley**

Rochelle is an artist and researcher working with experimental drawing, movement and spatial performance practice. Her current projects involve live drawing and dance to explore space structured around the sensation of the moving body. Rochelle completed a PhD at UNSW Art & Design in 2009. Recently Rochelle has been artist in residence at Artspace, Sydney, Cite Internationale des Arts, Paris, France; and Drawing Spaces, Lisbon, Portugal.

**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 experimentalism. He is the author of several influential books including Earth Sound Earth Signal: Energies and Earth Magnitude in the Arts; and Source: Music of the Avant-garde, edited with Larry Austin. Douglas is a recipient of both a Guggenheim Fellowship and an Australian Research Council Future Fellowship.

**Professor Mari Velonaki**

Founding Director of UNSW’s Creative Robotics Laboratory, Mari works in interactive installations that incorporate movement, speech, touch, 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.

**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 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 Poonkhi 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.

**Dr Rochelle Haley**

Rochelle is an artist and researcher working with experimental drawing, movement and spatial performance practice. Her current projects involve live drawing and dance to explore space structured around the sensation of the moving body. Rochelle completed a PhD at UNSW Art & Design in 2009. Recently Rochelle has been artist in residence at Artspace, Sydney, Cite Internationale des Arts, Paris, France; and Drawing Spaces, Lisbon, Portugal.

**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 experimentalism. He is the author of several influential books including Earth Sound Earth Signal: Energies and Earth Magnitude in the Arts; and Source: Music of the Avant-garde, edited with Larry Austin. Douglas is a recipient of both a Guggenheim Fellowship and an Australian Research Council Future Fellowship.

**Professor Mari Velonaki**

Founding Director of UNSW’s Creative Robotics Laboratory, Mari works in interactive installations that incorporate movement, speech, touch, 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.
Our Alumni

When you choose UNSW Art & Design, you join our national and international network. Our Alumni community includes more than 15,000 people across 50 countries.

UNSW Art & Design alumni are leading, managing, and curating arts and cultural institutions across Australia and around the world. Examples include: Melissa Chiu, Director of the Smithsonrian 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 Havilah, Director of Carriageworks; Victoria Lynn, Director of the TarraWarra Museum of Art; Russell Storer, Senior Curator at the National Gallery of Singapore; Wayne Tituncliff, Head Curator of Australian Art at the Art Gallery of NSW; and Nisa Mackie, Director and Curator 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, Dogma; Peter Nizic, Lead Designer, Foxtel; Yosuke Ando, Senior Designer M&C Saatchi; Lisha Tan, Art Director, M+ Los Angeles; James Kipe, Designer, Wolff Olins, New York; Andrew Moffitt and Mark Moffitt, principals, Moffitt.Moffitt, Sydney.

Encompassing graduates of organisations including, Alexander Mackie College, Sydney CAE, 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.

Contemporary Artists

Internationally acclaimed artists such as Newell Harry and Fiona Hall were exhibited at the 56th Venice Biennale 2015; Shaun Gladwell, whose work was exhibited in the Venice Biennale in 2007 and 2009; Gordon Hookey international artist and Waanyi man; Harry Armanious, represented at the Australia 54th Venice Biennale 2011; Del Kathryn Barton, Archibald Prize in Winner in 2008 and 2015; 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 Idea initiative; and Fiona Lowry all studied at UNSW Art & Design.

Designers

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. The list includes Trent Jansen, sustainable designer; Lucy Simpson, leading emerging Indigenous designer; Jamie Perrow, designer and artist; Urban Art Projects, Shanghai; Nathan Yong, leads his Singapore-based multidisciplinary design consultancy practice; recognised as one of Asia’s top 40 under 40 designers, Wesley Liu, principal of P+P Design in Hong Kong; Lorna Diwa, Customer Experience Designer, Google; founders of Dinosaur Designs, Stephen Ormandy, Louise Olsen and Liane Rossler; Elke Kramer, jewellery and wearables designer; and Jasmine O’Loughlin, Senior Designer, Jewellery, Watches, Eyewear at Marc Jacobs, New York.

Scholars

Theorists, critics, commentators and academics such as Associate Professor Anthony Gardner, Oxford University’s 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.
COURSEWORK DEGREE

Master of Art

The Master of Art is an innovative coursework and studio-based program that provides a comprehensive interdisciplinary postgraduate experience in contemporary fine arts 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 has two main components: a unique core program of practical and contextual art courses and studio-based courses offered across a number of specialisations.

In the art core component of the program, our students learn about the key and evolving concepts and practices of contemporary art studio practice.

Our rigorous, engaging and supportive studio environments will enable you to develop a professional approach and skill set to underpin your research development and to fulfill your creative aspirations. This process leads the transition from student to self-aware practicing artist.

The studio-based courses will enable you to either focus on a specific area of practice, or to put together your own suite of courses.

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

UNSW Handbook Code: 9314
STUDENT PROFILE

Louise Whelan

Master of Art
One of Sydney’s best-known portrait photographers Louise Whelan’s work has often focussed on migrant communities across Australia.

Her practice encompasses photography, installation and video and seeks to explore and examine the social, cultural and political power of images.

In an ambitious and inspiring project supported by the State Library of New South Wales and the National Library of Australia in Canberra, Whelan began to document the lives of people from more than 180 different countries and nationalities all of whom now live in New South Wales. It’s been a life changing experience for Whelan and one that’s drawn the artist into the lives of individuals from cultures very different to her own.

Whelan’s portraits frequently depict people who are weaving together traditions brought from the countries of their birth and displacement to their newly adopted Australian homeland. Having established bonds of trust over long periods of time, Whelan has been invited into the homes and community centres of her subjects to share meals, celebrations, and to take pictures. Her photographs show people wearing traditional attires set against a vast Australian sky and endemic hills hoists clothes line.

Whelan’s ability to capture the arc of human life and complex cultural transitions has brought her into the national spotlight. She’s been selected to exhibit her work in Australia’s National Portrait Gallery on a number of occasions and is the recipient of more than 30 national and international awards, including the prestigious Julia Margaret Cameron Award in the UK.

Whelan recently enrolled in a Master of Art at UNSW Art & Design, specialising in photography to further her poignant and critical exploration of Australia’s rich multicultural diversity.
**ART**

**Studio Specialisations**

Studio-based art specialisations available at UNSW include:

- **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. It 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:

- **3D Visualisation** which focuses on the practices of designing for animation, 3D, sound, film, video, illustration and computing.
- **Interaction Design** 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.
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 Traveling 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 fields 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 completed a 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 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

1 Helen Pylos, The End is a Distant Memory, installation view at UNSW Galleries as part of The Patient. Photo: silversalt.
2 Installation shot of Abdul Abdullah’s installation: Terms of engagement: examining the rhetoric of radicalisation. Photo: silversalt.
## Studio Specialisations

<table>
<thead>
<tr>
<th>Core Art Studio</th>
<th>Art in Context</th>
<th>Studio Specialisations</th>
</tr>
</thead>
<tbody>
<tr>
<td>SART9001 Studio Concepts and Practices</td>
<td>ADA90113 Communication Skills for Creative Disciplines</td>
<td>Choose course from available Studio Specialisations</td>
</tr>
<tr>
<td>SART9002 Process and Materiality</td>
<td>ADA90114 Research Foundations in Art &amp; Design</td>
<td>Choose advanced course from available Studio Specialisations</td>
</tr>
<tr>
<td>SART9003 The Consolidated Studio</td>
<td>SART9115 Fine Art Professional Practice or History/Theory course</td>
<td>Choose advanced course from available Studio Specialisations</td>
</tr>
<tr>
<td>SART9004 Capstone Project</td>
<td>SART9005 Project paper</td>
<td>Choose course from available Studio Specialisations</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Session 1 UOC</th>
<th>Session 2 UOC</th>
<th>Session 3 UOC</th>
<th>Session 4 UOC</th>
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<tr>
<td>6</td>
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</tbody>
</table>

| UOC | 24 | 24 | 24 | 24 |

### Studio Specialisations

- **Planar Practices**
  - SART9003 Chromatic & Tonal Approaches to Contemporary Art
  - SART9006 The Serial Image: Making Prints
  - SART9009 Figures & Figuration: Mapping the Body

- **Temporal and Spatial Practices**
  - SART9102 Lens and Studio Craft
  - SART9106 Temporal Approaches to Art
  - SART9108 The Laptop Atelier

- **Future Making**
  - SART9101 New Technologies, Traditional Techniques: Hybrid Crafting
  - ADA9012 Material Thinking
  - SDES9746 Textiles – Contemporary Studio
  - SDES9747 Furniture and Lighting Design
  - SDES9748 Jewellery Studio

### Entry Requirements

- **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 or Recognition of Prior Learning or Graduate Diploma**
COURSEWORK DEGREE

Master of Curating and Cultural Leadership

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, Biennale of Sydney, Carriageworks, Kaldor Public Art Projects, Museum of Contemporary Art Australia, Object Australian Design Centre, Powerhouse Museum of Applied Arts & Sciences and the Sydney and Vivid festivals.
STUDENT PROFILE

Lisa Havilah

Master of Curating and Cultural Leadership
UNSW Art & Design Master of Curating and Cultural Leadership graduate Lisa Havilah, is one of Sydney’s most highly regarded cultural leaders in the worlds of contemporary art, culture, performance and major events.

After graduating from UNSW Havilah took up the leadership of the Campbelltown Arts Centre, where she reimagined the Centre’s programming and pioneered an ambitious contemporary arts program engaging local, national, and international artists. From Campbelltown Havilah became director of the major Sydney institution called Carriageworks where she has masterminded the complete transformation of the iconic multi-arts venue’s events, visual and performing arts programs.

Within only a few short years, Havilah’s dynamic vision and commitment has ensured that the massive once abandoned Eveleigh Railway Yard has been turned into a hub of creative energy attracting up to 1 million visitors annually.

Havilah has a clear view about the value and contribution of arts organisations to their societies. She says that “cultural institutions should be radical and participatory. They should lie in the heart of their communities, providing moments of great joy and wonder, they should provide pathways, lead social change and create and deliver on our individual and collective ambition. We as a community, and as individuals, should demand a lot of our institutions.”

Havilah’s goal is to make Carriageworks the most significant cultural community in the country. By taking risks and being brave, she’s putting together a diverse program of dance, visual arts, contemporary theatre, music, film, fashion, corporate events, farmers’ markets, and Christmas artisan markets. And soon, given her boundless energy, she’ll develop the institution even further, adding a 5000 seat live music venue, a 200 seat cinema, and more public exhibition spaces, cafes, bars and restaurants.
CURATING AND CULTURAL LEADERSHIP

Program Overview

Students within the MCCL are able to explore a wide range of areas of study across:

Curating

With a strong emphasis on contemporary practice, our curatorial courses focus on experimentation and innovation. We combine theory with the development of independent practice through curatorial studios and dynamic and challenging live public projects.

Cultural Leadership

With an emphasis on leadership as a form of action rather than status, our cultural leadership courses nurture collaboration, innovation and entrepreneurship. We combine a strong foundation in strategic management and ethical practice with an emphasis on emerging and experimental models of cultural production and audience engagement.

Galleries, Libraries, Archives and Museums Industry Engagement and Professional Experience

Each semester students have the opportunity to participate in curatorial studios to produce public cultural events in collaboration with different industry partners. Studio partners include Campbelltown Arts Centre, the Powerhouse Museum of Applied Arts and Sciences, the Moran Foundation and the City of Sydney.

The program benefits from numerous international partnerships. The UNSW Art & Design Artspace International Visiting Curators Program brings between 4 to 6 prominent international curators to Sydney each year to conduct research and work with students in the MCCL. Our annual World Biennales course is focused on global art and takes a group of students on expertly guided trips to major exhibitions and cultural events.

The MCCL offers students the opportunity to meet, engage and network with a wide range of arts and cultural industry professionals. These include professionals at all career stages from early career curators to directors of renowned museums, galleries and cultural organisations. Guest lecturers and studio leaders within the MCCL have included:

• Olga Viso, Director, Walker Art Center, Minneapolis, USA
• Katie Dyer, Curator, Contemporary, Museum of Applied Arts and Sciences, Sydney
• Jeff Gibson, Managing Editor, Artforum, New York, USA
• Anneke Japsers, Assistant Curator, Art Gallery of New South Wales, Sydney
• Megan Monte, Curator, Campbelltown Arts Centre, Sydney
• Jodi Newcombe, Director, Carbon Arts,
• Dr Ryan Reynolds, Chair, Gap Filler, Christchurch, NZ
• Lisa Havilah, Director, Carriageworks
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 are able to undertake an industry-based internship tailored to develop their practical skills, build their professional network and open up future employment opportunities. Students with an interest in and demonstrated capacity for high-level research complete a supervised major research paper, providing them with an opportunity to deeply investigate a pressing issue or topic.

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).
CURATING AND CULTURAL LEADERSHIP

Studios and Areas of Study

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
- 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
CURATING AND CULTURAL LEADERSHIP

Career Opportunities

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

Admission Requirements

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 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 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 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 communications with practical skills to focus on the role of design in innovation and the global economy.

This intensive program provides pathways for those both 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.

UNSW Handbook Code 9313

STUDENT PROFILE

Nathan Yong

Master of Design
Masters of Design graduate at UNSW Art & Design, Nathan Yong, has known critical award-winning and commercial success in his life as an international designer.

Based in Singapore and leading his own multidisciplinary international design consultancy, Yong continues to be in demand. His wide-ranging practice spans the realms of industrial design, interiors, graphics, architecture, furniture, lighting, tableware, manufacturing and branding. Yong’s work can be found in showrooms across globe including centres such as London, Cologne, Milan, Shanghai, Sydney, and Singapore, just to name a few.

Yong says he’s driven by a vision of “perfect simplicity - subtle, efficient, and cleverly constructed.” His project could be a chair, light, building or a vase, they all incorporate characteristics such as symmetry, balance, proportion, and a sense of space and lightness.

Over his career Yong has been a key designer for a number of international design houses, including the iconic French furniture brand Ligne Roset for whom he’s created a furniture and lighting range that blends classic East Asian aesthetics with European sensibilities. One of his more recent products, the Parachute hanging light, aligns satin black lacquered steel wire in a complementary shape to his Paraffin candleholders and the Elisabeth seating collection.

Recognised with numerous prestigious awards, including the 2008 Singapore President’s Design Award for Designer of the Year, the highest accolade for any designer in the nation, admirers and collectors of Yong’s work are assured of beautiful materials, attention to detail, and an elegant economy.
DESIGN

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.

3D Visualisation
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.
## Master of Design

<table>
<thead>
<tr>
<th>Session 1 UOC</th>
<th>Session 2 UOC</th>
<th>Session 3 UOC</th>
<th>Session 4 UOC</th>
</tr>
</thead>
<tbody>
<tr>
<td>SDES9204</td>
<td>SDES9210</td>
<td>SDES9211</td>
<td>SDES9212</td>
</tr>
<tr>
<td>Core Design</td>
<td>Studio</td>
<td>Culture &amp; Identity</td>
<td>Studio Project</td>
</tr>
<tr>
<td>Studio</td>
<td>Design</td>
<td></td>
<td>UOC</td>
</tr>
<tr>
<td>SDES9216</td>
<td>SDES9214</td>
<td>SDES9210</td>
<td>SDES9204</td>
</tr>
<tr>
<td>Design in</td>
<td>Insights,</td>
<td>Critical</td>
<td></td>
</tr>
<tr>
<td>Context</td>
<td>Processed &amp; Communication</td>
<td>Approaches to Practice</td>
<td></td>
</tr>
<tr>
<td>ADA90113</td>
<td>ADA9120</td>
<td>ADA9014</td>
<td>ADA9312</td>
</tr>
<tr>
<td>Communication</td>
<td>Skills for</td>
<td>Research</td>
<td>Leadership</td>
</tr>
<tr>
<td>Creative</td>
<td>Creative</td>
<td>Foundations</td>
<td>in the Cultural</td>
</tr>
<tr>
<td>Disciplines</td>
<td>Disciplines</td>
<td>in Art &amp; Design</td>
<td>and Creative</td>
</tr>
<tr>
<td>Choose from</td>
<td>Choose from</td>
<td>Choose from</td>
<td>Industries</td>
</tr>
<tr>
<td>available Studio Specialisations</td>
<td>available Studio Specialisations</td>
<td>available Advanced Studio Specialisations</td>
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<tr>
<td>UOC</td>
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<td>24</td>
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</tbody>
</table>

**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**

### Studio Specialisations

<table>
<thead>
<tr>
<th>Experience Design</th>
<th>Interaction Design</th>
<th>3D Visualisation</th>
</tr>
</thead>
<tbody>
<tr>
<td>SDES9300 Transforming the Everyday: Domestic Futures</td>
<td>SDES9311 Interaction Design Foundations</td>
<td>SDES9320 Exploring 3D Visualisation</td>
</tr>
<tr>
<td>ADA93011 Designing the Experience: Exhibitions and Beyond</td>
<td>SDES9312 Interaction Design: Human Centred Design Methods</td>
<td>SDES9321 3D Visualisation Aesthetics</td>
</tr>
<tr>
<td>SDES9305 Participatory Design for Commercial Contexts</td>
<td>SDES9315 Tangible Interfaces and Interactive Displays</td>
<td>SDES9324 3D Visualisation and Rendering</td>
</tr>
<tr>
<td>SART9309 Figure &amp; Figuration: Mapping the Body</td>
<td>SDES9316 Wearable and Bio-sensing Interactions</td>
<td>SDES9325 3D Real-time Visualisation</td>
</tr>
</tbody>
</table>

### Disciplinary

<table>
<thead>
<tr>
<th>Graphic Communication</th>
<th>Future Making</th>
</tr>
</thead>
<tbody>
<tr>
<td>SDES9740 Introduction to Graphics Media</td>
<td>ADA90211 New Technologies, Traditional Techniques: Hybrid Crafting</td>
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<td>SDES9741 Graphics Media: Contemporary Typography</td>
<td>ADA90212 Material Thinking</td>
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<td>ADA90011 Graphics and Contemporary Society</td>
<td>ADA90215 Crafting a Sustainable Future</td>
</tr>
<tr>
<td>SDES9742 Graphic Design for the Web</td>
<td>COFA9216 Society, Collaboration and Cultural Practices</td>
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Master of Public Relations and Advertising / Master of Design

This two or three year full time program allows you to graduate with both a Master of Public Relations and Advertising (MPRA) and a Master of Design (MDes).

This dual award will equip you with the personal confidence and professional capabilities needed to move into creative leadership roles. As a student you will be challenged to and equipped to think critically and innovatively in your development of PR and advertising strategies and design and digital media practice. Both degrees merge contemporary theory and academic rigour with creativity, research, and practical industry skills, combining design creativity and rigorous research strategies.

This dual award is ideal for industry professionals from advertising or design seeking to advance their career, as well as career-changers wanting to enter vibrant and rapidly evolving industries.

Graduates of the Master of Public Relations and Advertising and Master of Design are well-rounded communication professionals known for their creativity, innovation, intellectual aptitude, and strategic thinking. With the eruption of digital and social media, there’s never been a more exciting time to work in the rapidly growing field of strategic communication.

Structure

The Master of Public Relations and Advertising/Master of Design has been structured to accurately reflect the skills that each individual brings to their postgraduate education. Our experienced students undertake a streamlined degree of 2 years (96 units of credit) while students with less professional experience will study for 3 years (144 units of credit).

2 year plan (96 units of credit)

This is for students who have completed a relevant Honours degree or Graduate Diploma, or those who have completed a Bachelor degree and one year relevant professional experience. Please read the entry requirements section (see below) for full eligibility criteria.

The 2 year plan allows for our experienced students to fast track their postgraduate study, completing the Master of Public Relations & Advertising/Master of Design in two years. During this period, students complete 96 units of credit or 15-16 courses.

3 year plan (144 units of credit)

This is for students who have completed a relevant Bachelor degree. Students who have completed undergraduate studies in any discipline but have professional experience in a relevant field may also be eligible. Please read the entry requirements section (see below) for full eligibility criteria.

The 3 year plan will deepen your contextual knowledge in public relations, advertising and design before developing more advanced competencies and skills. During the program students complete 144 units of credit, or 23-24 courses.
DESIGN

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 wearables 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 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 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
UNSW Art & Design provides access to an outstanding postgraduate research experience on a campus located in the heart of Sydney’s arts and design district. Recognised as a national leader for several years running in the Excellence in Research for Australia (ERA) rankings, the Faculty is also ranked in the world’s top 40 art and design institutes by the QS rating system, which evaluates research impact and academic reputation.

The strengths of the Faculty’s research culture lie in transdisciplinary explorations of theory and practice at the intersections of art, design and media arts. With a passionate commitment to engaging with contemporary social, cultural, and environmental issues, our key research areas include immersive interactivity, creative robotics, fine art, 3D-visualisation, curating and cultural leadership, experimental sound, and visual anthropology.

These research areas are driven by research hubs led by internationally renowned researchers, which include the Creative Robotics Laboratory, the Centre for Interactive Cinema (iCinema), the Laboratory for Innovation in Galleries, Libraries, Archives and Museums (iGLAM) the 3D Visualisation Aesthetics Lab, and the National Institute for Experimental Arts.

World-class facilities provide unique research opportunities. EPICentre, the Expanded Perception and Visualisation Interaction Centre, now under construction, represents the next generation in medical imaging technologies. It will revolutionise 2D and 3D imaging with ultra-high resolution photography and digital laser scanning creating immersive environments at the boundaries art, science and medicine.

The Postgraduate Research Culture and Environment of UNSW Art & Design supports a dynamic series of events, including early career research seminars, conference presentations, workshops, experimental labs, talks and forums. At the heart of our vibrant research culture are the Postgraduate Conferences where postgrads present their research to colleagues in the Faculty’s research community. Postgraduate researchers can also exhibit their work in the Faculty’s A0 Gallery Space and through application, in the world-class UNSW Galleries. They also have access to a Research Commons with spectacular views over Sydney Harbour.
RESEARCH DEGREE

Master of Fine Arts by Research (MFA)

The Master of Fine Arts research degree is designed for students who wish to undertake supervised research and investigation into an approved area of Fine Arts or Media Arts including experimental arts, emerging technologies, digital imaging, installation, interactive and immersive media, creative robotics, sound, painting, performance, photo-media, drawing, printmaking, sculpture, video, ceramics, jewellery or textiles.

UNSW Handbook Code 2245
2 years full-time and 4 years part-time

RESEARCH DEGREE

Master of Philosophy by Research (MPhil)

The Master of Philosophy research degree is designed for students who aim to undertake supervised research and investigation into the theoretical aspects of art and design. In addition to producing a written thesis and an optional studio project, you are also required to complete three coursework components: a formal literature review course, a research methods course, and an elective course that relates to your thesis.

Master of Philosophy research degree students may apply to transfer to a PhD after one year, depending on results obtained and progress made to that date.

UNSW Handbook Code 2267
3 years full-time

RESEARCH DEGREE

Doctoral Research (PhD)

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.

UNSW Handbook Code 1292
3 years full-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.

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.

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 Program English Language requirement

Applicants to UNSW Art & Design programs must meet the University’s English language requirements of an Academic IELTS score of 6.5 overall with no sub-test score (in speaking, listening, reading and writing) below 6.0. IELTS tests must be taken no more than two years prior to the commencement of the program at UNSW. For further details see: unsw.edu.au/english-requirements-policy#english-waivers

English Waivers

Applicants who are not able to demonstrate that they meet the University’s standard English language requirements, but who, nevertheless, believe that they satisfy the University’s English language requirements, may apply in writing to the respective Admissions Office for consideration of a waiver.

Such applicants must justify the request and provide evidence that they meet a combination of at least two or more of the conditions outlined on the University’s website: unsw.edu.au/english-requirements-policy#english-waivers

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, collation 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
Become a part of our Art & Design community

Join our NOW Newsletter
Join our fortnightly NOW Art & Design newsletter for the chance to win prizes and receive the latest news on our degrees, upcoming exhibitions, events and activities taking place both on campus and across our global creative community.
artdesign.unsw.edu.au/future-students

Connect with us
Visit our Campus
Visit our Campus
Arrange a tour to get a sense of life on our campus and to see inside our cutting edge studios, media and production facilities.

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Email artdesign@unsw.edu.au
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CRICOS Provider Code 00098G
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