

Master of Creative Industries

Graduate Certificate, Graduate Diploma and Master Units

Creative Identity

Contexts

UNIT DESCRIPTION

This unit explores how creativity operates at the intersection of cultures, disciplines, and emerging technologies. You'll examine creativity as a complex, multidimensional process shaped by diverse perspectives, and discover how interdisciplinary approaches—especially those involving artificial intelligence—can drive innovation and meaningful change.

Through critical analysis and practical exploration, you'll build the skills to apply interdisciplinary methods to your own creative practice, developing work that challenges conventions and reflects a broader, more connected view of the world.

Practice as Research

Principles

UNIT DESCRIPTION

This unit explores how creative practice functions as a form of academic research. You'll engage with key concepts such as praxis, reflection, and evidence, while tracing the evolution of creative practice within the academy and the diverse frameworks that underpin current Practice as Research (PaR) methodologies.

Through a blend of theoretical study and professional seminars featuring practicing artist-researchers, you'll examine how creative work contributes to scholarly

Creative Workshop 1: Creative Process

Practice | Enterprise

UNIT DESCRIPTION

This discipline-specific unit invites you to deepen your creative practice through self-directed making, expert mentorship, and collaborative cross-disciplinary dialogue. You'll experiment with form, theme, and technique—responding to prompts that challenge your assumptions and push your craft beyond familiar territory.

Through shared discussions and critique, you'll reflect on the differences and overlaps in creative modes, perspectives, and positionalities. The unit also strengthens your ability to give and receive feedback, supporting personal growth and professional resilience.

By the end, you'll produce a folio of creative work to inform future projects, contribute to practice-led research, or build your portfolio as part of your evolving creative identity.

Master of Creative Industries

Graduate Diploma and Master Units

Arts and Design Law and Ethical Practice

Contexts

UNIT DESCRIPTION

This unit introduces key legal and ethical frameworks that shape creative practice in Australia and globally. You'll explore how laws around intellectual property, privacy, and commerce relate to copyright, trademarks, moral rights, data protection, censorship, defamation, and Indigenous Cultural and Intellectual Property (ICIP).

Through real-world scenarios, you'll learn how legal rights and responsibilities impact creative outputs, collaborations, and business models. The unit also encourages reflection on professional codes and personal values to support ethical decision-making.

By the end, you'll be equipped with the knowledge and confidence to navigate the legal and moral dimensions of your practice responsibly and sustainably.

Creative Workshop 2: Creative Project Practice | Enterprise

UNIT DESCRIPTION

This project-based unit supports the development of your discipline-specific creative practice at an advanced level, guided by expert mentorship. Framed as inquiry rather than resolution, the unit encourages experimentation—focusing on process, material exploration, and conceptual innovation.

Structured across three phases—exploration, preproduction, and production—you'll move from testing ideas, to planning and research, through to making, presenting, and reflecting on your creative process.

By the end of the unit, you'll have gained the skills and confidence to execute a complete creative project, along with a refined artefact to contribute to your growing portfolio.

Creative Industries Ecosystems

Principles

UNIT DESCRIPTION

Creative industries thrive within complex ecosystems of production, distribution, and consumption—spanning disciplines, technologies, and cultures. In this unit, you'll explore how economic, aesthetic, and cultural systems intersect, and how emerging models of creative work are reshaping the boundaries between product and service, participation and consumption.

You'll map your own practice within existing industry structures, then investigate how new technologies and interdisciplinary connections are transforming value creation for artists and creatives. The unit expands beyond STEM to embrace STEAM (science, technology, engineering, arts and mathematic) approaches, highlighting innovation not just through tech, but through social and cultural change.

Through this lens, you'll consider how to contribute to more sustainable, transparent, and circular economies, and develop strategies to embed your practice within networks and communities that support long-term creative impact.

Master of Creative Industries

Master Units

Design Futures: Innovation and Disruption

Contexts

UNIT DESCRIPTION

This unit explores the intersection of disruption, innovation, and design thinking to imagine sustainable futures for people, planet, and prosperity. You'll engage with speculative and futures thinking—asking “what if?” to reimagine emerging technologies and alternative worlds as creative opportunities.

Through speculative design projects, you'll explore near-future materials, AI, machine learning, and other innovations shaping the future of design and human experience. The unit also prompts ethical reflection, revisiting professional codes and personal values in response to disruption and change.

Design Futures challenges you to view disruption as a catalyst for innovation and equips you to design bold solutions for complex, evolving social issues.

Creative Workshop 3: Proproduction

Practice | Enterprise

UNIT DESCRIPTION

This unit prepares you for your Major Project by developing a strong creative concept, supported by practical, technical and project management strategies. You'll refine your idea through discipline-specific exploration, guided mentorship, and independent inquiry.

Working closely with teaching staff, you'll define the scope of your project and produce a detailed plan covering creative approach, techniques, timelines, and key milestones aligned with Major Project requirements.

By the end of the unit, you'll have a well-researched concept, a clear project strategy, and the technical readiness to bring your vision to life in the final stage of your degree.

Curation, Connection, Collaboration

Principles

UNIT DESCRIPTION

This unit explores how design intersects with systems, markets, and communities to address complex societal, economic, environmental, and cultural challenges. Through people- and planet-centred innovation, community engagement, and collaboration, students deepen their design thinking and practice.

You'll apply your ideas within creative, cultural, and commercial networks—developing more sophisticated approaches by engaging with socio-material and socio-cultural perspectives, creative placemaking, and post-Anthropocene design theory. These frameworks prompt inclusive, collaborative change-making within professional and knowledge communities.

The unit also builds your capacity to incorporate feedback from diverse stakeholders, enabling you to deliver socially equitable, environmentally responsible, and economically sustainable design outcomes.

Master of Creative Industries

Master Units

Major Project

Contexts | Principles | Practice
Enterprise

UNIT DESCRIPTION

In this capstone unit, you'll create a significant original work and accompanying research output that reflects your advanced craft, creative thinking, and critical understanding of your discipline. Building on prior units, your project will demonstrate how academic inquiry and creative practice can evolve together through an iterative, research-informed process.

The form and format of your project will be tailored in consultation with the Program Leader, allowing for discipline-specific expression and engagement with emerging techniques, frameworks, and industry trends.

By the end of the unit, you'll have a substantial, portfolio-ready work that showcases your creative identity and professional capability—along with refined skills in research, reflection, and analysis to support your future in the creative industries.