

# Master of Design

## TRIMESTER 1

## 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 as you develop your own creative identity through 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, experimentation, and professional seminars featuring practicing artist-researchers, you'll examine how creative work contributes to scholarly knowledge—and how academic inquiry can, in turn, inform creative outcomes. Topics include the relationship between practice and theory, real-world applications of PaR, and the ethical dimensions of creative research.

### Research Methods & Design Studio 1

#### Practice | Enterprise

##### UNIT DESCRIPTION

In this foundational studio unit, you'll explore how your creative identity, values, and ethical perspectives shape your approach to design. Through hands-on practice, critical reflection, and practice-oriented research, you'll begin to define your personal design direction and develop both conceptual and technical skills.

The unit challenges you to frame key questions that drive your design thinking and to position your work within broader contexts—considering materials, mediums, production, distribution, and the social, environmental, and user impacts of your creative choices. At the conclusion of the unit, you will be able to undertake practice-oriented research and use the creative process to generate a portfolio of creative work: ideate, curate, make and communicate to others.

The unit sets the stage for deeper inquiry and prepares you to build a purposeful, values-led design practice at postgraduate level.

# Master of Design

## TRIMESTER 2

## 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.

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.

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

### 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 responsibilities for 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.

### Design Entrepreneurship and Leadership & Design Studio 2

#### Practice | Enterprise

##### UNIT DESCRIPTION

In this advanced studio unit, you'll take on a significant design challenge—questioning existing knowledge and developing new or alternative solutions for diverse users, needs, and contexts. Using entrepreneurial thinking, you will develop leadership capabilities for socially responsible projects.

Working both independently and collaboratively, you'll engage in experimentation and iterative problem-solving while exploring how design can drive positive change. You'll also gain valuable industry exposure through professional mentoring and feedback, culminating in a public showcase of your project or portfolio.

This unit deepens your creative confidence, professional readiness and capacity for entrepreneurship and leadership, equipping you to navigate complex design challenges in real-world settings, for positive influence across sectors.

# Master of Design

## TRIMESTER 3

## 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.

### 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 sophisticated approaches by engaging with socio-material and socio-cultural perspectives, creative placemaking, and 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.

### Design Research Project Proposal & Design Studio 3

#### Practice | Enterprise

##### UNIT DESCRIPTION

In this advanced studio unit, you'll plan, prepare and develop the foundation for your self-directed Major Project, undertaken in the final semester of the Master of Design. This unit ensures a deep integration of research and creative practice.

You'll explore future-focused scenarios to anticipate emerging needs, challenges and opportunities—refining your identity as a designer, problem-solver and change-maker. Through research, testing, reflection and iteration, you'll sharpen the direction and purpose of your Major Project.

By the end of the unit, you'll produce a refined project proposal, a timeline with key milestones approved by your supervisor, and a clear strategy for presenting and communicating your project at final showcase.

# Master of Design

## TRIMESTER 4

## Master Units

### Major Project

Contexts | Principles | Practice | Enterprise

#### UNIT DESCRIPTION

The Major Project is the capstone of the Master of Design, where you'll create an original work that synthesises your creative practice with rigorous research. Drawing on everything you've developed throughout the course, this unit showcases your advanced craft, creative thinking, reflective process, entrepreneurial mindsets and sector-based leadership.

You'll produce a substantial project and accompanying research output that demonstrate your understanding of theoretical, methodological and contextual frameworks within your discipline. The form, media and format will be tailored in consultation with the Program Leader, allowing you to explore innovative approaches and align with current industry trends, whilst activating your ambitions for design practice.

This final project represents your creative identity and professional purpose—leaving you with a significant body of portfolio-ready work and the critical research capabilities to support future practice.