Overview

Visualisation, simulation, and immersive environments are converging to develop and drive many of the transformations in today’s workforce, as industries transition from historical production models towards more agile and adaptable work practices. They are being used to envision and portray unique cultural and artistic experiences; visually explore complex datasets; design creative experiences; design, develop and manufacture products; plan cities and model future scenarios; predict financial outcomes and make decisions; rehearse medical and defence procedures; undertake ground breaking research; explore the evolving landscape of human-robotic interaction; and to problem solve, teach, learn and train.

This integrated, cross-domain Master of Visualisation, Simulation and Immersive Design will qualify you to take up a range of high value positions; as future ready design leaders capable of understanding and meeting the growing demand and convergence of immersive practices across industries. You will become part of a new generation of simulation and visualisation professionals, reshaping the future of workforce creativity and productivity.

The program offers a unique, integrated and industry focussed approach to visualisation, simulation and immersive practices, that will augment your technical knowledge with analytical and philosophical understandings of immersive practices and technologies to empower you as leaders and drivers of workforce change. Its human centric, design led approach will be underpinned by a creative and critical mind set focussing on human perception and experience, enabling you to analyse how, why, when and where to utilise simulation, visualisation and immersive platforms such as virtual, augmented and mixed reality (VR, AR and MR) across different sectors. You will learn the latest theory about simulation, visualisation and immersion and directly experience the technological VR, AR, and MR platforms you are studying to inform your participation in a range of practical assignments.
The program is structured to cater to the demands of professionals in the workforce from diverse industry sectors, including but not limited to; media and creative arts, health, defence, business, education and manufacturing. It can be studied full time or part time and is delivered via a range of flexible modalities incorporating online, face to face classes and creative studios. Its content will enable you to personalise your learning and bring your industry experience, knowledge and interests into your study. Students with an advanced level of knowledge and experience in a specific domain in particular will benefit from a broadening human centric conceptual foundation. You will be exposed to the experience and leading thinking of global leaders to help you tackle industry issues. Your learning experience culminates in a capstone studio experience that will challenge you to apply your knowledge in a practical way in real world industry domains.

**This low-residency program has been designed to accommodate busy professionals. The core courses are conducted online, with two to three intensive face-to-face meetups per term on campus or at our industry partner facilities. Most meetups will take place on the weekend to maximise flexibility. Students will also have full access to all campus facilities throughout each term. For elective courses students will be able to select from a range of fully online courses and on-campus face-to-face courses with weekly classes.**
<table>
<thead>
<tr>
<th><strong>Faculty</strong></th>
<th>Faculty of Art &amp; Design</th>
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<tbody>
<tr>
<td><strong>Campus</strong></td>
<td>Paddington</td>
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<tr>
<td><strong>Study Level</strong></td>
<td>Postgraduate</td>
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<td><strong>Typical duration</strong></td>
<td>1.7 Years</td>
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<tr>
<td><strong>Delivery Mode</strong></td>
<td>Face-to-face</td>
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<td><strong>Academic Calendar</strong></td>
<td>3+ Calendar</td>
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<td><strong>Minimum Units of Credit</strong></td>
<td>72</td>
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<td><strong>Award type</strong></td>
<td>Masters (Coursework)</td>
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<td><strong>Award(s)</strong></td>
<td>Master of Visualisation, Simulation, and Immersive Design - MVSID</td>
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<tr>
<td><strong>UAC Code</strong></td>
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<td><strong>CRICOS Code</strong></td>
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**Learning Outcomes**

1. Adopt entrepreneurial and design thinking in communicating and applying immersive simulation and visualisation practices to address scientific, cultural, social and environmental challenges and global disruptions.

2. Critically interpret human performance, user and interaction requirements to inform the design of visualisation, simulation and immersive applications.

3. Synthesise and critically apply the principles of immersive design, visualisation, human perception, simulation and modelling across multiple industry sectors.

4. Critically analyse evolving technological processes and design creative and professional visualisation, simulation and immersive solutions for industry needs.

5. Evaluate and develop an advanced understanding of emergent and converging immersive simulation and visualisation systems and practices.

**Graduate Capabilities:**

For more information on Graduate Capabilities, please click on this [link](#).
Program Structure

Students must complete 72 UOC as a standalone program.

Capstone Courses

Students must take the following 12 UOC capstone course.

DDES9991 | 12 UOC
Visualisation, Simulation, and Immersive Design Capstone

Core Courses

Students must take 30 UOC of the following courses.

DDES9901 | 6 UOC
Designing and Experiencing Immersion

DDES9902 | 6 UOC
Human Dimensions in Immersive Environments

DDES9903 | 6 UOC
Narrative and Sensemaking in Immersive Environments

DDES9904 | 6 UOC
Models, Systems and Solution Design

DDES9905 | 6 UOC
Immersive Design, Complexity and Wicked Problems

Prescribed Electives

Students must take at least 18 UOC of the following courses.

ADAD9101 | 6 UOC
Research Foundations in Art, Design and Media

DDES1110 | 6 UOC
3D Visualisation 1 - 3D Virtual Objects 

DDES2110  |  6 UOC  
3D Visualisation 2: Virtual Worlds

DDES9911  |  6 UOC  
Future Immersive Learning Methodologies

DDES9914  |  6 UOC  
Managing Immersive Projects

SDES9311  |  6 UOC  
Interaction Design Foundations

SDES9320  |  6 UOC  
Exploring 3D Visualisation

**Capstone Maturity Rule**

Students must complete 30 UOC of core courses and 18 UOC of elective courses before enrolling in the following capstone course;

DDES9991  |  12 UOC  
Visualisation, Simulation, and Immersive Design Capstone

**Free Electives**

Students must complete 12 UOC of free elective courses.

any course

**Enrolment Disclaimer**

Unless advised otherwise by your program authority, you should follow the rules for the handbook for the year you commenced your program. You are also responsible for ensuring you enrol in courses according to your program requirements. myUNSW enrolment checks that you have met enrolment requirements such as pre-requisites for individual courses but not that a course will count towards your program.
requirements.
Admission Requirements

Entry Requirements

Applicants must have a Bachelors degree with an equivalent of a 65 WAM to gain entry into the program. Given that the program aims to enable practitioners from a wide range of industry sectors to integrate visualisation, simulation and immersive environments into their own work contexts, entry will not be dependant upon a degree cognate with the creative disciplines.

For more information about admission requirements for various UNSW programs, visit the following website(s):

Domestic Students
International Student
Program Requirements

Recognition of Prior Learning

Recognition of Prior Learning (RPL) may be granted for formal and non-formal and informal / workplace learning in accordance with the Recognition of prior learning (coursework programs) procedure for specified credit only. Students may only claim RPL for elective courses within the program (up to a maximum of 30 UOC). RPL will not be considered for core courses and the capstone course.

To claim RPL for elective courses, students must prepare a digital portfolio (website, PDF, etc.) demonstrating how their prior learning addresses the learning outcomes of the chosen courses they identify for specified credit. This portfolio will include evidence such as examples of work, written reflections, testimonials, and details of the depth and specific experience or learning. The portfolio will be assessed by Art & Design staff and credit granted upon demonstration of learning outcome equivalence.

Progression Requirements

Students will require a WAM of 65+ with no fails to articulate from the Graduate Certificate to Masters.

For more information on university policy on progression requirements please visit Academic Progression.
Pathways

Post Graduate

Doctor of Philosophy - PhD
1292 PhD Art, Design and Media

Faculty: Faculty of Art & Design
Campus: Paddington
Units of Credit: 144
Typical Duration: 3 to 4 Years

Read More

Master of Philosophy - MPhil
2267 MPhil Art, Design and Media

Faculty: Faculty of Art & Design
Campus: Paddington
Units of Credit: 72
Typical Duration: 1.7 Years

Read More

Master of Design - MDes
9313 Design

Faculty: Faculty of Art & Design
Campus: Paddington
Units of Credit: 96
Typical Duration: 2 Years

Read More

Articulation Arrangements

Other program(s) within articulated suite:

Graduate Certificate in Visualisation, Simulation, and Immersive Design - GCVSID
7322 Visualisation, Simulation, and Immersive Design

Faculty: Faculty of Art & Design
Campus: Paddington
Units of Credit: 24
Typical Duration: 0.7 Years
Professional Outcomes

Career Opportunities

Design, Engineering, Science and Transport Professionals, Graphic and Web Designers, and Illustrators, Management and Organisation Analysts, Artistic Directors, and Media Producers and Presenters, Arts Professionals
Recognition of Achievement

Award with Excellence

The Award with Excellence is awarded in coursework masters programs, including Masters (Extension) but with the exception of Masters (Extended) such as JD and MD, when a Weighted Average Mean (WAM) of at least 80% has been achieved and at least 50% of the requirements of the award are completed at UNSW. All eligible programs will award 'with Excellence' except in special circumstances where approval of Academic Board has been given for a program to opt out.

For more information, please visit:

Current Students Award with Excellence
Additional Information

This integrated, cross-domain Master of Visualisation, Simulation and Immersive Design will qualify you to utilise simulation, visualisation and immersive design to take up a range of high value positions as design leaders, managers, trainers, artists, researchers, planners, analysts, innovators and entrepreneurs in any of the following fields:

- Art, design, and animation
- Immersive entertainment and gaming
- Robotics
- Museology
- Advertising
- Education
- Architecture, social and urban planning
- Engineering
- Defence and National Security
- Emergency and national security
- Medicine, healthcare, and sports training
- Advanced manufacturing
- Business and finance
- Sustainability and environmental modelling.
Program Fees

At UNSW fees are generally charged at course level and therefore dependent upon individual enrolment and other factors such as student's residency status. For generic information on fees and additional expenses of UNSW programs, click on one of the following:

Domestic Students
Commonwealth Supported Students
International Students
Pre-2019 Handbook Editions

Access past handbook editions (2018 and prior)

Pre-2019 Handbook Editions
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Authorised by Deputy Vice-Chancellor (Academic)
CRICOS Provider Code 00098G
ABN: 57 195 873 179