

## Bachelor of Multimedia (BAMM) - BMultiMed

CRICOS code (International applicants): 059205M

This program is offered only to continuing students. No new admissions will be accepted. Students who are interested in this study area should [contact us](#).

	On-campus	Distance education
<b>Semester intake:</b>	No new admissions	
<b>Campus:</b>	Toowoomba	-
<b>Fees:</b>	Commonwealth supported place Domestic full fee paying place International full fee paying place	
<b>Standard duration:</b>	3 years full-time, 6 years part-time	

### Contact us

Current students

Telephone 1800 007 252 (within Australia freecall), +61 7 4631 2285 (from outside Australia), email [usqassist@usq.edu.au](mailto:usqassist@usq.edu.au) or submit a question via [USQAssist](#).

### Program focus

The Bachelor of Multimedia is designed to reflect the diversity of inter-disciplinary skills, knowledge and practices that form the basis of the multimedia industries. The degree is designed to foster multidisciplinary interaction and collaboration across the Arts, Education, Information Technology, Spatial Technologies, and Business disciplines to speed and help direct the evolution of multimedia products and industry. This degree seeks to develop skilled, critical and articulate multidisciplinary graduates by offering study combinations from within a range of six inter-disciplinary majors designed to meet industry demands and the student's chosen career specialisation.

These interdisciplinary majors include:

- **Arts:** Educate students in the analysis, design and creation of multimedia products.
- **Information Technology:** Educate students in interactive software, simulation and games programming.
- **Education:** Education students entering multimedia education and interactive educational product design and development.
- **Business and NET Technology:** Educate students in the implementation, management and marketing of large or small multimedia enterprises and business projects.
- **Spatial Technologies:** Educate students to work as individuals or in teams in order to develop relevant hardware and software for “virtual” geographic modelling and data visualisation presentations.

### Career opportunities

Opportunities exist in media/entertainment industries and communication professions including education, broadcasting, publicity, marketing, web development, computer games, cinema and TV.

### Program aims

The Bachelor of Multimedia is designed to reflect the diversity of inter-disciplinary skills, knowledge and practices that form the basis of the multimedia industries. The degree is designed to foster multidisciplinary interaction and collaboration across the Arts, Education, Information Technology, Engineering and Business disciplines to speed and help direct the evolution of multimedia products and industry. It aims to produce graduates who are equipped to identify, describe, analyse and resolve multimedia design, production and

business problems in both the private and public sectors. A student's achievement of these objectives through their studies will result in a graduate of high academic standard who is capable of competing for employment in a relevant profession and positioned to pursue future career development in a rapidly evolving and dynamic industry. The Bachelor of Multimedia seeks to develop skilled, critical and articulate multidisciplinary graduates by offering study combinations from within a range of six inter-disciplinary majors designed to meet industry demands and the student's chosen career specialisation. These interdisciplinary aims include:

- Arts: Educate students in the analysis, design and creation of multimedia products
- Information Technology: Educate students in interactive software, simulation and games programming
- Education: Educate students entering multimedia education and interactive educational product design and development
- Business and NET Technology: Educate students in the implementation, management and marketing of large or small multimedia enterprises and business projects
- Engineering: Educate students to work in teams in order to develop relevant hardware and software for 'virtual' geographic data presentation.

## Program objectives

On successful completion of the program, students should be able to:

- understand the concepts, processes, procedures and practices relevant to multimedia production and consumption
- identify and evaluate the cultural, business and technical environments within which multimedia products are produced and consumed
- identify, analyse and resolve problems in two or more areas of multimedia practice by selecting, applying and evaluating appropriate techniques
- apply cross-disciplinary methods, concepts and theory to the creation of multimedia projects
- apply cross disciplinary methods, concepts and theory to the critical evaluation of multimedia outcomes
- identify information needs appropriate to their studies and apply the techniques required to gather, collate and articulate such information
- act within the ethics of their profession
- demonstrate competency in using computers, an understanding of Australia and its region, and a knowledge of the basic principles of communication and scholarship.

## Admission requirements

Candidates for admission to this program must satisfy the normal USQ entry requirements for undergraduate programs. Please refer to [Section 2.2 of the Admissions Policy](#), Section 2.2.1 (for Australian students) and Section 2.2.3 (for international students).

International applicants must have met the [University's English language requirements](#) or have completed the [University's ELICOS/EAP program](#).

## Program fees

### Commonwealth supported place

A Commonwealth supported place is where the Australian Government makes a contribution towards the cost of your higher education and you as a student pay a [student contribution amount](#), which varies depending on the courses undertaken. You are able to calculate the fees for a particular course via the [Course Fee Finder](#). Commonwealth Supported students may be eligible to defer their fees through a Government loan called [HECS-HELP](#).

### Domestic full fee paying place

Domestic full fee paying places are funded entirely through the full fees paid by the student. Full fees vary depending on the courses that are taken. You are able to calculate the fees for a particular course via the [Course Fee Finder](#).

Domestic full fee paying students may be eligible to defer their fees through a Government loan called [FEE-HELP](#).

### International full fee paying place

International students pay full fees. Full fees vary depending on the courses that are taken and whether they are studied on-campus, via distance education/online. You are able to calculate the fees for a particular course via the [Course Fee Finder](#).

## Program structure

The program requires the successful completion of 24 units in total. All students must successfully complete 16 units of Core Studies and either one 8 unit Specialisation Major or two 4 unit Option Sequences.

- Core Study - three years (all students) 16 units
- First Year (all students) 6 units
- First, Second and Third Years: Multimedia Studies courses (all students) 8 units
- Final Year project (all students) 2 units

### And either

- Specialisation Major 8 units or First Option Sequence, 4 units
- Second Option Sequence 4 units

**Note:** The Specialisation major or the first Option Study are usually started in Year 1, Semester 2. In some cases, however, this pattern may be varied; students should see the relevant enrolment pattern tables for advice.

## Required time limits

Students have a maximum of 9 years to complete this program.

## Core courses

The Bachelor of Multimedia Core Studies courses are as follows:

Multimedia Core Courses	Toowoomba campus - Semester/Mode of Offer
MMS2000	S1, S2 (ONC)
<a href="#">CMS1000 Communication and Scholarship</a>	S1, S2, (ONC, EXT) S3, (EXT)
FOE2000	S1 (ONC)
<a href="#">CSC1401 Foundation Programming</a>	S1 (ONC, EXT) S2 (ONC, EXT)
<a href="#">VIS1100 Elements of Visual Design</a>	S1 (EXT)
Plus one of the following two courses:*	
Students should choose one of the following two courses: <a href="#">GIS1402 Geographic Information Systems</a> , or	S2 (ONC, EXT)
<a href="#">MKT1001 Introduction to Marketing</a>	S1, (ONC, EXT) S2 (EXT) S3 (EXT)
MMS1001	S1, (ONC, EXT)
MMS1002	S1, (ONC, EXT)
MMS1004	S1, (ONC)
<a href="#">MMS2021 Broadcast Radio 1</a>	S2, (ONC, EXT)
MMS2001 Animation Production 1	S2, (ONC)
MMS3017	S2, (ONC, EXT)
MMS3003 Animation Production 2	S1, (ONC)
MMS3001	S1, (ONC, EXT)

MMS3002 (2 unit)	S2, (ONC, EXT)
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#### Footnotes

\* Students must select one of these. Students taking the Multimedia Engineering Specialisation Major or GIS minors must take [GIS1402](#). Students taking the Multimedia Business Marketing or Net Technologies Specialisation Majors or Business Option Studies must take [MKT1001](#).

### Major studies

The Specialisation Major offers students the opportunity to acquire skills and knowledge within a specific discipline from which they wish to develop their own multimedia practice and careers. In addition to the Core Studies all students must choose to complete either an 8 unit Specialisation Major from those listed below, or alternatively, students may choose to study two 4 unit Option Sequences instead (see Option Sequence section in Recommended Enrolment Pattern for list of available minors. Note: The Education and Visual Arts specialisations are only available in ONC mode).

### Faculty of Education

Many multimedia products are intended for use in education or are designed to impart information. Others, including many games, are designed to appeal to audiences within a particular age range. Designers of such products can benefit from an understanding of human development and learning. Study of Education within a Multimedia degree will equip graduates with the knowledge and understanding required to appreciate and respond to the needs of educational markets and to create materials that are developmentally appropriate.

Multimedia Education Specialisation Courses	Toowoomba campus - Semester/Mode of Offer
EDU1010	S2 (ONC)
PRI2151	S2 (ONC)
<a href="#">EDC1100 Lifespan Development and Learning</a>	S1 (ONC) S3 (EXT)
<a href="#">EDC1300 Perspectives in Education</a>	S1 (ONC)
<b>Plus one of the following two courses:</b>	
FET3102 , <b>OR</b>	S1, S2 (EXT)
<a href="#">EDC1200 Self, Education and Society</a>	S1 (ONC)
FET4220	S1, S2, S3 (EXT)
<b>Plus one of the following two courses:</b>	
FET4640 , <b>OR</b>	S1, S3 (WEB)
FOE1000	S1, (ONC, EXT), S2 (EXT), S3 (EXT)
EDU4472 Internet for Learning	S2, (ONC)

### Faculty of Sciences

The computing discipline provides the enabling technologies to create multimedia applications. The Multimedia Technology and games specialisation major provides knowledge of the technical aspects on which multimedia applications are based. This enables multimedia developers to create custom systems. Development of these kinds of systems typically requires the application of programming techniques rather than the use of standard multimedia development environments.

Multimedia Technology and Games Specialisation	Toowoomba campus - Semester/Mode of Offer
CSC3410	S2 (ONC, EXT)
<a href="#">CSC2408 Software Development Tools</a>	S2 (ONC, EXT), S3 (EXT)
<a href="#">CSC2402 Object-Oriented Programming in C++</a>	S1, S3 (ONC, EXT), S2 (EXT), S3 (EXT)
<a href="#">CSC2406 Web Technology</a>	S1 (ONC, EXT), S3 (EXT)
<a href="#">CSC3406 Computer Graphics</a>	S1 (ONC, EXT)
<a href="#">CSC2407 Introduction to Software Engineering</a>	S2 (ONC, EXT)

<a href="#">CSC3418 Computer Games Programming</a>	S2 (ONC, EXT)
<a href="#">CSC3409 Simulation</a>	S2 (ONC, EXT), S3 (EXT)

### Faculty of Business

The computer industry has expanded rapidly in recent years, and today offers graduates a range of interesting careers. The Business Specialisation majors aim to produce graduates who are well trained in either; the marketing and management of multimedia projects; or the principles of computer software development, and the application of these principles in the business environment. Students may choose one of the Business majors Specialisation listed below.

<b>Multimedia Business Marketing Specialisation +</b>	<b>Toowoomba campus - Semester/Mode of Offer</b>
<a href="#">MKT1002 Consumer Behaviour</a>	S1 (EXT), S2, S3, (ONC, EXT)
<a href="#">MKT2001 Promotion Management</a>	S1, (ONC, EXT), S3 (EXT)
<a href="#">ACC1101 Accounting for Decision-Making</a>	S1, S2, (ONC, EXT)
<a href="#">MKT2004 Marketing Channels</a>	S2 (ONC, EXT)
<a href="#">MKT3007 Marketing Strategy</a>	S1 (ONC, EXT)
<a href="#">MKT2020 Sports Marketing</a>	S2 (ONC, EXT)
<a href="#">MKT3006 Small and Medium Enterprise Development (SMED)</a>	S2 (ONC, EXT)
<a href="#">MKT2012 Services Marketing</a>	S2 (ONC, EXT)

#### Footnotes

+ Students must choose [MKT1001](#) to be eligible for this Specialisation Major

<b>Multimedia Business Net Technologies Specialisation+</b>	<b>Toowoomba campus - Semester/Mode of Offer</b>
<a href="#">CIS1101 Introduction to Electronic Commerce</a>	S2 (ONC, EXT), S3 (EXT)
<a href="#">CIS2000 Systems Analysis and Design</a>	S1, S2, (ONC, EXT), S3 (EXT)
<a href="#">CIS2003 Component Based Software Development</a>	S1 (ONC, EXT)
<a href="#">CIS2002 Database Design and Implementation</a>	S1 (ONC, EXT), S3 (EXT)
<a href="#">CIS3001 Object-Oriented Programming with Java</a>	S1, S2, (ONC, EXT)
<a href="#">CIS2004 Database Applications Development</a>	S1 (ONC), S2 (ONC, EXT)
<a href="#">CIS2003 Component Based Software Development</a>	S2 (ONC, EXT)
<a href="#">CIS3007 Enterprise Systems Development and Architecture</a>	S2 (ONC, EXT)

#### Footnotes

+ Students must choose [MKT1001](#) to be eligible for this Specialisation Major

### Faculty of Arts

There has been a strong demand from the arts industry for the inclusion of multimedia into Visual Arts courses, both within Australia and overseas. Similarly, industries established around the new technologies are highly dependant on a new creative class born of new combinations of traditional skills and the creative possibilities opened up by new technologies. This “creative class” of multi-disciplinary scientists, artists, engineers, technologists and designers to name a few, will be the driving power behind a new economy. Prospective students are aware of the extent to which all industries now employ both creative people and new technologies and want to be at the forefront of their field upon graduation at an undergraduate level. The Visual Arts Specialisation Major provides students with the opportunity explore and develop their creative and professional practice in this context.

<b>Multimedia Visual Arts Specialisation</b>	<b>Toowoomba campus - Semester/Mode of Offer</b>
<a href="#">VSA1001 Contemporary Art Practice 1</a>	S2 (ONC)
<a href="#">VSA2002 Contemporary Art Practice 2</a>	S1 (ONC)
<a href="#">VSA2003 Contemporary Art Practice 3</a>	S2 (ONC)
<a href="#">VSA3004 Contemporary Art Practice 4</a>	S1 (ONC)
<a href="#">VSA3005 Contemporary Art Practice 5</a>	S2 (ONC)
<a href="#">BCA3000 BCA Project A</a>	S1 (ONC)
<a href="#">BCA3001 BCA Project B</a>	S2 (ONC)
	S2, (ONC)

## Faculty of Engineering

Like many other industries, Spatial Science industries are impacted by worldwide digital trends. The growth of information technology, the Internet, and the use of digital information is becoming an important driver for the future success of most industries. Increasingly, clients are asking for spatial information to be presented in user friendly formats such as 3D modelling, animation and interactive mapping. The development of visual presentations using multimedia elements requires additional skills and the understanding of a variety of multimedia software programs. It is important that Spatial Technology graduates have these additional skills and are trained in the principles of multimedia software development tools, and develop practical experience in the application and use of spatial technologies. Spatial Science professionals are often asked to be involved in multidisciplinary project teams and as team members the ability to present ideas and solutions in a visual multimedia presentation will add value to the dynamics of the team.

<b>Multimedia Spatial Technologies Specialisation +</b>	<b>Toowoomba campus - Semester/Mode of Offer</b>
<a href="#">GIS1401 Geographic Data Presentation</a>	S1 (ONC, EXT)
<a href="#">SVY3202 Photogrammetry and Remote Sensing</a>	S1 (ONC, EXT)
<a href="#">GIS4407 Web Based Geographic Information System</a>	S2, (EXT)
<a href="#">SVY1110 Introduction to Global Positioning System</a>	S2 (ONC, EXT)
<a href="#">GIS3406 Remote Sensing and Image Processing</a>	S2 (ONC, EXT)
<a href="#">GIS3404 Geographic Data Visualisation</a>	S1 (ONC, EXT)
<a href="#">GIS3405 Spatial Analysis and Modelling</a>	S2 (ONC)
<a href="#">ENG2002 Technology, Sustainability and Society</a>	S1 (ONC, EXT), S3 (EXT)

### Footnotes

+ Students must choose [GIS1402](#) as a Core Study to be eligible for this Specialisation Major

## Minor studies

Students may take the Option Studies path instead of the Specialisation Major. Option Studies are designed to enable students to widen their knowledge and perspectives across a range of disciplines. The purpose of the Option Study Sequence is to provide the student with the opportunity to bring skills and knowledge from a broader range of disciplinary approaches to underpin their multimedia practice and careers. Courses for Option Studies must be taken over two levels. If an Option Study path is preferred, the student is required to choose two of the Option Sequences as a substitute for the Major. Available Option Studies are listed in the Recommended Enrolment Patterns.

## IT requirements

Access to a high-level computer is necessary. On-campus students will access appropriately equipped laboratories, but should consider acquisition of their own computer. External students should be able to access a computer with the following minimum standards:

- Pentium 4 or equivalent, 512Mb Ram, 80Gb 7200 RPM Hard disk, SVGA monitor and video card with at least 64Mb video RAM, Windows 2000 or XP, mouse, sound card, CD-RW drive, DVD drive and 56kb modem; or
- Apple G4 or equivalent, 512Mb Ram, 80Gb 7200 RPM Hard Disk, SVGA monitor and video card with at least 64Mb video RAM, Mac OS 10 or later, CD-RW drive, DVD drive, 56kb modem
- Preferred browser standards are the latest versions of Internet Explorer or Netscape.

All students should have access to email and the Internet via a computer running the latest versions of Internet web browsers such as Netscape Commander or Internet Explorer. The University is installing a wireless network for students' computers. In order to take advantage of this facility and further enhance their on-campus learning environment, students should consider purchasing a notebook/laptop computer, of the above minimum specifications, with wireless connectivity. A notebook/laptop may be required for some courses.

Please see the following URL for up-to-date advice on computing requirements  
<http://www.usq.edu.au/ict/students/standards/default.htm>.

## Exemptions

Exemptions may be granted to students who have successfully completed previous relevant study. Students who have successfully completed a recognised and relevant Diploma from TAFE or similar provider may receive up to 8 units of exemptions. Students who have successfully completed a recognised and relevant Advanced Diploma from TAFE or similar provider may receive up to 12 units of exemptions. Exemptions will only be awarded upon application and students will be required to submit all necessary information and supporting documentation.

## Bachelor of Multimedia recommended enrolment pattern

This program is no longer available for admission. Students currently enrolled in this program are requested to contact their Program Coordinator on telephone +61 7 4631 1086 or email [studyarts@usq.edu.au](mailto:studyarts@usq.edu.au) to discuss an appropriate study plan.

All students must successfully complete 16 units of Major Study, plus 1 eight unit Specialisation or 2, four unit minors.

## Core Courses#

These are a group of courses that must be studied by all students in the Bachelor of Multimedia program. Some core courses are required pre-requisites for enrolment into some major studies or minors courses. Final year core courses have required pre-requisites in the Multimedia Studies (MMS) courses.

## Core Studies

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<b>(All students must complete all courses in this list)</b>							
MMS1001	1	1	1	1			
<a href="#">MEA1000 Elements of Multimedia</a>	1	1	1	1			
<a href="#">CMS1000 Communication and Scholarship</a>	1	1, 2	1	1, 2, 3			
FOE2000	1	1					
<a href="#">CSC1401 Foundation Programming</a>	1	2	1	2			
<a href="#">VIS1100 Elements of Visual Design</a>			1	1			
<b>Either</b>							
<a href="#">GIS1402 Geographic Information Systems*</a>	1	2	1	2			

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<b>Or</b>							
<a href="#">MKT1001 Introduction to Marketing*</a>	1	1, 2	1	1, 2, 3			<b>OE</b>
MMS1002	1	1	1	1			MMS2000
MMS1004	2	1					MMS2000
<a href="#">MEA1003 Audio Production 1</a>	2	1					
<a href="#">MEA2004 Animation Production 1</a>	2	2					Pre-requisite: <a href="#">MEA2005</a>
<a href="#">MEA3001 Animation Production 2</a>	3	2					Pre-requisite: <a href="#">MEA2004</a>
MMS3001	3	1	3	1			MMS2000
MMS3017	3	2	3	2			
MMS3002 ^	3	2	3	2			

#### Footnotes

- # Depending on the choice of specialisation major or minor studies, some core courses might need to be taken in a different year than indicated. Students should see the notes on the following major and minor studies recommended enrolment pattern tables.
- \* Choose one only. [GIS1402](#) must be taken by students specializing in Multimedia Engineering Specialisation Major or the GIS Options. [MKT1001](#) must be taken by students specializing in Business Majors or Option Studies.
- ^ This course is 2 units
- OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

## Specialisation majors

Students in the Bachelor of Multimedia program may choose to complete either one Specialisation Major from the lists below or may choose TWO Option Sequences instead. Some core courses are required pre-requisites for enrolment into some of the Specialisation Major courses.

### Education specialisation major

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
EDU1010	1	2					
PRI2151	2	1					
<a href="#">EDC1100 Lifespan Development and Learning</a>	2	1					
<a href="#">EDC1300 Perspectives in Education</a>	2	2					
<b>Either</b>							
FET3102 +			2	1, 2			
<b>Or</b>							
<a href="#">EDC1200 Self, Education and Society+</a>	2	1, 2					
FET4220	3	1, 2, 3					
<b>Either</b>							
FET4640 +					3	1	
<b>Or</b>							
<a href="#">EDC1100 Lifespan Development and Learning+</a>	3	1					
EDU4472 Internet for Learning	3	2					

#### Footnotes

- + Students will need to discuss pre-requisite requirements with Program Coordinator.

## Multimedia Technology specialisation major

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
CSC3410	2	2	2	2			
<a href="#">CSC2408 Software Development Tools</a>	2	2, 3	2	2, 3			<b>OE</b>
<a href="#">CSC2406 Web Technology</a>	2	1, 3	2	1, 3			Pre-requisite: <a href="#">CSC1401</a> or USQIT16 or Students must be enrolled in one of the following Programs: MPIT or MSBN
<a href="#">CSC2402 Object-Oriented Programming in C++</a>	2	1, 3	2	1, 2, 3			Pre-requisite: <a href="#">CSC2401</a> or USQIT16 or Students must be enrolled in one of the following Programs: MPIT or GDGS or GCEN or GDET or METC
<a href="#">CSC3406 Computer Graphics</a>	3	1	3	1			Pre-requisite: <a href="#">CSC1401</a> or USQIT16 or Students must be enrolled in one of the following Programs: MCOP or MPIT <b>OE</b>
<a href="#">CSC2407 Introduction to Software Engineering</a>	3	2	3	2			Pre-requisite: <a href="#">CSC1401</a> or USQIT16 or Students must be enrolled in the following Program: MPIT or GCEN or GDET or METC
<a href="#">CSC3418 Computer Games Programming</a>	3	2	3	2			Pre-requisite: <a href="#">CSC2402</a> or <a href="#">CIS3001</a> or USQIT16 <b>OE</b>
CSC3409 Simulation	3	2	3	2, 3			<a href="#">STA2300</a>

### Footnotes

**OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

## Business Marketing specialisation major

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">MKT1002 Consumer Behaviour*</a>	1	2	1	1,2			Co-requisite: <a href="#">MKT1001</a> <b>OE</b>
<a href="#">MKT2001 Promotion Management</a>	2	1	2	1,3			Pre-requisite: <a href="#">MKT1001</a> <b>OE</b>
<a href="#">ACC1101 Accounting for Decision-Making</a>	2	1, 2	2	1, 2			<b>OE</b>
<a href="#">MKT2004 Marketing Channels</a>	2	2	2	2			Pre-requisite: <a href="#">MKT1001</a> <b>OE</b>
<a href="#">MKT3007 Marketing Strategy</a>	3	1	3	1			Pre-requisite: <a href="#">MKT1001</a> or <a href="#">MKT1002</a> <b>OE</b>
<a href="#">MKT2020 Sports Marketing</a>	3	2	2	2			<b>OE</b>
<a href="#">MKT3006 Small and Medium Enterprise Development (SMED)</a>	3	2	3	2			Pre-requisite: <a href="#">MKT1001</a> <b>OE</b>
<a href="#">MKT2012 Services Marketing</a>	3	2	3	2			Pre-requisite: <a href="#">MKT1001</a> <b>OE</b>

### Footnotes

\* Students taking this major are advised to take [MKT1001](#) in Semester 1 and [CMS1000](#) in Semester 2 of year 1

**OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

## Business Net Technologies specialisation major

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">CIS1101 Introduction to Electronic Commerce</a>	1	2	1	2, 3			<b>OE</b>
<a href="#">CIS2000 Systems Analysis and Design</a>	2	1, 2	2	1, 2, 3			<b>OE</b>
<a href="#">CIS2003 Component Based Software Development</a>	2	1	2	1			<b>OE</b>

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">CIS2002 Database Design and Implementation</a>	2	1	2	1, 3			OE
<a href="#">CIS3001 Object-Oriented Programming with Java</a>	3	1, 2	3	1, 2			OE
<a href="#">CIS2004 Database Applications Development</a>	3	2	3	1, 2			
<a href="#">CIS2003 Component Based Software Development</a>	3	2	3	2			OE
<a href="#">CIS3007 Enterprise Systems Development and Architecture</a>	3	2	3	2			OE

#### Footnotes

**OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

## Visual Arts Multimedia specialisation major

### Note: Studio quotas may apply

Students considering undertaking this major need to make an appointment to discuss timetable, workplace health and safety, and workshops with the Visual Arts Co-ordinator during the first week of semester 2. Phone +61 7 4631 1121 or email [visualarts@usq.edu.au](mailto:visualarts@usq.edu.au)

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">VSA1001 Contemporary Art Practice 1*</a>	1	2	1	2			
<a href="#">VSA2002 Contemporary Art Practice 2*</a>	2	1	2	1			OE
<a href="#">VSA2003 Contemporary Art Practice 3*</a>	2	2	2	2			OE
<a href="#">VSA3004 Contemporary Art Practice 4*</a>	3	1	3	1			OE
<a href="#">BCA3000 BCA Project A</a>	3	1	3	1			OE
<a href="#">VSA3005 Contemporary Art Practice 5*</a>	3	2	3	2			OE

#### Footnotes

\* Arts Management strand only available externally

**OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

## Multimedia Spatial Technologies specialisation major

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">GIS1401 Geographic Data Presentation</a>	1	1	1	1			
<a href="#">SVY1110 Introduction to Global Positioning System</a>	1	1	1	1			
<a href="#">GIS4407 Web Based Geographic Information System</a>			1	2			Pre-requisite: <a href="#">GIS1402</a> or Students must be enrolled in one of the following Programs: GCGS or GDGS or MSST or GCNS or GC ST or GDNS or MENS
<a href="#">ENG2002 Technology, Sustainability and Society</a>	2	1	2	1, 2			
<a href="#">GIS3405 Spatial Analysis and Modelling</a>	2	2	2	2			OE
<a href="#">SVY3202 Photogrammetry and Remote Sensing</a>	3	1	3	1			
<a href="#">GIS3404 Geographic Data Visualisation</a>	3	1	3	1			
<a href="#">GIS3406 Remote Sensing and Image Processing</a>	3	2	3	2			

#### Footnotes

**OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

**Notes:**

Students taking this major must take [GIS1402](#) in the core studies

## Visual Arts minor sequence

**Note: Studio quotas may apply**

Students considering undertaking this major need to make an appointment to discuss timetable, workplace health and safety, and workshops with the Visual Arts Co-ordinator during the first week of semester 2. Phone +61 7 4631 1121 or email [visualarts@usq.edu.au](mailto:visualarts@usq.edu.au)

Option Sequences are generally commenced in Year 2 of the program, but in some cases may be required to start in Semester 2 or, in the case of Media Production, Semester 1 of Year 1. Students should read the notes \* on the following tables.

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">VSA2002 Contemporary Art Practice 2*</a>	2	1	2	1			OE
<a href="#">VSA2003 Contemporary Art Practice 3*</a>	2	2	2	2			OE
<a href="#">VSA3004 Contemporary Art Practice 4*</a>	3	1	3	1			OE
<a href="#">VSA3005 Contemporary Art Practice 5*</a>	3	2	3	2			OE

**Footnotes**

\* Arts Management strand only available externally

OE Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

## Education minor sequence

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">EDC1100 Lifespan Development and Learning</a>	2	1	2	3			
<a href="#">PRI2151</a>	2	2					
<a href="#">FET3102</a>			3	1, 2			
<a href="#">FET4220</a>			3	1, 2, 3			

## Games Programming minor sequence

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">CSC2402 Object-Oriented Programming in C++</a>	2	2, 3	2	2			Pre-requisite: <a href="#">CSC2401</a> or USQIT16 or Students must be enrolled in one of the following Programs: MPIT or GDGS or GCEN or GDET or METC
<a href="#">CSC3418 Computer Games Programming</a>	3	2	3	2			Pre-requisite: <a href="#">CSC2402</a> or <a href="#">CIS3001</a> or USQIT16 <b>OE</b>
<a href="#">CSC3406 Computer Graphics+</a>	3	1	3	1			Pre-requisite: <a href="#">CSC1401</a> or USQIT16 or Students must be enrolled in one of the following Programs: MCOP or MPIT <b>OE</b>
<b>Either</b>							
<a href="#">CSC3402 Graphical User Interface Programming</a>	3	2	3	2			<a href="#">CSC1401</a>
<b>Or</b>							
<a href="#">CSC3410</a>	3	2	3	2			<a href="#">CSC1401</a>

#### Footnotes

- + Students will need to discuss pre-requisite requirements with Program Coordinator  
**OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

### Web Publishing minor sequence

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">CSC2408 Software Development Tools</a>	2	2, 3	2	2, 3			<b>OE</b>
<a href="#">CSC3410</a>	2	2	2	2			<a href="#">CSC1401</a>
<a href="#">CSC2406 Web Technology</a>	3	1, 3	3	1, 3			Pre-requisite: <a href="#">CSC1401</a> or USQIT16 or Students must be enrolled in one of the following Programs: MPIT or MSBN
<b>Either</b>							
<a href="#">CSC3400 Database Systems</a>	3	1	3	1, 3			<b>OE</b>
Or							
<a href="#">CSC2405 System Administration</a>	2	2	2	2			

#### Footnotes

- OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

### Business Programming minor sequence

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">CIS1101 Introduction to Electronic Commerce</a>	1	2	1	2, 3			<b>OE</b>
<a href="#">CIS3001 Object-Oriented Programming with Java</a>	2	1, 2	1	1, 2			<b>OE</b>
<a href="#">CIS2003 Component Based Software Development</a>	2	1	2	1			<b>OE</b>
<b>Either</b>							
<a href="#">CIS2003 Component Based Software Development</a>	2	2	2	2			<b>OE</b>
Or							
<a href="#">CIS3007 Enterprise Systems Development and Architecture</a>	3	2	3	2			<b>OE</b>

#### Footnotes

- OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

### English Literature Studies minor sequence

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">ENL1000 Introduction to Literature</a>	2	1	2	1			
<a href="#">ENL1001 Australian Stories</a>	2	2	2	2			
<a href="#">ENL2003 The Art of Storytelling</a>	3	2	3	2			Pre-requisite: <a href="#">ENL1000</a> or <a href="#">ENL1001</a>
<b>Either</b>							
<a href="#">ENL3000 Modern Literature</a>	3	2	3	2			Pre-requisite: 3 courses of Literature

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
Or							
<a href="#">ENL3002 Popular Literature</a>	3	1	3	1			Pre-requisite: 3 courses of Literature

### Spatial Technology minor sequence

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">GIS1401 Geographic Data Presentation</a>	2	1	2	1			
<a href="#">GIS3404 Geographic Data Visualisation</a>	3	1	3	1			
<a href="#">SVY3202 Photogrammetry and Remote Sensing</a>	3	1	3	1			
<a href="#">GIS4607 Internet GIS</a>			3	2			

### Engineering Design minor sequence

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">ENG1100 Introduction to Engineering Design</a>	2	1, 2	2	1, 2			
<a href="#">ENG1101 Introduction to Engineering Problem Solving</a>	3	1	3	1, 2			
<a href="#">MEC2304 Solid Modelling</a>	3	2	3	2			OE
<a href="#">ELE4402 Software Engineering Project Management</a>	2	2	3	2			OE

#### Footnotes

**OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

### Communication and Media Studies minor sequence

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">CMS1010 Introduction to Communication Studies</a>	2	1	2	1			
<a href="#">CMS2015</a>	2	2	2	2			
<a href="#">CMS2014 New Hollywood Cinema</a>			3	2			
<a href="#">CMS2016 Communication, Technology and Policy</a>	3	1	3	1			Pre-requisite: <a href="#">CMS1000</a> or <a href="#">ASD1000</a> and <a href="#">CMS1010</a>

## Recommended enrolment pattern for students granted 12 unit exemption for recognised Advanced Diplomas of Multimedia or Graphic Design

This program is no longer available for admission. Students currently enrolled in this program are requested to contact their Program Coordinator on telephone +61 7 4631 1086 or email [studyarts@usq.edu.au](mailto:studyarts@usq.edu.au) to discuss an appropriate study plan.

Course	Year of program and semester in which course is normally studied						Enrolment requirements	Comments
	On-campus (ONC)		External (EXT)		Online (WEB)			
	Year	Sem	Year	Sem	Year	Sem		
<b>4 Unit core students courses as follows:</b>								
<a href="#">CMS1000 Communication and Scholarship</a>		1, 2		1, 2, 3				
MMS3002				2			MMS3001	(2 unit)
<b>Either</b>								
Plus ONE from the following list, depending on the 8 Unit Specialisation Major to be chosen								
<a href="#">MEA1000 Elements of Multimedia</a>		1	1	1				
<b>8 Unit Education specialisation major should choose:</b>								
FOE2000		1						
<b>8 Unit Technology specialisation major should choose:</b>								
<a href="#">CSC1401 Foundation Programming</a>		1, 2		1, 2				
<b>8 Unit Business Marketing specialisation major should choose:</b>								
<a href="#">MKT1001 Introduction to Marketing</a>		1		1, 2, 3			OE	
<b>8 Unit Business Net Technologies specialisation major should choose:</b>								
<a href="#">MKT1001 Introduction to Marketing</a>		1		1, 2, 3			OE	
<b>8 Unit Visual Art specialisation major should choose:</b>								
<a href="#">VIS1100 Elements of Visual Design</a>				1				
<b>8 Unit Spatial Technology specialisation major should choose:</b>								
<a href="#">GIS1402 Geographic Information Systems</a>		2		1				

### Footnotes

**OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

### Plus one 8 unit specialisation major from either:

This program is no longer available for admission. Students currently enrolled in this program are requested to contact their Program Coordinator on telephone +61 7 4631 1086 or email [studyarts@usq.edu.au](mailto:studyarts@usq.edu.au) to discuss an appropriate study plan.

### Creative Multimedia major studies courses as follows: (Must take MEA1000 as core study course)

Note these courses are listed as core courses.

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
MMS1001		2		2			
MMS1002		1		1			
MMS1004		1					
<a href="#">MEA1003 Audio Production 1</a>		1					

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<a href="#">MEA2004 Animation Production 1</a>	2	2					Pre-requisite: <a href="#">MEA2005</a>
MMS3001		1		1			
<a href="#">MEA3001 Animation Production 2</a>		2					Pre-requisite: <a href="#">MEA2004</a>
MMS3017		2		2			
<b>Or one of the following:</b>							
Education specialisation major — Must take FOE2000 as core study course							
Technology specialisation major — Must take CSC1401 as core study course							
Business Marketing specialisation major - Must take MKT1001 as core study course							
Business Net Technologies - specialisation major Must take MKT1001 as core study course							
Visual Arts specialisation major Must take VIS1100 as core study course							
Engineering specialisation major Must take GIS1402 as core study course							

**Notes:**

No Option or Elective sequence is available in this enrolment pattern

### Recommended enrolment pattern for students granted 8 unit exemption for recognised Advanced Diplomas of Multimedia or Graphic Design

This program is no longer available for admission. Students currently enrolled in this program are requested to contact their Program Coordinator on telephone +61 7 4631 1086 or email [studyarts@usq.edu.au](mailto:studyarts@usq.edu.au) to discuss an appropriate study plan.

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
<b>8 unit core studies courses as follows:</b>							
<a href="#">CMS1000 Communication and Scholarship</a>		1, 2		1, 2, 3			
<a href="#">MEA1000 Elements of Multimedia</a>		1	1	1			
FOE2000		1					
<a href="#">CSC1401 Foundation Programming</a>		1, 2		1, 2			
<a href="#">VIS1100 Elements of Visual Design</a>				1			
MMS3002				2			MMS3001
<b>Plus one of the following two courses:</b>							
<a href="#">GIS1402 Geographic Information Systems</a>		S		2			
<b>OR</b>							
<a href="#">MKT1001 Introduction to Marketing</a>		1		1, 2, 3			OE

**Footnotes**

**OE** Before enrolling in this course students must check that they have satisfied the 'Recommended prior study' or 'Other enrolment' requirements set out in the Other requisites section of the course specification.

**Plus 8 unit Creative Multimedia major studies courses as follows:**

**Note these courses are listed as core courses.**

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (WEB)		
	Year	Sem	Year	Sem	Year	Sem	
MMS1001		1		1			
MMS1002		1		1			MMS2000
MMS1004		1					MMS2000
<a href="#">MEA1003 Audio Production 1</a>		1		1			
<a href="#">MEA2004 Animation Production 1</a>		2					Pre-requisite: <a href="#">MEA2005</a>
MMS3001		1		1			MMS2000
<a href="#">MEA3001 Animation Production 2</a>		1					Pre-requisite: <a href="#">MEA2004</a>
MMS3017		2		2			

**Or 8 Unit specialisation major studies courses chosen from:**

Education specialisation major							
Multimedia Technology specialisation major							
Business Marketing specialisation major - Must take MKT1001 as core study course							
Business Net technologies specialisation major - Must take MKT1001 as core study course							
Visual Arts specialisation major							
Multimedia Spatial Technologies specialisation major - Must take GIS1402 as core study course							

**Notes:**

No Option or Elective sequence is available in this enrolment pattern.