<table>
<thead>
<tr>
<th>Program</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art, Design and Architecture at RMIT</td>
<td>2</td>
</tr>
<tr>
<td>Architecture and Urban Design</td>
<td>6</td>
</tr>
<tr>
<td>Interior Design</td>
<td>14</td>
</tr>
<tr>
<td>Industrial, Furniture and Product Design</td>
<td>18</td>
</tr>
<tr>
<td>Visual Merchandising</td>
<td>24</td>
</tr>
<tr>
<td>Photography</td>
<td>26</td>
</tr>
<tr>
<td>Fine Art and Visual Arts</td>
<td>30</td>
</tr>
<tr>
<td>Animation and Games</td>
<td>36</td>
</tr>
<tr>
<td>Graphic and Communication Design</td>
<td>40</td>
</tr>
<tr>
<td>Study at RMIT</td>
<td>44</td>
</tr>
<tr>
<td>Selection Tasks</td>
<td>48</td>
</tr>
<tr>
<td>How to Apply</td>
<td>50</td>
</tr>
<tr>
<td>Fees Explained</td>
<td>51</td>
</tr>
</tbody>
</table>

**Celebrating Future Design Leaders**

RMIT design students have placed in four of the six categories and won two at this year’s Graduate of the Year Awards for the Design Institute of Australia Victoria and Tasmania chapter.

**RMIT Winners**

- Michelle DeCastro  
  Bachelor of Arts  
  (Textile Design)

- Manuela Mojica  
  Milan (pictured)  
  Associate Degree in Interior Design and Decoration  
  (currently studying the Bachelor of Interior Design (Honours))

**RMIT Runners Up**

- Ryan Pennings  
  Bachelor of Industrial Design (Honours)

- Harry Zanios  
  Associate Degree in Design (Furniture)

These students will now go into the running for the nation-wide Australian Graduate of the Year Awards.

**Acknowledgement of Country**

RMIT University acknowledges the Wurundjeri people of the Kulin Nations as the traditional owners of the land on which the University stands. RMIT University respectfully recognises Elders both past and present. We also acknowledge the traditional custodians of lands across Australia where we conduct business, their Elders, Ancestors, cultures and heritage.
It is the things that are remarkable, that are unusual, that break the mould, that take risk, that challenge the status quo, that get noticed.

RMIT University gets noticed.

RMIT explores ideas through making.

RMIT is recognised by the profession and is ranked as a leading design university, both nationally and internationally.

You will be taught by academic staff who are professional practitioners and constantly engage in design from day one so that you will have the skills, entrepreneurial spirit and knowledge to enter your career in art, design and architecture.

At RMIT you can create your own place where your ideas can make an impact on people’s lives and ways of thinking.

RMIT ranked number one in Australia for art and design
Source: QS World University Rankings by Subject 2016.

RMIT ranked 16th in the world for art and design
Source: QS World University Rankings by Subject 2016.

RMIT ranked 36th in the world for architecture
Source: QS World University Rankings by Subject 2016.
Design is Everywhere
Design and its principles have a greater impact on our lives than we might imagine. From our physical surroundings and infrastructure, to the things we wear and buy, everything around us is embedded with design. Through providing innovative solutions to economic, social and environmental issues, design makes a difference to the world.

You Will Be Part of a Supportive Community
Thinking differently can often make you feel like an outsider, but in design and creative industries it’s the very thing that will allow you to take leaps and bounds in your career. In design, your curiosity and creativity is valued by a community of people who understand, support and challenge you. From the connections and friendships you make while studying, to being part of a global community, opportunities to experiment, share ideas, collaborate and evolve your personal style and practice are endless.

Design is Essential to the Creative Economy
Creative fields of art, design and architecture are among Victoria’s fastest growing creative industries, contributing to the state’s liveability and global profile. With creativity seen as the key to new ideas, design is the tool for innovation that can create real-life impact. Progressive and collaborative thinking is in demand from major industries such as education, health, agriculture and manufacturing. Design not only enhances the economy, but is leading it into the future.
What these seemingly innocent few words fail to recognise is the value of creative thinking and the multitude of opportunities available to those who pursue careers in art, design and architecture. With the digital boom, the global push towards innovation, and a growing cultural economy, creativity really is capital and design is at the forefront.

From developing a diverse skill set and ability to think critically, to designing your own career, here’s why you need to value your creativity and passion and ignore the naysayers – design is, after all, a real and viable profession.

There are few creatives who have progressed through their career without encountering the question, “But what’s your real job?”

4
It’s A Myth that Creatives Don’t Make Money
It is a common misconception that a creative profession comes hand-in-hand with financial instability. The booming design industry in Victoria alone suggests otherwise – design firms contribute around $7 billion annually to the state’s economy.

A focus on real-life experience and access to some of Australia’s most renowned design practitioners helps foster an entrepreneurial spirit in students. RMIT graduates utilise their skills to pursue artistic passions alongside commercial and freelance work to continuously grow and evolve. A combination of hard work and seizing opportunities enables designers to lead fulfilling and financially rewarding careers.

5
Build Diverse and Transferable Skills
While artistic talent can provide a strong foundation for a career in design, perhaps more important is a willingness to develop technical skills and an ability to solve problems creatively. Through discovering new perspectives and learning to collaborate, designers have a capacity to think differently and empathetically. This opens doors for graduates across artistic and non-artistic sectors, not-for-profit and community organisations, commercial businesses and cultural institutions.

6
Melbourne is the Design Capital
Continuously voted as the most liveable city in the world, Melbourne is a destination for art and design globally, and proof of the contribution design thinking can make to our surroundings. Urban spaces, co-working hubs, local fashion designers, exhibitions and events all contribute to the cultural fabric of the city. As a living laboratory for art and design learning, RMIT connects you to leading thinkers in the field and a culture that champions designers.

7
You Can Design Your Life
One of the most valuable aspects of pursuing a career in design is the ability to create your own path. Unlike some professions, there is no limit to the ideas you develop, people you meet and places you go.

Gaining the fundamental skills, connections and the global badge of studying at RMIT affords graduates flexibility, global opportunity and diverse career opportunities, allowing many designers to work where, when and how they choose.

Find your way to inspiration.
Find your way to design.
Find your way to possibility.
Architecture makes an impact on every aspect of our daily lives.

In each and every moment we can find ourselves being influenced by the buildings and spaces that surround us. Architecture has the power to affect the way we feel, live and work.

RMIT’s architecture and urban design programs immerse you in a world of design, exploration and innovation.
First term, first semester you will be hands-on in studios developing drawing, 2D and 3D design skills, learning in an environment that emulates the best practice of an innovative architectural design firm.

EXPERIMENTATION IS EXPECTED

PEOPLE THAT IMPACT YOUR CAREER

RMIT architecture has long-standing and extensive connections with the local and international architecture community through teaching staff, many of whom are internationally recognised award-winning architects.

Visiting national and international experts, consultants and specialists further strengthen this linkage across the programs.

You’ll develop strong connections with industry while working on real-life project briefs, and RMIT’s unique design studios will connect you with leading architectural firms in Victoria and around the globe.

Recent studio partners:

RMIT Associate Lecturer Amy Muir
MUIR Architecture

RMIT Professor of Architecture Carey Lyon
Lyons Architecture

RMIT Associate Professor Paul Minifie and Dr Jan van Schaik (lecturer).
MvS Architects

RMIT Adjunct Professors Howard Raggatt and Ian McDougall.
ARM Architecture
“As the degree progressed, my tutors and peers encouraged me to explore things I would have dismissed at the beginning; I became more interested in adventurous design ideas rather than just things I knew I could build.”
Advanced Diploma of Building Design (Architectural)

Practical, hands-on and vocation-focused, RMIT’s building design program offers a variety of experiences from freehand drawing to digital applications that augment architectural workflows, to construction technology and documentation processes for residential and commercial-scale buildings. The role of a building designer extends into the design of functional, energy-efficient and often spectacularly creative homes.

Building design offers students the opportunities to continue their studies in RMIT’s Bachelor of Architectural Design.

This qualification, with appropriate industry experience, leads to registration as a building practitioner in Victoria.

Imaginary Cities – Student Design Work

The proposal for the Imaginary Cities project follows the design process from concept design through to detailed construction drawings, exploring façade assemblies along the way.

CAREERS IN BUILDING DESIGN

This program prepares graduates for a career as a building designer of residential and commercial buildings, as well as specialist technical roles as computer-aided design and building-information modelling documenters, and material technologists within multi-disciplinary design teams that create innovative and elegant design solutions.

The spiral stair case demonstrates skills in 3D modelling software and an understanding of materials and construction techniques developed throughout the program. “Smith Street Public Library and Childcare Centre” designed by Advanced Diploma of Building Design (Architectural) student Phalhong Mao.

*Pixel Mixed Use Development* designed by Advanced Diploma of Building Design (Architectural) student Thomas Aitken.
This proposed building design responds to the brief solution as a multi-level mixed-occupancy building located in the Carlton precinct.

The proposed multi-level apartment building has three different tenancies, including a studio (an educational area), medical centres and an office. It also contains apartments on the upper floors and two levels of basement, one of which is connected to another proposed multi-level apartment building.
Matthew Kneale
Bachelor of Landscape Architectural Design
Master of Landscape Architectural Design

“Landscape architecture is not about pretty gardens; it’s about dealing with the challenges of urbanisation, such as water, energy and food security, as well as ensuring equitable access to transport, work, leisure, health and happiness.”

Bachelor of Landscape Architectural Design

Landscape architecture is about spaces – natural, urban, private and public. It’s about investigating and proposing better ways of living in a complex, rapidly changing world.

Landscape architecture involves the design of outdoor public and private spaces. The discipline blends design, art, science, nature and culture to achieve environmental, socio-cultural and aesthetic outcomes.

SHAPING LANDSCAPE THROUGH INNOVATIVE DESIGN

Landscape architecture responds to diverse issues posed by the contemporary world, ranging in scale and scope from the garden to the territory, the infrastructural to the ecological, through the act of design.

In the Bachelor of Landscape Architectural Design you will be introduced to a range of unique design techniques, associated tools and technologies emerging from research, and practice to design landscapes that examine and propose new forms between economics, ecology and society.

In the four streams of the degree – design, communications, environments and theoretical frameworks – you will learn a set of specialised ideas and skills:

- **Design**
  - undertake design projects learning specific design techniques to conceptualise and execute design ideas.

- **Communications**
  - learn how to analyse and represent landscape in two and three dimensions.

- **Environments**
  - develop skills in mapping, construction methods and fabrication.

- **Theoretical Frameworks**
  - interrogate history and theory through critical analysis and drawing.

You will connect with industry through industry-led studios, field trips, critique and discussions.

First-year landscape architecture students at work in the studio developing a wide range of design-based skills, including drawing, documenting, mapping, recording, researching, making, fabrication and prototyping.

DID YOU KNOW

Landscape architecture students can embark on international internship electives at a range of firms including Stoss LU in Boston and Karres en Brands in the Netherlands – the appointed landscape architecture firm for Melbourne’s very own Federation Square.

**Award-winning Students**

Australian Institute of Landscape Architects 2015 Landscape Architecture Australia Student Prize

*High commendation*: John Williams, Master of Landscape Architectural Design student

Australian Institute of Landscape Architects 2015 Future Leader Student Award

*Winner*: Nirvana Hrustanovic, Master of Landscape Architectural Design student
**The Space In Between**

This project investigates how to transform a contaminated post-industrial space located in Melbourne’s inner west.

The project aims to identify opportunities for new forms of urban living, new modes of production and new classifications for the development of green infrastructure for the city at large.

Right and below: “The Space In Between” designed by Bachelor of Landscape Architecture and Master of Landscape Architecture student John Williams.

---

**How Do We Know if We Can Colonise the Lunar Surface or Mars?**

This studio project explores the possibility of developing future settlements for humans in extreme landscapes, such as the lunar surface or Mars.

The project investigates the fragility of an extreme landscape’s ecology and biosphere to assess if a living system can adapt to the extremes of the environment.

---

Students learn to recognise large landscape systems such as river catchments and cities. You will investigate and study the layers that make up these systems, such as geomorphology, geology, water systems, vegetation and settlements at a range of distinct landscape scales.

Above: “Colonising Extreme Landscapes” designed by Bachelor of Landscape Architecture graduate and Master of Landscape Architecture student Candice Teok.
"Blushing Wall" designed by Bachelor of Interior Design (Honours) student Ana Bui is an interactive wall that draws the viewer in, seducing them through their curiosity and engaging them in the interplay between art, space and perception.

Great interior designers and decorators understand what makes a space work for a particular purpose, whether it is a residence or a commercial environment.

What Program is Right For Me?

The Bachelor of Interior Design (Honours) is a four-year degree positioned as an idea-led design discipline. It explores the potential and future of interior design as a practice concerned with the spatial and temporal relations between people and the surrounding environment.

Students investigate how the design of interiors is not confined to simply the inside of a building, but ranges from the intimacy of a finely crafted object to the urban fabric of a city.

Working in the interstices between people and spaces, the Bachelor of Interior Design (Honours) students develop a sophisticated level of sensitivity and sensibility to imagine and project the experiential and phenomenal qualities of the interior.

Graduates find employment in interior design and architectural practices.

The Associate Degree in Interior Decoration and Design and the Diploma of Interior Design and Decoration are both two-year qualifications that focus on skills development and application to interior design and decoration projects, both residential and commercial.

With a focus on space creation and planning, graduates have a high level of knowledge in the areas of textiles, soft and hard finishes and their applications and sustainability, and project documentation, along with the ability to visually communicate to clients and other stakeholders.
Ten students from RMIT’s Bachelor of Interior Design (Honours) completed one-month internships across Asia in June and July of 2015.

Students worked with prominent Australian architecture and interior design firms in Asia, including Hassell Shanghai, Woods Bagot Beijing and Nettleton Tribe and Chew Kuala Lumpur.

Students engaged with the workings of an international design office as well as experiencing the local art, design and culture of the region.
Interior decoration and design may be two distinct practices, yet RMIT graduate Christina Fogale is a firm believer in combining the skills of both to transform your thinking.

"Design has a lot to do with how people feel in a space. If someone feels comfortable in their environment then they have more confidence and are able to speak up and be more involved. I think ultimately design has a lot to do with people's emotions, how they feel and how they engage with others within a space."

"For me, the Diploma of Interior Design and Decoration was very technical – learning how to use computer-aided design, doing hand renders, understanding how to do an apartment plan, specifying and documenting different materials and types of fabric, and determining what was suitable for the environment."

"After finishing the diploma I felt there was so much more I wanted to understand about the industry, and I really enjoyed the short course on interior design, so decided to do the degree. It was more focused on ideas and theory – discovering what kind of aesthetics I liked and then going that step further and looking at what will fit into an environment or particular space to create more of a story."

"If I had completed only the decoration or design course, I wouldn’t be as aware of the various skills. Everyone is always learning and trying to get better at either the idea or the technical side, but I have an awareness that they are both so important and know how they can really complement each other."

"I was able to get an idea of what interior design and decoration was all about, understand the different skills and also the language behind how to ask for help for something. It means when you are in the workplace you have an understanding and background you can build on.

"There’s also the recognition that you’ve put time aside to try to learn about something and an employer knows you are interested and wanting to pursue it. Obviously, the reputable brand of RMIT was a part of it too, and it’s nice to know you have that with you forever.

"You also learn things that are not directly to do with design – such as how to work with other people, communicate and be around people who are different from you. It's a really good environment to learn in; I miss it."

"On one level it is the personal satisfaction and making a contribution to an environment and doing the best you can. On another level it is being environmentally conscious with the materials as well as the process. I think design has a responsibility to lead the way on environmental change."

"My advice would be to try to think about how you work most efficiently and how you learn best. Are you a doer or are you a thinker? That is, do you work things out by doing, or do you respond well to really thinking something through. For me, it made sense to do decoration first because it was so hands on and I felt comfortable very quickly."

"The confidence to be able to communicate has been the most useful skill from studying at RMIT. You learn to communicate an idea to yourself and understand how you work through things, as well as learn how to present your thinking to a third party. That's what I really took from it and am really thankful for."
The Diploma of Interior Design and Decoration Mentor Program allows current students the opportunity to work alongside industry professionals in the design and decoration field, while completing their studies.

Students are partnered with mentors from leading design companies, including Cardamone Design, Boyac, Window Workshop, Atticus & Milo, Beautiful Room, BQ Designs and more.

Susanna de Vienne, Principal at wholesale textile company Boyac, said the Mentor Program is an advantage for both the mentee and mentor alike.

“The benefit for us is receiving the wonderful energy from the students,” she said.

“We’ve also employed students on a full-time basis once they’ve graduated, so that’s a huge benefit for both the students and our company.”
Concept to Creation

visualise
invent
create
evaluate

3D eyewear designed by Diploma of Product Design student Kei Asada.

"Uragaeshi Chair" designed by Associate Degree in Design (Furniture) graduate and Bachelor of Industrial Design (Honours) student Chris Goff.

"Kissing the Sea" designed by Bachelor of Industrial Design (Honours) student Elise Joseph.
<table>
<thead>
<tr>
<th>Deliver innovative design solutions to real-life problems</th>
<th>Design and create modern furniture in a hands-on studio program</th>
<th>Build a career out of your passion for design</th>
</tr>
</thead>
<tbody>
<tr>
<td>Develop products and systems that enhance function and aesthetic, and benefit user experience.</td>
<td>Investigate contemporary, cultural and environmental aspects to establish your own professional furniture design practice.</td>
<td>Learn cutting-edge product development techniques to find creative solutions to design problems.</td>
</tr>
</tbody>
</table>

Alternative engine car designed by Bachelor of Industrial Design (Honours) student Patrick Goslar.

“Tricopter” designed by Diploma of Product Design student Anthony Grant.

Designed by Associate Degree in Design (Furniture) student Rose Tree.

Designed by Associate Degree in Design (Furniture) student Harry Zanios.
Exploring Design

RMIT’s Unique Studio Model

Industrial design at RMIT is primarily studio-based learning. You will choose your studio from a range of options offered each semester.

**Studio offerings have the following orientations:**

**Service Orientation**
Focus on sustainability, social innovation, health, transport, community engagement.

**Technology Orientation**
Focus on interaction design, universal design/ergonomics, manufacturing, technical innovation.

**Object Orientation**
Focus on furniture and objects for the home.

Studio experiences allow students to explore, devise and undertake complex design projects working with local and international industry partners and guest designers.

---

**Alumni Profile**

**Jarrod Lim**

Bachelor of Industrial Design

Associate Degree in Design (Furniture)

“RMIT gave me a solid knowledge of manufacturing and production processes in a wide variety of materials and fields, which has helped immensely throughout my career.

“With a decent knowledge of various manufacturing and construction processes, I am able to engage confidently with these people, which makes my work much easier.”

Now, with his own furniture brand Hinika, Jarrod’s design goals explore how people relate to objects, materials and the spaces that surround them.

“My aim for each project is to realise a delicate balance between creating something new and fresh while maintaining a sense of tradition and timelessness,” he says.
Designers leading a world of change

RMIT’s award-winning and internationally celebrated industrial design students and graduates are creative participants in a world where new technologies, global connectedness and the challenges of sustainability are changing social concerns and altering consumer behaviours and business markets.

Students develop a broad skill-base and cultural expertise, graduating with the ability to creatively cross boundaries and develop products and services that help businesses and communities to prosper.

“AESTHETIC-PROSTHETIC” designed by Bachelor of Industrial Design (Honours) student Binghui Li.

Designed by Binghui Li.

*AESTHETIC-PROSTHETIC* designed by Bachelor of Industrial Design (Honours) student Binghui Li.
Studying furniture then industrial design has enabled Richard Greenacre to pursue his love of furniture and lighting as his career.

I love that the workshop is my playground. Having access to a wide variety of machinery, technology and tools has allowed me to expand my knowledge of manufacturing processes, and experiment with a wide variety of materials.

I was lucky enough to win a couple of awards for a furniture piece I designed and made, “Agave Credenza”. It won the Dowel Jones Furniture Concept Award of Excellence in Design at the Vibrant Visions in Design (VIVID) awards, and won two awards at Fringe Furniture as a part of the Melbourne Fringe Festival. As a result, I will be exhibiting my piece internationally in 2016.

RMIT has helped me build the necessary skill set and industry experience to feel confident in pursuing a career in industrial design.
**Awards**

**International Bicycle Design Competition, 2015**

Five Bachelor of Industrial Design (Honours) students received awards at the world’s largest bicycle industry event and the only global bicycle-design competition, held in Taipei in 2015.

- Hamish Buttle
  - Excellence Award

- Ailie Hanson
  - Merit Award

- Jordan Runciman
  - Merit Award

- Sam Pringle
  - Merit Award

- Patrick Tran
  - Merit Award

**Vibrant Visions in Design (VIVID) 2015**

VIVID is Australia’s longest running design competition that shines a spotlight on some of the most dynamic emerging Australian designers.

- Gabriella Audrey Aliwarga
  - Bachelor of Industrial Design (Honours)
  - Furniture Award of Excellence in Design

- Richard Greenacre
  - Bachelor of Industrial Design (Honours)
  - Furniture Concept Award of Excellence in Design

**Fresh! 2016 Emerging Maker Showcase**

Craft Victoria’s annual showcase of leading emerging makers.

- Gabriella Audrey Aliwarga
  - Associate Degree in Design (Furniture)
  - Future Leaders Cash Prize (valued at $1000)

**Australian Contemporary Emerging (ACE) Design Awards 2015**

The ACE Design Awards are open to students and emerging designers from all fields related to the furnishing industry.

- Andrew Beveridge
  - Associate Degree in Design (Furniture)
  - Creative Vision Award

**Young Australian Design Awards 2015**

A national design award for young Australian designers, engineers, innovators and entrepreneurs.

- Dean Lopriore
  - Bachelor of Industrial Design (Honours)
  - Design Sustainability Award

---

**What Program is Right for Me?**

**Diploma of Product Design**

Focuses on building core skills such as visualisation, model making and digital development to conceptualise, experiment and resolve product forms and structures. From ideation to creation, product design is a practical, hands-on approach to the design, communication and development of a product idea. Product design is also an ideal pathway to further study.

**Associate Degree in Design (Furniture)**

Provides an emphasis on the processes of design for the manufacture of market-ready modern furniture and furnishing products. Crossing scales of serial production to the handcrafted and bespoke, this program provides a hands-on learning of the particularities of the furniture design and production industries, and the human factors of furniture.

**Bachelor of Industrial Design (Honours)**

Is the broader field of study containing the research, conceptualisation, design and prototyping of all forms of consumer products, capital equipment, transportation, furniture, services, product service systems, the integration of new processes and technologies, and interactive and digitally integrated products. Industrial design focuses on new product and service development using an approach that is significantly user-centered and concerned with the social, environmental and economic impacts of design to those who directly interface with a designed product or service, those who make and sell it and the context that it operates within. It is a highly practical and research-intensive field of study.

See page 46 for a list of industrial, furniture and product design programs available at RMIT.
Make the World Come Alive

Blend creativity with business to generate a folio of work that will prepare you for a global career in visual merchandising.

Specialise in retail display and design, exhibition and event design, and photographic styling and theming.

Visual Merchandising Mentor Program

Visual merchandising (called “VM” by industry) offers a unique mentor program, where you have the opportunity to be matched with an industry professional during your final semester of study.

Through the mentor program, you will develop a deeper understanding of how the industry operates and gain valuable advice from experienced professionals and businesses.

The mentor program works with a range of companies, including David Jones, Myer, Country Road, Cotton On, Sportsgirl, stylists, design firms and many more.

Visual merchandising students produce an installation in alliance with Sportsgirl.
Libby Matson
Diploma of Visual Merchandising

“I wanted to upskill in digital design to be able to bring my ideas and concepts to life in a more professional manner, and to stand out from other finance graduates. I really liked that the visual merchandising program had the digital design element but was also applicable to fashion and photography, which are keen interest areas for me. “

“I’ve learnt how to conduct myself as a freelance creative for clients and gained an understanding of industry expectations. I also now have a solid understanding of photography and further developed my studio and construction skills. The most valuable skills I’ve learned are definitely my digital design and post production skills using the Adobe suite programs.”

Showcasing the Future of Global Retail Innovation
UNIQLO’s Marketing Director Tracey Lang wanted to work with the visual merchandising students on an industry project because of RMIT’s reputation in the design space.

The students created unique headpieces to help promote a new range of jeans on show at UNIQLO’s Emporium Melbourne store.

Many of our visual merchandising team members are graduates of the RMIT program, so it felt like a natural fit working with the students.

Tracey Lang
Marketing Director, UNIQLO

See page 47 for a list of merchandising programs available at RMIT.
Alumni Profile

Jake Reeder
Bachelor of Arts (Photography)

Winner of 2016 Hasselblad Masters (chosen from 10,000 international entries) (pictured above)

“I’d always been passionate about photography. Going through school, I’d never thought that photography was a ‘proper job’. When I went to RMIT’s Open Day, it all clicked. I changed all my preferences and I haven’t regretted it for a moment since.

“It’s a myth that there aren’t any jobs in photography. There are always jobs for those who work hard and are good at what they do.

“To consider this degree, you should live and breathe photography. I worked in a studio concurrent to my degree; and this meant that university gave me the tools and connections and work gave me the practice.”
The best photographers are curious. They find the light...or they make it. They know the gear and work quickly, but efficiently.

At RMIT, you’ll gain all these skills from expert photographers in purpose-built studios, using modern technology and digital equipment and software. Specialise in a range of photography styles, including advertising, architecture, digital imaging, documentary, editorial, fashion, food, science, photojournalism, portraiture and product photography.

A Legacy of Ingenuity

Established in 1887, the Bachelor of Arts (Photography) at RMIT is the oldest continuously running photography degree in the world.

RMIT graduates are creative thinkers and image-makers and many have found success as photographers and photo editors across all local and international industry sectors.

Photographers See Things That Others Don’t

1. “Pilgrim, Pyrenees” photographed by Diploma of Photo Imaging graduate Mike Read.
2. “The Forgotten Ones, Ethan” photographed by Bachelor of Arts (Photography) graduate Alexandrena Parker.
3. “Davey Havoc, AFI” photographed by Bachelor of Arts (Photography) graduate Kane Hibberd.
Shanghai Global Intensive

Photo Imaging students worked collaboratively, creatively and cross-culturally with students from the East China Normal University and Limelight Studio, a full-service commercial photography and video studio in Shanghai.

“The trip was fantastic and an opportunity of a lifetime. The group really bonded, which has fostered prospects of working together in the future.”

Jean-Louis Kocher
Diploma of Photo Imaging
“There is a hands-on, practical approach to the Diploma of Photo Imaging. You’re in the studios from week one and essentially learning how to make a commercial living from photography. It’s a very busy two years of study.

“Make sure to be aware of your creative influences. This might not necessarily be photography; it could be film, music, painting, etc. It doesn’t matter where the inspiration comes from, but know it is important as you’ll likely be asked about it at some point.

“The best way to figure out which course suits you is to come along on Open Day and check out the studios and the work and chat to current students and the lecturers.”

Janelle Low
Diploma of Photo Imaging graduate


Tips & Tricks

“There is a hands-on, practical approach to the Diploma of Photo Imaging. You’re in the studios from week one and essentially learning how to make a commercial living from photography. It’s a very busy two years of study.

“Make sure to be aware of your creative influences. This might not necessarily be photography; it could be film, music, painting, etc. It doesn’t matter where the inspiration comes from, but know it is important as you’ll likely be asked about it at some point.

“The best way to figure out which course suits you is to come along on Open Day and check out the studios and the work and chat to current students and the lecturers.”

Janelle Low
Diploma of Photo Imaging graduate

Which Program is Right For Me?

Diploma of Photo Imaging

In your first year you will study the Certificate IV – designed to reflect the role of a photographer’s assistant. You will learn to apply a broad range of skills in lighting, image capture, enhancements, manipulation and output.

Once completed, you can progress to the Diploma in Photo Imaging – a program for practitioners with a sound theoretical knowledge base. You will use a range of specialised and technical competencies to plan, carry out and evaluate photo imaging services.

Bachelor of Arts (Photography)

This degree integrates theoretical, conceptual and industry-based models of photographic practice as they apply to the media and communications industries.

You will be challenged to produce work that responds to the critical discourses in both local and global contexts. You will explore emerging technologies and their relevance to your own image making.

You will also have the opportunity to select a number of courses from a wide range of electives, depending on your particular career path and personal interests.

4. Photography by Bachelor of Arts (Photography) graduate Lisa Saad, the 2015 Canon AIPP Australian Professional Commercial Photographer of the Year. lisasaad.com

5. “Chela Crab” photographed by Bachelor of Arts (Photography) graduate Danny Cohen.

6. “Porsche” photographed by Certificate IV in Photo Imaging, Diploma of Photo Imaging and Bachelor of Arts (Photography) graduate Rio Arianto.
I explore cognitive fallacies through Cubist aesthetics and digital processes, with collaged imagery creating glitched and surreal paintings and videos.
You have the ability to create the weird and remarkable, the provocative and the beautiful.

Transforming Materials
Conceptualising, designing and crafting personal objects

   
   “Elements of my Chinese heritage influence my designs, creating my distinctive style.”
   
   Miao’s work stems from her drawing and painting flowing into her passion for soldering and fine wire work to produce high-quality pieces.


4. “Graham the Robot Goal Umpire”. Wheel-thrown porcelain. Artist: Michael Barret, Bachelor of Arts (Fine Art).

5. “Kakadu Sunset”. Wheel-thrown unglazed stoneware. Artist: Michael Barret, Bachelor of Arts (Fine Art).

6. “Horn with Milk”. Gallalith (milk plastic), brass. Artist: Gabrielle Stolp, Bachelor of Arts (Fine Art).

Explore Ideas Through Making

There’s no better way to learn about art than by making it. At RMIT, you’ll be immersed in studios, examining, conceiving, investigating, experimenting and creating contemporary art that challenges perspectives and creates conversations.

We know the value of technique and technology. At RMIT you learn to use these skills innovatively and create new thinkings, new approaches and new conversations in art and the global community.

Fine Art and Visual Arts
Experience a Vibrant School of Art

At RMIT you’ll enter a community of artists and form lasting connections with the teachers and fellow students that you will carry for the rest of your professional life.

You’ll have dedicated studio spaces alongside other artists; you’ll share ideas and be exposed to a wide range of approaches. You’ll attend exhibitions and even run some of your own!

After-hour studio access means you can work when you need to. No more packing up for the day before you’re finished.

Programs in Fine Art and Visual Arts

In the Certificate IV, Diploma and Advanced Diploma in Visual Arts you can explore your unique talents and develop your artistic skills through creating a portfolio of work.

The Bachelor of Arts (Fine Art) is where you develop conceptual and specialised technical skills to enable you to evaluate different approaches to your own personal style and artistic practice.

<table>
<thead>
<tr>
<th>STUDIO SPECIALISATION</th>
<th>VISUAL ARTS</th>
<th>FINE ART</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ceramics</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Digital imaging</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Drawing</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Experimental animation</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Gold and silversmithing</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Installation practice</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Painting</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Performance art</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Photography</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Printmaking</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Public art</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Sculpture</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Sound art</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Sound design</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>Video art</td>
<td></td>
<td>✓</td>
</tr>
</tbody>
</table>

Graduate Exhibitions

RMIT has six gallery and exhibition spaces open to the public, so there are always opportunities to showcase your work.

Mentor and Student Interaction

Your teachers are all practising professional artists who exhibit locally and internationally, so you can tap into what’s happening in the art world.

Studio Facilities

You’ll have access to equipment, materials and technology relating to your craft, so you don’t just learn technical skills – you’ll use them!

Career Opportunities

Professional artist
Commercial photographer
Sound engineer
Teacher
gallery director or curator
Art technician
Arts manager (e.g. museums, festivals, education, community organisations)
Filmmaker
RMIT’s art programs provide you with the capacity, the confidence, the tools and the mechanisms to understand and interpret the world around you; to transform and express what you feel, what you think and what you see.

Nyah Cornish
Bachelor of Arts (Fine Art)

“I have always loved drawing and painting. Creativity has been a huge part of my life and I knew I would end up creating art in some form.

“My lecturers at RMIT encouraged me to experiment and think outside my comfort zone. I was shown how to use paint in new ways, introduced to a range of artists, influences, ideas and concepts. These influences led me to develop my own unique style, which enabled me to create some of my most successful works.

“The eyes of the art world are on RMIT. A Melbourne-based gallery discovered my paintings and asked me to participate in an art fair that showcased unrepresented artists. I was completely shocked when I arrived on the night of the fair to find that all of my works had sold out prior to the exhibition opening!

“During my Honours year at RMIT, a gallery in Berlin noticed my work online and before I knew it I was preparing for my first ever solo show! Having my work shown overseas felt like a dream. It is something I never expected to happen while I was still studying.”

Read more about Nyah’s story: http://tinyurl.com/Nyah-RMIT
I fell in love with the studio, the space and the teachers at RMIT. I felt like I belonged from the first instant.

I've definitely improved my conceptual thinking, self-confidence, articulation, vocabulary, curatorial skills, organisational skills, self-expression and ability to multi-task.
The Studio as a Process of Creation and a Site of Practice and Enquiry

1. “Squeezers”. Artist: Kawita Vatanajyankur, Bachelor of Arts (Fine Art).


Technology and Art: Explore the Relationship

1. “Squeezers”. Artist: Kawita Vatanajyankur, Bachelor of Arts (Fine Art).


See Page 44 for a list of fine art programs available at RMIT.
Marigold Bartlett is a recent graduate of the Bachelor of Design (Games). She specialises in illustration and concept art and plans to study a Master of Animation. Marigold worked as art director on a project called Movement Study 1, which won the prize for Best Visual Art in the 2015 FreePlay Awards.

I had been practising digital art from home for a few years and knew that I wanted to learn something creative that would play to my digital background. I was excited by the idea of studying to become a concept artist, and to build strength in areas such as 3D modeling and animation.

I went along to RMIT’s Open Day and snooped around the different buildings. As soon as I entered the games studios I knew that it was perfect for me. There was great student art on the walls, the studio was impressive and I recognised the gear. I spoke to staff and current students to find out how much programming and visual art I would be doing, and the balance seemed pretty perfect for me. Basically, the degree looked challenging and incredibly interesting and the facilities were very impressive.
Melbourne plays an integral part in Australia’s vibrant and growing animation, games and interactive media industries.

It is home to independent start-ups and small gaming and app development studios, as well as being a hub for award-winning animation and VFX companies like iloura, which has worked on Hollywood blockbusters such as *Mad Max: Fury Road* and *The Spongebob Movie: Sponge Out Of Water 3D*.

At RMIT you’ll be immersed in a culture of animation and design, where staff are practising artists, designers and industry practitioners. You’ll be surrounded by like-minded students and be able to collaborate on projects across year levels and in real industry studios.

Through studying games and animation at RMIT, you will become skilled in producing rich interactive experiences by developing your conceptual design, storytelling and specialist art skills. You can apply these skills to turn your hobby into a career.

RMIT has a long history of producing multi-skilled artists, animators, designers and storytellers, who forge the way in industries that are constantly evolving. RMIT graduates find work as freelance designers and artists and in studios locally and internationally.

Who Plays?

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>98%</td>
<td>homes with children have computer games</td>
</tr>
<tr>
<td>65%</td>
<td>game households have three or more game devices</td>
</tr>
<tr>
<td>68%</td>
<td>Australians play video games</td>
</tr>
</tbody>
</table>

Games and Benefits

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>89%</td>
<td>video games can improve thinking skills</td>
</tr>
<tr>
<td>79%</td>
<td>video games can improve coordination and dexterity</td>
</tr>
<tr>
<td>76%</td>
<td>video games increase mental stimulation</td>
</tr>
</tbody>
</table>

Learning and Work

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>24%</td>
<td>have used video games at work for training</td>
</tr>
<tr>
<td>35%</td>
<td>children have used video games for school curriculum</td>
</tr>
</tbody>
</table>

I’ve always loved drawing and storytelling. I definitely knew I wanted to study in a creative field and the versatility of RMIT’s animation and interactive media appealed to me. It was the right mix of technical knowledge and creative freedom.

While learning technical skills and software for the creative corporate world we also had core classes in design, life drawing, and sound mixing.
Digital Media Design Specialist

Visual effects and compositing, motion graphics, interactive and mobile media design, sound design and digital media.

The "Budgie" app was created by Bachelor of Design (Digital Media) students Edwin Ang Ding Hou, Sarah Lin, Nicholas Roche and Jing Tang. Targeting young users, Budgie is a fun app to keep track of the user's finances. Users could set monthly goals and enter daily transactions. Budgie's mood (the character) would change, depending on the user's current balance.

Images designed by Advanced Diploma of Screen and Media student Rafael Mendros Co.

Interactive Digital Media

Industry-driven and celebrated for producing highly employable graduates with a diverse range of media skills.

Develop the skills for the production of media content, including broadcast motion design, 2D and 3D imaging and animation, web and interactive design for delivery across a wide range of platforms such as film and television, advertising, the web and mobile content platforms.
Seven Traits of a Designer

- Bold
- Highly Motivated
- Very Imaginative
- Passionate
- Adores Challenges
- Pushes the Limits
- Articulate

Visualising IDEAS

Graphic and communication designers are visual thinkers and problem solvers, innovators and communicators.

RMIT’s unique and award-winning approach to graphic and communication design places you in the middle of Melbourne’s vibrant design community. You have access to all the city has to offer through galleries, museums, festivals and activities, allowing you to experiment, explore and expand your knowledge, build your skills and establish connections.

Working in studio classes that model local and global design firms, you will develop technical expertise across all digital applications and gain the confidence to graduate with a sophisticated knowledge and strategic visual approach to solving design problems with creative solutions.

“Pirate Crusade” Board Game designed by Diploma of Graphic Design student Natalie Gills.

Earthy feel and hand-drawn type for the Brunswick Music Festival mobile app designed by Advanced Diploma of Graphic Design student Matt Rhook.

Business card designed by Associate Degree in Graphic Design student Chevon Oakley.

Develop your skills in 2D and 3D design to build a folio of work. Postcards designed by Certificate IV in Design students.
Young Designers
Making a Mark

The first issue of *The Young Ones* (TYO) magazine was released when editors Petrea Dickinson and Katarina Matic were still in their final year of the Advanced Diploma of Graphic Design.

Now with the backing of a $25,000 interest-free loan from RMIT’s New Enterprise Investment Fund, and an official workspace in RMIT’s Design Hub, the pair are starting to build the financial and business support they need to take TYO to the next level.

Katarina says the second issue was a real test.

“We had seen success with Issue One and we knew we could do it, but to be able to achieve the same success again was always going to be tough. Especially given we didn’t want to just meet the benchmark set by Issue One, but surpass it.”

Annette Cook, Program Manager for RMIT’s Vocational Education Visual and Graphics specialisations, praised the publication as testament to the students’ expertise and the flexibility of study at RMIT.

“Theyir ability to plan and execute such a large undertaking whilst also completing the course requirements was a great achievement,” she said.

“The flexibility of the program has enabled them the scope to embark on TYO’s publication. Their efforts will distinguish them in the design community as an emerging creative team of distinction.”
The Odyssey

How Bachelor of Design (Communication Design) students responded to the same brief to design and construct books for the classic texts The Iliad and The Odyssey, attributed to Homer in the 8th Century BC.

Eloise McCullough

Veronica Lee

Georgie Hoven

Neisha Bond

Shelby De Fazio

Nick Fontaine

Bachelor of Design (Communication Design)

Shortlisted for agIdeas’ NewStar Design Award 2015

“RMIT has a great culture that encourages collaboration and experimentation. As well as advanced technical skills within the Adobe Creative Suite, I learned invaluable organisational and strategic design and business-thinking skills: multi-tasking, working under pressure, public-speaking and copywriting.”

“Crépuscule en Auvergne”
Art direction and design by Nick Fontaine.

“Pop-Art Reincarnation”
Art direction by Nick Fontaine.

Which Program is Right For Me?

<table>
<thead>
<tr>
<th>PROGRAM</th>
<th>SKILL SET</th>
<th>CAREER OUTCOME</th>
</tr>
</thead>
<tbody>
<tr>
<td>Certificate IV in Design</td>
<td>Learn fundamental skills in 2D and 3D design to build a folio.</td>
<td>Develop a strong folio of work to apply for higher studies. Build and develop your design skills to increase value in your current job.</td>
</tr>
<tr>
<td>Diploma of Graphic Design incorporating Advanced Diploma of Graphic Design</td>
<td>Develop strong technical expertise in finished art and typography through project-based learning.</td>
<td>Develop a professional level of technical expertise in finished art and typography, creative thinking and problem-solving skills to work in commercial design studios. Enter workforce in junior design position.</td>
</tr>
<tr>
<td>Associate Degree in Graphic Design</td>
<td>Develop highly specialised technical, creative and conceptual skills and knowledge in visual communication. Combine communication, design and technology.</td>
<td>Develop advanced technical and visual-design skills with a deeper level of critical thinking to work in corporate identity, book and magazine layout, advertising, branding, packaging, web design, wayfinding and exhibition design.</td>
</tr>
<tr>
<td>Bachelor of Design (Communication Design)</td>
<td>Develop sophisticated and contemporary communication design skills across a range of domains and industries, including traditional graphic design as well as service design, design-led business, social design, advertising, branding, experience design and illustration.</td>
<td>Gain strong business-focused strategic design skills to take a valuable role in future creative-practice industries. Become an internationally aware communication design practitioner.</td>
</tr>
</tbody>
</table>

Graduates from graphic and communication design programs are sought after by agencies and design studios and often gain employment through their work placement experience.
Luke Tiziani
Bachelor of Design (Communication Design)

— VCAA Season of Excellence 2012, Top Designs Exhibition
— Shortlisted for the 2014 Melbourne Design Awards
— TDK Graphic Design Awards: 16 for 2016

Luke’s advice for first-year students:

— Experiment as much as you can throughout uni. It’s all about learning new skills, so challenge yourself to learn something new for each project.
— Work hard and be confident, get your work out there! Create an online portfolio and get on social media. Share it, spread it and show only work that you enjoy doing.
— Prepare yourself for graduating. Know the industry you’re getting into both locally and internationally. Apply for internships, jobs, competitions and exhibitions. Get involved, say YES more and learn from these experiences.
— Feedback hurts. Don’t take it personally – grow that tortoise shell of yours. Get feedback and opinions from others to improve your work.
Study at RMIT

ARCHITECTURE AND URBAN DESIGN

**BP250 Bachelor of Architectural Design**

RMIT architecture has an international reputation for design excellence. From year one, you will be immersed in design-focused studios, developing advanced skills and knowledge to investigate design ideas and create architectural works that challenge and interact with the physical environment.

Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection requirements and key dates: Pre-selection kit: 4pm, Friday 7 October 2016. Late submissions will not be considered. Interview (short-listed only): Tuesday 6 December to Thursday 8 December 2016.

Selection task: On-line pre-selection kit (https://rmit.service-now.com/rmit-apply). The pre-selection kit requires a statement of no more than 150 words discussing why you want to study architecture and a design ideas exercise. Requirements and details for the statement and design exercise are outlined in the pre-selection kit. Some applicants may be exempt from this pre-selection kit (please visit the URL below for more details).

**Selection requirements and key dates**

- **Pre-selection kit:**
  - **Pathway:** Advanced Diploma of Building Design (Architectural)
  - **Duration of pathway program:** 2.5 years
  - **Additional duration to complete degree:** 1.5 years

**C6136 Advanced Diploma of Building Design (Architectural)**

National Curriculum Code: 22268VC

Develop specialised skills and knowledge in freehand drawing, digital design, presentation skills and documentation processes for building projects that engage with the site, user needs and the environment. Prepares you for career roles in architectural practices, building and building design companies.

www.rmit.edu.au/programs/c6136

**BP256 Bachelor of Landscape Architectural Design**

Landscape architecture is more than beautiful gardens: you’ll develop the skills and knowledge to deal with the challenges of urbanisation such as water, energy and food security, as well as ensuring equitable access to transport, work, leisure, health and happiness. Landscape architects have the potential to improve the lives of everyone.

Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection requirements and key dates: Pre-selection kit: 5pm, Monday 21 November 2016.

Selection task: On-line pre-selection kit (https://rmit.service-now.com/rmit-apply). The pre-selection kit requires a statement of no more than 150 words discussing why you want to study design, and submission of a creative work that includes:

1. Provide a single image – this image is to be of a key creative inspiration, influential creative work or an inspiring space. It can come from any field (e.g., landscape architecture, art, photography, architecture, etc.) or be an example from your own work. The image must be formatted as JPEG or PDF and must be no larger than 5MB, or provide a URL to your single image if hosted online.
2. Answer the following four questions in relation to the work you submitted in Part 1 (each response must be a maximum of 100 words):
   - What is the key idea that you want to highlight in the work?
   - What about the image makes it inspiring to you?
   - What is the most successful element of the work? What is not as successful?

www.rmit.edu.au/programs/bp256

FASHION AND TEXTILES

For a listing of fashion and textiles programs, please see the 2017 Degree and Diploma Guide – Fashion and Textiles.

FINE ART AND VISUAL ARTS

**BP201 Bachelor of Arts (Fine Art)**

A practice-based degree offering specialisations in studio technologies such as drawing, media arts, painting, video, ceramics, gold- and silversmithing, photography, printmaking, sculpture, sound and public art. Graduates are multi-skilled and employable in a range of creative industries.

Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection requirements and key dates: Pre-selection kit: 5pm, Thursday 29 September 2016. Folio presentation (short-listed only): November or December 2016.

Selection task: On-line pre-selection kit (https://rmit.service-now.com/rmit-apply). The online pre-selection kit requires an applicant statement of no more than 250 words outlining your interests and aspirations in relation to fine art, and examples of work for each specialisation you are applying for. In total there should be no more than nine images (maximum 2 MB). Files must be formatted as JPEG. For video or sound work, provide a link to your folio in YouTube, Vimeo or SoundCloud (maximum 10 minutes).

www.rmit.edu.au/programs/bp201

**CS308 Diploma of Visual Arts**

National Curriculum Code: CUA50111 (Diploma), CUA60211 (Advanced Diploma)

Prepare for a career as a visual artist by studying practical and theoretical courses taught by practising artists. Graduates can pursue further study or work in a wide range of arts-related industries.

Prerequisites:
- **Selection task:**

www.rmit.edu.au/programs/c308

**C4311 Certificate IV in Visual Arts**

National Curriculum Code: CUA40111

This one-semester program will help you develop hands-on practical artistic skills, create a professional folio and prepare you for further study.

Prerequisites: **SELECTION TASK**

www.rmit.edu.au/programs/c4311
GAMES, ANIMATION AND INTERACTIVE MEDIA

BP203 | Bachelor of Design (Animation and Interactive Media)
Become a specialist in digital media and design, including 2D and 3D animation, digital video, motion graphics, special effects, interactive media and sound design. Graduates work in a variety of areas across design, media and art disciplines.

Selection requirements and key dates: Pre-selection kit: 5pm, Friday 7 October 2016. Folio presentation (short-listed only): November or December 2016.

Selection task: Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement of no more than 400 words outlining what interests you about animation and interactive media and a visual story-telling task, told in a comic strip sequence, without words and text, based on one of the following themes: dust, flummox, tattoo, aristocracy. In images one to eight, develop your story, which then leads to an unexpected, amusing or surprise ending in the final images.

www.rmit.edu.au/programs/bp203

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced Diploma of Screen and Media</td>
<td>1 year</td>
<td>3 years</td>
</tr>
</tbody>
</table>

BP209 | Bachelor of Design (Digital Media)
This degree will allow you to be a digital media specialist in screen design, time-based media or interactive media. You will focus on some of the core disciplines of the field, including visual effects and compositing, motion graphics, interactive media and design, sound design and digital media theory.

Selection requirements and key dates: Pre-selection kit: 5pm, Friday 7 October 2016. Folio presentation (short-listed only): November or December 2016.

Selection task: Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement of no more than 400 words outlining what interests you about animation and interactive media and a visual story-telling task, told in a comic strip sequence, without words and text, based on one of the following themes: dust, flummox, tattoo, aristocracy. In images one to eight, develop your story, which then leads to an unexpected, amusing or surprise ending in the final images.

www.rmit.edu.au/programs/bp209

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
</tr>
</thead>
<tbody>
<tr>
<td>Associate Degree in Graphic Design</td>
<td>3 years</td>
<td>3 years</td>
</tr>
<tr>
<td>Associate Degree in Screen and Media Production</td>
<td>2 years</td>
<td>1 year</td>
</tr>
<tr>
<td>Advanced Diploma of Graphic Design</td>
<td>2 years</td>
<td>2 years</td>
</tr>
<tr>
<td>Advanced Diploma of Screen and Media</td>
<td>1 year</td>
<td>1.5 years</td>
</tr>
</tbody>
</table>

BP214 | Bachelor of Design (Games)
This unique degree provides specialist training in computer-generated design with particular emphasis on game studies and art practice. You will study design, narrative, imaging, modding and animation (2D and 3D), concept art and game environments.

Selection requirements and key dates: Pre-selection kit: 5pm, Friday 7 October 2016. Folio presentation (short-listed only): November or December 2016.

Selection task: Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement of no more than 400 words outlining what interests you about animation and interactive media and a visual story-telling task, told in a comic strip sequence, without words and text, based on one of the following themes: dust, flummox, tattoo, aristocracy. In images one to eight, develop your story, which then leads to an unexpected, amusing or surprise ending in the final images.

www.rmit.edu.au/programs/bp214

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced Diploma of Screen and Media – Interactive plan</td>
<td>1 year</td>
<td>2 years</td>
</tr>
</tbody>
</table>

CS218 | Diploma of Interactive Digital Media
GAMES, ANIMATION AND INTERACTIVE MEDIA

C6087 | Advanced Diploma of Screen and Media
National Curriculum Code: CUF50207 (Diploma), CUF60107 (Advanced Diploma)
Study advanced interactivity, concept development, games, group and independent productions and sound design while making important industry connections. Develop your aesthetic and technical abilities in the creative areas of design, media and art.

www.rmit.edu.au/programs/c5218

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
</tr>
</thead>
<tbody>
<tr>
<td>Associate Degree in Graphic Design</td>
<td>2 years</td>
<td>1 year</td>
</tr>
<tr>
<td>Advanced Diploma of Graphic Design</td>
<td>1 year</td>
<td>2 years</td>
</tr>
</tbody>
</table>

GRAPHIC AND COMMUNICATION DESIGN

BP115 | Bachelor of Design (Communication Design)
Focusing on print, packaging, book, digital and screen-based design, this degree brings together visual communication and strategy to develop a sophisticated practice suited to creative and business professions.

Selection requirements and key dates: Pre-selection kit: 5pm, Friday 7 October 2016. Folio presentation (short-listed only): Late November 2016.

Selection task: Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement of no more than 400 words outlining what interests you about animation and interactive media and a visual story-telling task, told in a comic strip sequence, without words and text, based on one of the following themes: dust, flummox, tattoo, aristocracy. In images one to eight, develop your story, which then leads to an unexpected, amusing or surprise ending in the final images.

www.rmit.edu.au/programs/bp115

<table>
<thead>
<tr>
<th>Pathway</th>
<th>Duration of pathway program</th>
<th>Additional duration to complete degree</th>
</tr>
</thead>
<tbody>
<tr>
<td>Associate Degree in Graphic Design</td>
<td>2 years</td>
<td>1 year</td>
</tr>
<tr>
<td>Advanced Diploma of Graphic Design</td>
<td>1 year</td>
<td>2 years</td>
</tr>
</tbody>
</table>

CS316 | Diploma of Graphic Design
G6127 | Advanced Diploma of Graphic Design
National Curriculum Code: CUF52011 (Diploma), CUF60111 (Advanced Diploma)
Combine communication, design, technology and business to develop strong technical expertise in finished art and design concept development, as well as in-depth knowledge of the design process.

Selection requirements and key dates: Pre-selection kit: 5pm, Friday 4 November 2016.

Selection task: Folio presentation: Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

On-line pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement that details your reasons for wanting to study this program, and a digital folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

www.rmit.edu.au/programs/c5316

AD022 | Associate Degree in Graphic Design
Create magazine and advertising layouts, display, packaging or fashion graphics. Graduate as a highly trained graphic designer, ready to start your own business or work for companies worldwide.

Selection requirements and key dates: Pre-selection kit: 5pm, Friday 4 November 2016.

Selection task: Folio presentation: Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

On-line pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement that details your reasons for wanting to study this program, and a digital folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

www.rmit.edu.au/programs/ad022
Gain the skills and knowledge to develop an individual folio of creative work that you can use to apply for further design-focused study in a diploma or associate degree, or as an entry point into the workforce.

Selection requirements and key dates: Pre-selection kit: 5pm, Friday 4 November 2016.

Selection task: **Folio presentation**: Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works. Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit comprises a statement that details your reasons for wanting to study this program, and a digital folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works.

www.rmit.edu.au/programs/c4322

**GRAPHIC AND COMMUNICATION DESIGN – CONTINUED**

**INDUSTRIAL, FURNITURE AND PRODUCT DESIGN**

(PAGES 18 TO 23)

<table>
<thead>
<tr>
<th>BH104</th>
<th>Bachelor of Industrial Design (Honours)</th>
<th>Bachelor of Industrial Design (Honours)</th>
<th>Bachelor of Industrial Design (Honours)</th>
</tr>
</thead>
<tbody>
<tr>
<td>发明, 视觉化, 模型化和设计围绕解决问题的解决方案来解决复杂的问题， forms the new products and services. Graduates can work as industrial designers in a wide range of industries.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Selection requirements and key dates: Pre-selection kit: 5pm, Thursday 1 December 2016.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Selection task: <strong>Online pre-selection kit</strong> (<a href="https://rmit.service-now.com/rmit-apply">https://rmit.service-now.com/rmit-apply</a>): The pre-selection kit requires a statement of no more than 500 words detailing your experience such as employment, voluntary work, etc, and the submission of a digital folio.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1. Visualisation: Select a product, service or system that you encounter in daily life that is ineffective and develop a visualisation of your design response to change it. You may use illustration, diagrams, story boards, comic illustration, model making (submit photographs only), photomontage, collage, painting – any medium that you think will express these ideas most appropriately. Visualisation must be a single page/image and formatted as either JPEG or PDF. File must not exceed 2MB.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2. Visualisation statement: Provide a written explanation of the design, its key aims and elements (maximum 200 words).</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. Folio: Provide three to five projects or activities that demonstrate the breadth and depth of your experiences. This could include projects undertaken within formal study, hobbies, and volunteer or paid work, or indeed any relevant activity that gives an insight into your design capabilities. For each project/activity that you submit, you will need to provide a short textual description of the project, its particular context of development and the key activities undertaken (maximum 200 words per project). Each project must be presented in a single page and can be a composite of multiple images or a single image. Files must be formatted as JPEG or PDF. For film or sound-based provide a URL if online or ensure that the file type is common. Each project file must not exceed 4MB.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><a href="http://www.rmit.edu.au/programs/bh104">www.rmit.edu.au/programs/bh104</a></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pathway Duration of pathway program Additional duration to complete degree</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Associate Degree in Design (Furniture) 2 years 3 years</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Diploma of Product Design 2 years 3 years</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| BH118 | Bachelor of Engineering (Automotive Engineering) (Honours) and Bachelor of Industrial Design (Honours) double degree |
|发明, 视觉化, 模型化和设计围绕解决问题的解决方案来解决复杂的问题, Graduates can work as industrial designers in a wide range of industries. |
| Prerequisites: Units 3 and 4 – a study score of at least 25 in Mathematical Methods (CAS) and a study score of at least 25 in any English (except EAL) or 30 in English (EAL). |
| Selection requirements and key dates: Pre-selection kit: 5pm, Thursday 1 December 2016. |
| Selection task: **Online pre-selection kit** (https://rmit.service-now.com/rmit-apply): The pre-selection kit requires a statement of no more than 500 words detailing your experience such as employment, voluntary work, etc, and the submission of a digital folio. |
| 1. Visualisation: Select a product, service or system that you encounter in daily life that is ineffective and develop a visualisation of your design response to change it. You may use illustration, diagrams, story boards, comic illustration, model making (submit photographs only), photomontage, collage, painting – any medium that you think will express these ideas most appropriately. Visualisation must be a single page/image and formatted as either JPEG or PDF. File must not exceed 2MB. |
| 2. Visualisation statement: Provide a written explanation of the design, its key aims and elements (maximum 200 words). |
| 3. Folio: Provide three to five projects or activities that demonstrate the breadth and depth of your experiences. This could include projects undertaken within formal study, hobbies, and volunteer or paid work, or indeed any relevant activity that gives an insight into your design capabilities. For each project/activity that you submit, you will need to provide a short textual description of the project, its particular context of development and the key activities undertaken (maximum 200 words per project). Each project must be presented in a single page and can be a composite of multiple images or a single image. Files must be formatted as JPEG or PDF. For film or sound-based provide a URL if online or ensure that the file type is common. Each project file must not exceed 4MB. |
| www.rmit.edu.au/programs/bh118 |
| Pathway Duration of pathway program Additional duration to complete degree |
| Associate Degree in Design (Furniture) 2 years 3 years |
| Diploma of Product Design 2 years 3 years |

| BH093 | Bachelor of Engineering (Mechanical Engineering) (Honours) and Bachelor of Industrial Design (Honours) double degree |
|发明, 视觉化, 模型化和设计围绕解决问题的解决方案来解决复杂的问题, Graduates can work as industrial designers in a wide range of industries. |
| Prerequisites: Units 3 and 4 – a study score of at least 25 in Mathematical Methods (CAS) and a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL). |
| Selection requirements and key dates: Pre-selection kit: 5pm, Thursday 1 December 2016. |
| Selection task: **Online pre-selection kit** (https://rmit.service-now.com/rmit-apply): The pre-selection kit requires a statement of no more than 500 words detailing your experience such as employment, voluntary work, etc, and the submission of a digital folio. |
| 1. Visualisation: Select a product, service or system that you encounter in daily life that is ineffective and develop a visualisation of your design response to change it. You may use illustration, diagrams, story boards, comic illustration, model making (submit photographs only), photomontage, collage, painting – any medium that you think will express these ideas most appropriately. Visualisation must be a single page/image and formatted as either JPEG or PDF. File must not exceed 2MB. |
| 2. Visualisation statement: Provide a written explanation of the design, its key aims and elements (maximum 200 words). |
| 3. Folio: Provide three to five projects or activities that demonstrate the breadth and depth of your experiences. This could include projects undertaken within formal study, hobbies, and volunteer or paid work, or indeed any relevant activity that gives an insight into your design capabilities. For each project/activity that you submit, you will need to provide a short textual description of the project, its particular context of development and the key activities undertaken (maximum 200 words per project). Each project must be presented in a single page and can be a composite of multiple images or a single image. Files must be formatted as JPEG or PDF. For film or sound-based provide a URL if online or ensure that the file type is common. Each project file must not exceed 4MB. |
| www.rmit.edu.au/programs/bh093 |
| Pathway Duration of pathway program Additional duration to complete degree |
| Associate Degree in Design (Furniture) 2 years 3 years |
| Diploma of Product Design 2 years 3 years |

| BH100 | Bachelor of Engineering (Sustainable Systems Engineering) (Honours) and Bachelor of Industrial Design (Honours) double degree |
|发明, 视觉化, 模型化和设计围绕解决问题的解决方案来解决复杂的问题, Graduates can work as industrial designers in a wide range of industries. |
| Prerequisites: Units 3 and 4 – a study score of at least 25 in Mathematical Methods (CAS) and a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL). |
| Selection requirements and key dates: Pre-selection kit: 5pm, Thursday 1 December 2016. |
| Selection task: **Online pre-selection kit** (https://rmit.service-now.com/rmit-apply): The pre-selection kit requires a statement of no more than 500 words detailing your experience such as employment, voluntary work, etc, and the submission of a digital folio. |
| 1. Visualisation: Select a product, service or system that you encounter in daily life that is ineffective and develop a visualisation of your design response to change it. You may use illustration, diagrams, story boards, comic illustration, model making (submit photographs only), photomontage, collage, painting – any medium that you think will express these ideas most appropriately. Visualisation must be a single page/image and formatted as either JPEG or PDF. File must not exceed 2MB. |
| 2. Visualisation statement: Provide a written explanation of the design, its key aims and elements (maximum 200 words). |
| 3. Folio: Provide three to five projects or activities that demonstrate the breadth and depth of your experiences. This could include projects undertaken within formal study, hobbies, and volunteer or paid work, or indeed any relevant activity that gives an insight into your design capabilities. For each project/activity that you submit, you will need to provide a short textual description of the project, its particular context of development and the key activities undertaken (maximum 200 words per project). Each project must be presented in a single page and can be a composite of multiple images or a single image. Files must be formatted as JPEG or PDF. For film or sound-based provide a URL if online or ensure that the file type is common. Each project file must not exceed 4MB. |
| www.rmit.edu.au/programs/bh100 |
| Pathway Duration of pathway program Additional duration to complete degree |
| Associate Degree in Design (Furniture) 2 years 3 years |
| Diploma of Product Design 2 years 3 years |

| AD007 | Associate Degree in Design (Furniture) |
|发明, 视觉化, 模型化和设计围绕解决问题的解决方案来解决复杂的问题, Graduates can work as industrial designers in a wide range of industries. |
| Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 25 in English (EAL). |
| Selection requirements and key dates: Pre-selection kit: 5pm, Friday 18 November 2016, to book their folio presentation. |
| Selection task: **Folio Presentation**: Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works. |
| www.rmit.edu.au/programs/ad007 |

| CS329 | Diploma of Product Design |
|发明, 视觉化, 模型化和设计围绕解决问题的解决方案来解决复杂的问题, Graduates can work as industrial designers in a wide range of industries. |
| Selection requirements and key dates: Pre-selection kit: 5pm, Friday 18 November 2016, to book their folio presentation. |
| Selection task: **Folio Presentation**: Applicants must supply evidence of their creativity in the form of a folio that contains a variety of art, design or media work relevant to the program you are applying for. It should demonstrate your creative, conceptual and technical ability. Include evidence of how ideas were developed, and finished works. |
| www.rmit.edu.au/programs/cs329 |
INTERIOR DESIGN
(PAGES 14 TO 17)

BH115 | Bachelor of Interior Design (Honours)
Interior design is concerned with the relationships between people and their environments. You will learn that the design of interiors is not confined to the inside of buildings. This degree will prepare you for careers in interior design and architectural practices.
Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).
Selection task: Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit requires you to prepare a statement of no more than 150 words outlining your interest in interior design, and a statement of no more than 150 words describing your experience such as employment, voluntary work, etc., and the submission of a design exercise that includes:
(1) Provide a piece of your own work that demonstrates your creative abilities. You are free to use any medium including drawing, illustration, model making or sculpture, photography, collage, painting – anything that you think will express your creativity. Provide a single image. The image must be formatted as JPEG or PDF and must be no larger than 1MB, or provide a URL to your single image if hosted online.
(2) In no more than 300 words, discuss the thinking behind the creative piece you selected in Part 1, including the reasons why you selected it.
www.rmit.edu.au/programs/bh115
Pathway Duration of pathway program Additional duration to complete degree
Associate Degree in Interior Decoration and Design 2 years 3 years
Advanced Diploma of Building Design (Architectural) 2.5 years 2.5 years
Diploma of Interior Design and Decoration 3 years 3 years

C5333 | Diploma of Interior Design and Decoration
National Curriculum Code: MSF50213
In this practical program learn 2D and 3D design skills and the decorative aspect of design. Develop documentation and technical skills in order to present your ideas to both residential and commercial clients in a professional brief.
Selection requirements and key dates: Pre-selection kit: 5pm, Friday 4 November 2016.
Selection task: Online electronic folio (https://rmit.service-now.com/rmit-apply): The electronic folio requires a statement of no more than 300 words outlining why you want to study interior decoration and design and a folio of six to eight images of your work that reflects concept and finished skills in drawing, problem solving, creative use of colour, communication and 3D/spatial thinking, and a computer-generated project displaying skills of digital competency. Work should be a combination of development and finished work. Provide a statement of no more than 100 words for each piece of work, describing the task and the outcome. Your folio should be presented as a single PDF (maximum 10MB), or a URL to a single PDF if online.
www.rmit.edu.au/programs/c5333
C4355 | Certificate IV in Interior Decoration
National Curriculum Code: MSF40113
This practical program is your entry into the field of interior design and decoration. Plan, design and decorate an interior with a focus on the development of the project's aesthetic, environmental, spatial and safety aspects, as well as your client-presentation skills.
Selection requirements and key dates: Pre-selection kit: 5pm, Friday 4 November 2016.
Selection task: Online electronic folio (https://rmit.service-now.com/rmit-apply): The electronic folio requires a statement of no more than 300 words outlining your interest in interior decoration and design and a folio of six to eight images of your work that reflect concept and finished skills in drawing, problem solving, creative use of colour, communication and 3D/spatial thinking, and a computer-generated project displaying skills of digital competency. Work should be a combination of development and finished work. Provide a statement of no more than 100 words for each piece of work, describing the task and the outcome. Your folio should be presented as a single PDF (maximum 10MB), or a URL to a single PDF if online.
www.rmit.edu.au/programs/c4355

VISUAL MERCHANDISING
(PAGES 24 TO 25)

C5325 | Diploma of Visual Merchandising
National Curriculum Code: SIR50212
With graduates working across the globe, this diploma is recognised as a design leader. Working to industry briefs, this hands-on program will develop your creative display and design skills for retail, exhibition, event and photo-styling industries, preparing you for a highly successful career as a creative individual.
Selection task: Online electronic folio (https://rmit.service-now.com/rmit-apply): The electronic folio requires you to prepare a statement of no more than 250 words outlining why you want to study in a visual merchandising industry. Provide a folio of 15 to 20 images of your work that demonstrates your interests and creative thinking as well as your conceptual, design, problem-solving, and computer use skills. Your folio should reflect reflection and finished skills in drawing, problem solving, creative use of colour, design and planning.
www.rmit.edu.au/programs/c5325

PHOTOGRAPHY
(PAGES 26 TO 29)

BP117 | Bachelor of Arts (Photography)
This degree's unique combination of industry training and academic study will teach you to analyse photography in a broad historical and cultural context, as well as encourage critical engagement and innovation in your practice. Situated in the heart of vibrant Melbourne, this degree facilitates learning in purpose-designed studios using the latest technology and digital photographic equipment.
Prerequisites: Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).
Selection requirements and key dates: Pre-selection kit: 5pm, Friday 7 October 2016. Folio presentation (short-listed only): November or December 2016.
Selection task: Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit requires a statement of no more than 150 words outlining why you want to study photography, and a 250-word statement about any prior experience you have in photography (for example, work experience, school projects, training, URL directing to any personal work, etc.). Provide a folio of your own work (no more than eight images) compiled into a single PDF document. Write a short statement explaining what influenced you to make these photographs and where you would like to go from here through these photographs.
www.rmit.edu.au/programs/bp117
Pathway Duration of pathway program Additional duration to complete degree
Diploma of Photo Imaging 2 years 2 years

C4312 | Certificate IV in Photo Imaging
C5309 | Diploma of Photo Imaging
National Curriculum Code: CUG04011 Certificate IV, CUG04111 Diploma
Develop core photographic skills and knowledge in the key areas of image capture in studio and on location, digital manipulation, output and photo theory. The program emphasises industry knowledge, collaboration and professionalism.
Selection requirements and key dates: Pre-selection kit: 5pm, Thursday 29 September 2016. Folio presentation (short-listed only): November or December 2016.
Selection task: Online pre-selection kit (https://rmit.service-now.com/rmit-apply): The pre-selection kit requires a statement of no more than 250 words outlining why you want to study photography, and a 250-word statement on the experiences, if any, you have had to the photography industry (for example, work experience, school projects, training, personal work, etc.) and a folio of up to 15 images of your best work, demonstrating a range of style and content (maximum of 10MB in total) or a URL if hosted online.
www.rmit.edu.au/programs/c4312

Campus City Duration 4 years Selection Mode Selection Task
RH115 Advanced Diploma of Dance 4 years 4 years Full Time
City
Campus City Duration 2 years Selection Mode Selection Task
C5333 Diploma of Interior Design and Decoration
www.rmit.edu.au/programs/c5333
Campus City Duration 3 years Selection Mode Selection Task
C5325 Diploma of Visual Merchandising
www.rmit.edu.au/programs/c5325
Campus City Duration 2.5 years Selection Mode Selection Task
C5309 Diploma of Photo Imaging
www.rmit.edu.au/programs/c5309
Campus City Duration 2 years Selection Mode Selection Task
BP117 Bachelor of Arts (Photography)
www.rmit.edu.au/programs/bp117
Campus City Duration 3 years Selection Mode Selection Task
C4312 Certificate IV in Photo Imaging
www.rmit.edu.au/programs/c4312
Campus City Duration 1 year Selection Mode Selection Task
C4355 Certificate IV in Interior Decoration
www.rmit.edu.au/programs/c4355
Campus City Duration 2 years Selection Mode Selection Task
BH115 Bachelor of Interior Design (Honours)
www.rmit.edu.au/programs/bh115
Campus City Duration 4 years Selection Mode Selection Task

Selection Tasks

Information and deadlines for the selection tasks for RMIT University’s art, design and architecture programs for prospective students applying via Victorian Tertiary Admissions Centre (VTAC) for the Semester 1, 2017, intake.

For those not applying via VTAC, i.e. international students and direct applicants, information on selection tasks is available on the program information page on the RMIT University website. Go to www.rmit.edu.au/study-with-us.

Know Your Program
Detailed program information is available at www.rmit.edu.au/study-with-us/art-design-and-architecture.
Also consider applying for programs with a pathway to your chosen degree or career.
The link to pre-selection kits and electronic folios is available under the heading Entry Requirements in the program information on the University’s website.
Please note that submitting a selection task does not constitute an application for an RMIT program. You must apply via VTAC.

Folio Presentations and Interviews
If you are required to come to the campus for a folio presentation, creative exercise or interview, you will be emailed directions. Plan to arrive early so you have time to relax and prepare yourself.
Folio presentations and interviews are conducted in a friendly and supportive manner. They normally take approximately 15 to 20 minutes, but may be longer for some programs.
During the folio presentation, you show your folio to a panel consisting of staff from the program who will ask questions about the work. If it is an interview you will be asked questions about your work and interests. You might not be asked to bring a folio or work.
To help prospective students with the application process, RMIT has produced a video with some tips to help make the process smoother.
(Links to the videos are found in the entry requirements of the program information pages on the RMIT website.)

After Submitting Your Selection Task
After you submit your selection task you will receive an email acknowledgment.
If you have been shortlisted for the next stage, you will be contacted by the University. If you have not heard anything by the dates outlined in VTAC and the program information, then you have not been shortlisted.
If you have applied for the program via VTAC but have not completed the selection requirements by the due date, you will not receive communication from RMIT and your application will not be considered for the program.
If you have completed the selection requirements but have not applied to VTAC or listed the program as a preference, RMIT will not be able to send you any further advice until you have submitted your VTAC application or listed the program as one of your preferences.

Important Information
Submitting a selection task does not constitute an application for an RMIT program. You must apply via VTAC.
Ensure you complete all selection tasks by the specified deadline or you will not be considered.
If applying for more than one RMIT program that requires a selection task, you must submit selection task/s for each program. Information on how to submit images or content is outlined in the pre-selection kit, online or via communication sent from RMIT.
Work submitted is retained as part of official RMIT records and will not be returned to applicants. If you want to retain a record of your work, please make a copy for yourself.
RMIT does not respond to each applicant to discuss their individual circumstances and options.

Find out the program and entry requirements from the RMIT website.

Prepare early. Take note of important dates. Do not leave your application until it's too late.

Apply via VTAC. Timely closing date: 29 September 2016. Check VTAC website for other dates. www.vtac.edu.au

Start preparing your material, images, folio, and anything else required for the selection tasks.

Complete and submit the selection task/s for all programs that you are applying for.

Wait to hear from RMIT about any next steps. Not all programs contact applicants. Refer to VTAC Guide.

RMIT’s Minimum English Language Requirements

If your most recent qualification is the Victorian Certificate of Education (VCE) or Victorian Certificate of Applied Learning (VCAL) you must have:

For bachelor degrees:
- A minimum of 30 in VCE English as an Additional Language (EAL), or
- a minimum of 25 in any other VCE English study.

For associate degrees:
- A minimum of 25 in VCE English as an Additional Language (EAL), or
- a minimum of 20 in any other VCE English study.

*Except for RMIT’s Schools Network Access Program (SNAP) applicants. For more information, search for “SNAP” on the RMIT website.
How to Apply

Before applying for a program at RMIT, refer to the program information available at www.rmit.edu.au/study-with-us. All the information you need to apply is at www.rmit.edu.au/study-with-us/applying-to-rmit.

### Current Year 12 Students

If you are a current Year 12 student applying for Semester 1, you must apply through VTAC for all programs except some that are certificate III and below, which may require you to submit an RMIT school-based application.

### Non-Year 12 Students

If you are a non-Year 12 student applying for Semester 1, you must apply for degrees and associate degrees through VTAC but have the choice of applying for certificate IV, diploma and advanced diplomas either through VTAC or direct to RMIT. Please select one application method only.

### RMIT Students and Recent Graduates

Current RMIT students and recent graduates can fast-track their application for a new program by applying direct to RMIT as an internal applicant.

### Mid-Year Entry (Semester 2)

Not all RMIT programs will accept applications for mid-year entry. A list of programs accepting mid-year applications is published in May on the RMIT website (www.rmit.edu.au/midyear).

### Selection Tasks

Many programs at RMIT have selection tasks as part of the selection process, such as:

- an interview
- a test
- a folio
- a supplementary form or pre-selection kit

It is very important that you carefully read any instructions to complete a program's selection tasks. Selection tasks are listed under programs on the VTAC or the RMIT websites. These selection tasks are compulsory. Applications without required selection tasks will not be considered.

### Entry Requirements

To be considered for admission, you must meet RMIT University entry requirements as well as specific program entry requirements. For more information please refer to the program information available on the RMIT website (www.rmit.edu.au/study-with-us).

### Study Scores

Study scores listed in this guide are subject to change.

---

### RMIT’s My Brochure

Create your customised resource in moments with RMIT’s online tool.

“RMIT’s My Brochure is an excellent resource. Students put in the requested information, and minutes later, receive a personalised brochure.”

Jacky Burton
Professional Career Development Practitioner
The Knox School

Download yours today!
www.rmit.edu.au/study-with-us/my-brochure
Fees Explained

Tuition Fees for Certificates, Diplomas and Advanced Diplomas

The tuition fees you pay depend on whether you are offered a Victorian Government-subsidised place or a full-fee place, based on the eligibility criteria.

Victorian Government-Subsidised Places

For eligible students, this training is delivered with Victorian and Commonwealth Government funding.

Tuition fees for a government-subsidised place vary according to each program. For a full list of program fees for a government-subsidised place visit www.rmit.edu.au/programs/fees/vocational/govtsub.

You will be offered a government-subsidised place if you meet the eligibility criteria based on your citizenship, age, prior education, the number of programs you are studying in the current year and the number of government-subsidised programs you have commenced in your lifetime at each level.


If you are applying for a government-subsidised place, you will be required to provide documentation to establish your eligibility.

You will be enrolled according to how qualifications are defined in the relevant industry training package. This may impact on your eligibility for a government-subsidised place for individual qualifications.

For more information visit www.rmit.edu.au/programs/apply/vocational/eligibility. RMIT University’s Registered Training Organisation (RTO) code is 3046.

Fee Concession

You may be entitled to a concession on your tuition fees if you are in a government-subsidised place and you meet the eligibility criteria.

For more information about the eligibility criteria and how to apply visit www.rmit.edu.au/programs/fees/vocational/concession.

Full-Fee Places

If you do not meet the criteria for a government-subsidised place, you will be offered a full-fee place. Tuition fees for a full-fee place vary according to each program. For a full list of program fees for full-fee places visit www.rmit.edu.au/programs/fees/vocational/fullfee.

Financial assistance may be available through the VET Student Loans scheme.

VET Student Loans

Subject to the passage of legislation, VET Student Loans will commence on 1 January 2017, replacing the current VET FEE-HELP scheme. Information about the new program can be found at www.education.gov.au/vet-student-loans.

Tuition Fees for Degrees and Associate Degrees

Commonwealth Supported Places

A Commonwealth supported place is a place at university where the tuition fee is jointly paid by you and the Australian Government. Your share of the fee (student contribution) is set by the government and is determined by the discipline areas (bands) of your individual enrolled courses, not the overall program. For more information about what fees you will pay in 2017 visit www.rmit.edu.au/programs/fees.

HECS-HELP

You may be eligible to defer payment of the student contribution through the HECS-HELP loan scheme if you are an Australian citizen or holder of an Australian Permanent Humanitarian Visa. You must pay your student contribution up front if you are a New Zealand citizen or permanent resident (other than Australian Permanent Humanitarian Visa holder). For more information visit www.rmit.edu.au/programs/fees/helploans/hecs-help.

Full-Fee Places

Students in full-fee places are required to pay a tuition fee that covers the full tuition costs of their program. Financial assistance may be available through the FEE-HELP scheme. The tuition fees vary according to each program and are adjusted on an annual basis. Visit www.rmit.edu.au/programs/fees for more information.

FEE-HELP

FEE-HELP is an optional loan scheme that assists eligible students to defer payment of up to 100 per cent of their tuition fees. To learn more about FEE-HELP visit www.rmit.edu.au/programs/fees/helploans/fee-help.

Other Fees

In addition to tuition fees, you will be charged a student services and amenities fee (SSAF). Eligible higher education students will be able to defer payment of the fee through SA-HELP.

For more information visit www.rmit.edu.au/programs/fees/ssaf.

You may also be required to purchase items related to your program, including field trips, specified textbooks and equipment. These expenses vary from program to program.

For more information visit www.rmit.edu.au/programs/fees/other.

Scholarships

RMIT offers more than 2000 coursework and research scholarships to vocational and higher education students.

Equity scholarships provide an opportunity for students who have experienced financial or educational disadvantage to achieve their academic goals, while merit scholarships recognise and award outstanding academic success.

For more information visit www.rmit.edu.au/scholarships.

Fee information relates to 2017 and should only be used as a guide. Fees are set on an annual basis and may be subject to change each calendar year.

www.rmit.edu.au/programs/fees
Discover your future in 360°

Wherever you are in the world, you can now explore RMIT in 360° with the Discover RMIT app.

Experience RMIT campus life, explore the learning spaces and catapult yourself into Melbourne city culture. RMIT is ready for you. What are you waiting for?

Download the app today
www.rmit.edu.au/discover