

Creative Industries

Mahmoud Baghdadi Saudi Arabia

Animation graduate

The reason I chose QUT was because of its good reputation and for offering a hands-on animation degree. The practical experiences within my projects and assignments provided me with many opportunities to develop my skills. The project work has been the most enjoyable part of my degree and I always completed my assignments as though I was already working in the real world. I love animation and am looking forward to continuing my studies in animation at QUT in the Master of Creative Industries.



Why choose QUT for Creative Industries?

- QUT's Creative Industries Faculty is a global pioneer of the creative industries concept, and we lead the way in this continually evolving environment. We understand and can help you imagine where your creativity may take you.

Creative Industries courses at QUT:

- encourage you to look through windows into other creative areas through experimentation and collaboration on performances, exhibitions and projects
- provide advanced creative practice technique alongside work experiences and industry placements
- prepare you for a range of employment options within the creative economy by broadening your perspective of the creative industries and your place within it
- allow you to enhance your creative practice and diversify your employment options by adding expertise across a wide range of study areas
- are designed with industry leaders to ensure you will gain real-world skills
- provide opportunities to work with internationally recognised and award-winning artists, practitioners, academics, researchers and high-profile visitors from around the world
- create innovative partnerships through project opportunities between students, academics, researchers, industry experts, community groups and sponsors, allowing you to expand your professional network and broaden career options
- enable you to develop your skills with cutting-edge technology
- provide you with opportunities to exhibit your work to industry leaders
- are immersive, providing intensive, studio-based practice in your creative discipline
- set you up to become part of a growing network of alumni of leading practitioner artists and professionals in the creative industries who have achieved accolades and employment all over the world.

Create the future with us.

Facilities

The Faculty is located within the Creative Industries Precinct – home to facilities where staff and students collaborate with industry in state-of-the-art performance spaces, production studios, editing suites and design studios:

- CAD and cross-media computer labs
- Fashion studios
- Drawing and animation studios
- Newsrooms for print, broadcast and online journalism
- Television studios and post-production facilities
- Media-equipped lecture theatres and seminar rooms
- Cafés and restaurants
- Dance studios and art studios
- Faculty student centre
- Exhibition and installation spaces
- Creative-start-up companies, supported by QUT Creative Enterprise Australia, the Faculty's business development arm
- La Boite theatre company
- Creative research centres
- Professional music recording studios.

Undergraduate study areas

- Acting
- Animation
- Creative Writing
- Dance
- Drama
- Entertainment Industries
- Fashion
- Film, TV and New Media
- Interactive and Visual Design
- Journalism
- Media and Communication
- Music
- Sound Design
- Technical Production
- Visual Arts

www.qut.edu.au/creative-industries



Course information

Bachelor of Creative Industries (KK33)

CRICOS code: 056186M

Indicative fee: \$12,500 per semester

Campus: Kelvin Grove

Semester of entry: February and July

Duration: 3 years (6 semesters) full-time

Program objectives:

QUT's unique Bachelor of Creative Industries (BCI) degree provides diverse knowledge, creativity and practical skills across a range of industries and practice. Interdisciplinary goes hand in hand with creative practice. Our BCI course graduates are sought after because students are encouraged to be innovative, to experiment, to explore ideas and build up expertise to work across a diverse range of industries.

Why choose QUT for creative industries?

QUT is a global leader in the creative industries with an established reputation for research, industry links and creative practice innovation. This course offers flexibility, giving you the option to choose a combination of study areas to suit your individual skills, creative interests and career aspirations, including the opportunity to complete a workplace learning component.

Career outcomes:

We encourage you to foster your creative passion and shape your future career path through complementary study areas. Some of the areas that our graduates can work in include: media and communications; creative and performing arts; curatorial and arts administration; advertising; film and video activities; multimedia; performance and production management; publishing, radio and television activities; tourism and theme parks.

Program structure:

Your major provides you with well-developed communication and digital media skills, an up-to-date insight of the creative economy, and an appreciation of interdisciplinary and creative collaboration. Transitional units in your final year will prepare you for your creative career as an employee, consultant, project manager or entrepreneur, or give you the hunger for higher degree research.

Design your own degree

Core units

plus

Creative Industries major (8 units)

plus

Second major (8 units) OR

2 minors (4 units each) OR

Minor (4 units) + 4 optional units

Creative Industries majors:

Within your chosen major, you will undertake units that may include:

Animation:

- Animation and motion graphics
- Animation history and practices
- Introduction to 3D computer graphics
- Animation production
- Animation: CG toolkit
- Character development, conceptual design and animation layout
- Virtual environments
- Real-time 3D computer graphics
- Drawing for design
- Drawing for animation

Art and design history:

- Architecture in the 20th century
- Architecture, culture and space
- Introducing design history
- Modernism
- Australian art
- Contemporary Asian visual culture
- Post 1945 art
- Australian art, architecture and design
- Contemporary art issues
- Video art and culture

Creative and professional writing:

- Introduction to creative writing
- Media writing
- Persuasive writing
- Creative writing: the short story
- Corporate writing and editing
- Creative non-fiction
- Youth and children's writing
- Great books: creative writing classics
- Stylistics and poetics
- Writing and publishing industry
- Novel and memoir

Dance studies:

- Dance technique studies 1
- Dance technique studies 2
- Architecture of the body
- Dance analysis
- Choreographic studies 1
- World dance
- Funk, tap and all that jazz
- Deconstructing dance in history
- Australian dance
- Music theatre skills

Digital media:

- Introduction to media and communication: texts
- Media myth busting 1
- Digital journalism
- Media and communications: industries
- The movie, TV & new media business

- New media: internet, self and beyond
- Exploring new media worlds
- Consumption matters: consumer cultures and identity
- Visual communication
- Introduction to web design and development
- Video art and culture

Drama:

- 20th century performance
- Performing skills 1: character and scene
- Performance innovation
- Performing skills 2: style and form
- Understanding performance
- Staging Australia
- Creative industries management
- Creative industries events and festivals
- The entrepreneurial artist
- Directing for performance events and festivals
- Music theatre skills

Entertainment industries:

- Marketing
- Introduction to film, TV and new media production
- Entertainment marketing
- Introduction to entertainment
- Global entertainment
- Entertainment practice: balancing creativity and business
- Entertainment industries map
- Entertainment law
- Introduction to law

Fashion:

- Consumption matters: consumer cultures and identity
- Introduction to fashion
- Unspeakable beauty: a history of fashion and style
- Drawing for fashion
- Fashion and style journalism
- Fashion and modernity
- Contemporary fashion
- Fashion portfolio
- Ragtrade: wholesaling fashion
- Fashion, law and the real world
- Graphic investigation

Film, television and screen:

- Introduction to film, TV and new media production
- Film and television production resource management
- Narrative production
- Film and TV history
- The movie, TV & new media business
- TV and film genres
- TV and film text analysis
- Film and television business skills: entrepreneurship and investment
- Documentary theory and practice
- International cinema
- Australian film and TV
- Critical thinking about television

Interactive and visual design:

- Visual communication
- Visual interactions
- Introduction to web design and development
- Digital media
- Design for interactive media
- Advanced web design
- Interface and information design
- Contemporary issues in digital media
- Drawing for design
- Graphic design

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Journalism, media and communication:

- Media myth busting 1
- Digital journalism
- Newswriting
- Media and communications: industries
- Journalistic inquiry
- Strategic speech communication
- Feature writing
- Journalism ethics and issues
- Fashion and style journalism
- International journalism
- Media audiences
- Political communication
- Designing communication resources
- Public affairs reporting

Literary studies:

- Introduction to literary studies
- Writing Australia
- Youth and children's writing
- Great books: creative writing classics
- Modern times (literature and culture in the 20th century)
- Shakespeare, then and now
- Imagining the Americas: contemporary American literature and culture
- Wonderlands: literature and culture in the 19th century
- Popular fictions, popular culture

Music:

- Music and sound production 1
- Music and sound production 2
- Music and sound concepts 1
- Music and sound concepts 2
- The music industry
- Music scenes and subcultures
- Sex drugs rock n' roll
- World music
- Sound, image, text
- Music theatre skills

ART AND DESIGN

Bachelor of Fine Arts (Animation) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This project-based course in a studio-based learning environment will give you practical technical, creative and conceptual development skills for the animation and 3D computer graphics industry. Designed in collaboration with industry specialists, the course can also provide project opportunities at QUT-based research centres of excellence.

Career outcomes:

Graduates can work in visual effects, advertising, direction or animation for film; television; real-time games; and visualisation for architecture, medicine and training simulation.

Animation units:

- Visual communication
- Animation history and practices
- Drawing for design
- Visual interactions
- Animation and motion graphics
- Drawing for animation
- Introduction to 3D computer graphics
- Animation production
- Animation: CG toolkit
- Character development, conceptual design and animation layout
- Advanced concepts in computer animation 1
- Real-time 3D computer graphics
- Virtual environments
- Advanced concepts in computer animation 2

Bachelor of Fine Arts (Interactive and Visual Design) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This course will provide you with the conceptual understanding, practical skills and working methods you will need to become a creative and innovative designer. You will develop understandings in visual design for print and electronic media, and interaction design for web, mobile technologies and virtual environments.

Career outcomes:

This course will prepare you for a range of careers in the creative industries such as advertising and marketing, print design, web design and electronic publishing, multimedia and interactive entertainment design, games design, and interactive exhibition design.

Interactive and visual design units:

- Visual communication
- Introduction to web design and development
- Drawing for design
- Visual interactions
- Digital media
- Animation and motion graphics
- Design for interactive media
- Interface and information design OR Graphical development environments for media interaction
- Advanced web design
- Programming for visual designers and artists OR Graphic design
- Contemporary issues in digital media
- Embodied interactions OR Typography and illustration
- Design project
- Tangible media OR Print media

Bachelor of Fine Arts (Fashion) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

You will develop your creative and design skills in fashion in this course which has a special emphasis on new technology applications (Computer Aided Design (CAD)). The studio and project-based course will also assist you to develop business skills necessary for designers wanting to work internationally.

Career outcomes:

Graduates are successful as independent designers and as designers in larger fashion houses. Others work as fashion stylists, international trend forecasters, production managers and product developers.

Additional entry requirements:

Portfolio (A4 size) and personal statement required. Visit www.qut.edu.au/creative-industries

Fashion units:

- Design studio (6 units)
- Introduction to fashion
- Drawing for fashion
- Sustainability: the materiality of fashion
- Unspeakable beauty: a history of fashion and style
- Fashion and modernity
- Contemporary fashion
- Fashioning futures

Bachelor of Fine Arts (Visual Arts) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This course will allow you to follow pathways into a career as a contemporary artist, art professional, curator or art teacher. You will develop an individual art practice by working on projects in unique, open-media studios while also attending classes in modern and contemporary art history and theory. You will discover how to critically evaluate your work and the work of others through group and individual consultations.

Career outcomes:

Graduates can work as independent practitioners, creative directors, visual designers and community artists, as well as in a variety of roles in the arts sector including in the public arts sector.

Additional entry requirements:

Portfolio required. Visit www.qut.edu.au/creative-industries

Visual arts units:

- Modernism
- Studio art practice (4 units)
- Australian art
- Digital media
- Contemporary Asian visual culture OR Post 1945 art
- Contemporary art issues
- Video art and culture OR Theories of spatial culture

PERFORMANCE AND PRODUCTION

Bachelor of Entertainment Industries (KK35)

CRICOS code: 073552G

campus: Kelvin Grove

indicative fee: \$10,800 per semester

semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This course will train you to work as an entertainment producer where you will originate, design and run entertainment projects. Students gain unique skills from the combination of expertise in business, creative industries and law. Entertainment is a thriving and growing industry and this course has been developed in close collaboration with industry professionals. Students will benefit from innovative learning experiences and opportunities to gain practical experiences with industry.

Career outcomes:

Graduates can work as an associate producer, researcher, online producer, publisher, agent or promoter within the growing entertainment industry.

Entertainment Industries units:

- Introduction to entertainment
- Marketing
- Global entertainment
- Introduction to scriptwriting
- Introduction to film, TV and new media production
- Introduction to law
- Consumer behaviour
- Project management for entertainment
- Entertainment law
- Entertainment marketing
- Entertainment practice: balancing creativity and business
- Media and communications: industries
- The music industry

- The movie, TV and new media business
- Writing and publishing industry
- Entertainment industries map
- Entertainment project 1: preproduction
- Entertainment project 2: production
- Creative industries internship 1

Bachelor of Fine Arts (Acting) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This conservatorium-style acting course is designed to develop your individual acting ability. You will work with professional production companies and professional directors for film and television training, and have the opportunity to perform in a season of public productions for stage and film.

Career outcomes:

Graduates work as actors for stage, film and television.

Additional entry requirements:

Audition video required. Visit www.qut.edu.au/creative-industries

Acting units:

- Acting (4 units)
- Voice and movement (4 units)
- Theatre project

Bachelor of Fine Arts (Dance Performance) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This practice-based course provides you with specialist training for a performance career in dance. The course covers a range of dance styles, as well as an intensive performance and choreographic development program. You will be showcased to the public and dance industry through major seasons in state-of-the-art theatres, featuring new work by leading Australian and international choreographers. Project units provide opportunities for industry placements throughout Australia, international exchanges and dance-led collaborative work.

Career outcomes:

Graduates can work as independent artists, choreographers, dance teachers, community-based or commercial artists, movement specialists in the health/leisure industries, or in dance research, health programs and dance administration.

Additional entry requirements:

Audition by video. Students applying in any of the dance courses are required to enclose a statement from a medical practitioner which states you are physically capable of undertaking a full-time dance training course. Visit www.qut.edu.au/creative-industries

Dance Performance units:

- Performance 1
- Dance technique studies (4 units)
- Architecture of the body
- Choreographic studies (2 units)
- Deconstructing dance in history
- Dance analysis
- Integrated professional skills
- Dance project 1
- Professional dance training (2 units)

Bachelor of Fine Arts (Drama) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This course incorporates cutting-edge approaches to devising, directing and designing live performance. You will explore your creativity by developing a broad range of skills, incorporating live and mediated performance, physical theatre, applied performance, and processes which are innovative and experimental. These skills are contextualised by studies in theatre history and theory.

Career outcomes:

Graduates work as directors, performers, producers, playwrights, arts administrators, community artists and youth arts workers.

Drama units:

- 20th century performance
- Process drama
- Performing skills 1: character and scene
- Performance innovation
- Production 1: story making
- Performing skills 2: style and form
- Production 2: the collaborative artist
- The creating body OR Creative Industries management
- Staging Australia
- Applied performance OR Creative Industries events and festivals
- Understanding performance
- Performing self OR Directing for performance events and festivals
- Production 3: interpreting and adapting
- The entrepreneurial artist

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Bachelor of Fine Arts (Film, TV and New Media Production) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

QUT's Film, TV and New Media Production is a film course for the digital age. Students are taught to tell their stories through film, television and new media production. You'll work on broadcast quality equipment, be taught by lecturers with recognised industry experience and be inspired to experiment with a range of genres and formats. You will gain experience in your specialisation by working with other students to produce creative works for external clients, and may have your works showcased to the industry at public screenings in your final year.

Career outcomes:

Graduates work in the film, television and screen industries in entry level positions on film sets, for production companies, for screen media outlets and as freelance professionals. Those who specialise in producing may aspire to work in research, production management, script development and editing, or programming and scheduling for screen media outlets. Those who choose the craft specialisations can expect to pursue careers as cinematographers, vision and sound editors, directors or scriptwriters.

Film, TV and new media production units:

- Introduction to film, TV and new media production
- Film and TV history
- Media writing
- Narrative production
- The movie, TV and new media business
- TV and film genres
- New media: internet, self and beyond
- Australian film and TV
- Critical thinking about television OR Film and television drama practice
- How to be a producer OR Transitions to new professional environments

Two of the following four units:

- Film and television production resource management
- Experimental production
- International cinema
- Film and television scriptwriting

Two of the following six units:

- Visual interactions
- Documentary theory and practice
- Writing dialogue
- Multi-camera TV studio production
- Single camera TV production
- Project development and script editing for TV and film

Bachelor of Music (KM32)

CRICOS code: 022140F

Indicative fee: \$10,700 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

The creative focus of this course sets it apart from other music courses on offer in Australia. The emphasis on making your own music means it is ideally suited if you are keen to innovate and make your mark in the changing sector of creative industries, equipping you to sustain your career over the long term.

Career outcomes:

Graduates work as performers, composers or creative music producers, DJs, mixers, and studio teachers across a range of styles and genres.

Additional entry requirements:

Audition video and written statement required. Visit

www.qut.edu.au/creative-industries

Music units:

- Music and sound production (2 units)
- Music and sound concepts (2 units)
- Creative studio (6 units)
- Music scenes and subcultures
- The music industry

Bachelor of Fine Arts (Sound Design) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This course is broader than the traditional understanding of sound design. Sound design incorporates audio, moving images, online, and immersive environments. Your experiences in this course will include application to recording, sequencing, generative and composition techniques, sound for animation, contemporary digital sound environments, and immersive soundscape design.

Career outcomes:

Graduates can work in sound design for film and television, web applications, games and exhibitions.

Additional entry requirements:

Portfolio of music/sound works and written statement required. Visit www.qut.edu.au/creative-industries

Sound design units:

- Music and sound production (2 units)
- Music and sound concepts (2 units)
- Introduction to film, TV and new media production
- Narrative production
- Creative studio (6 units)
- Multi-platform sound design
- Sound, image, text

Bachelor of Fine Arts (Technical Production) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This intensive, highly practical course provides the opportunity to work on a range of events, including theatre productions, music and dance performances and fashion parades featuring students in other creative industries courses. This course will provide you with skills in lighting, stage management, festival management, sound and multimedia.

Career outcomes:

Graduates work as stage managers, production managers, lighting and sound designers, operators and technicians for theatre, ballet, contemporary dance, opera, concerts and film, conferences, international and corporate events, and festivals.

Additional entry requirements:

Telephone interview required. Visit

www.qut.edu.au/creative-industries

Program structure:

In this course you will study foundation units, technical production units and complementary studies units that include options in advanced technical production practice or scenography.

Technical production units:

- Theatrecraft
- Stage management (3 units)
- Technical production (3 units)
- Event technology practice
- Technical production practice (2 units)



WRITING AND COMMUNICATION

Bachelor of Fine Arts (Creative and Professional Writing) (KK34)

CRICOS code: 060810B

Indicative fee: \$11,200 per semester

Campus: Kelvin Grove

Semester of entry: February

Duration: 3 years (6 semesters) full-time

Program objectives:

This course will provide you with opportunities to work intensively on your writing in a number of forms and genres, including novels and short stories, creative non-fiction, youth writing and poetry. In addition, it will help you build specialist writing skills for professional applications such as corporate writing, persuasive writing, editing and script writing. You can also undertake project work to write a sustained work in a genre of your choice.

Career outcomes:

Graduates can work as creative or professional writers and editors in corporate, community and freelance capacities.

Creative and professional writings units:

- Introduction to creative writing
- Persuasive writing
- Creative non-fiction
- Creative writing: the short story
- Introduction to literary studies
- Youth and children's writing
- Great books: the literary classics
- Stylistics and poetics
- Media writing
- Corporate writing and editing
- Editing and developing the manuscript
- Novel and memoir
- Creative writing project 1
- Writing and publishing industry

Bachelor of Journalism (KJ32)

CRICOS code: 040293F

Indicative fee: \$10,700 per semester

Campus: Kelvin Grove

Semester of entry: February and July

Duration: 3 years (6 semesters) full-time

Program objectives:

You will have opportunities for print, TV, and radio broadcast experience by learning from lecturers with real-world experiences. You will have access to dedicated newsrooms, radio studios, production offices, TV studios, editing suites and other technical facilities. You can gain professional media practice through industry placements and internships.

Career outcomes:

Graduates work as journalists for newspapers, magazines, television, radio, and online publications, or establish a career in public relations, media management, and corporate communications.

Journalism units:

- Digital journalism
- Newswriting
- Journalistic inquiry
- Creative industries legal issues OR Public affairs reporting
- Feature writing
- Journalism ethics and issues
- Radio and television journalism
- Strategic speech communication
- Introduction to film, TV and new media production
- Layout and design
- Online journalism
- Sub-editing
- Media myth busting

Bachelor of Media and Communication (KC30)

CRICOS code: 064644A

Indicative fee: \$10,700 per semester

Campus: Kelvin Grove

Semester of entry: February and July

Duration: 3 years (6 semesters) full-time

Program objectives:

This course will provide you with sophisticated, transferable media and communication skills. You will understand how the media works, its impacts on society and the issues which shape public debate and concerns about the media. You will understand the practicalities of the media industry, including the jobs which exist and the dynamics of its evolution.

Career outcomes:

Graduates work as communication officers, public relations specialists and marketing professionals.

Media and communication units:

- Introduction to media and communication: texts
- Media myth busting (2 units)
- Strategic speech communication
- Media and communications: industries
- New media: internet, self and beyond
- Professional communication
- Exploring new media worlds
- Consumption matters: consumer cultures and identity
- Media audiences
- Political communication
- Designing communication resources OR Persuasive writing
- Brisbane media map
- Creative Industries internship 1 OR Creative Industries project 1

Bachelor of Mass Communication (IF27)

CRICOS code: 037542J

Campus: Kelvin Grove and Gardens Point

Indicative fee: \$11,000 per semester

Semester of entry: February and July

Duration: 3 years (6 semesters) full-time

Program objectives:

This course will provide you with a unique opportunity to foster your skills in creative, technical, and business communication, to capitalise on the dynamic mass communication industry and challenges of the digital age. Areas of study from two QUT faculties, Creative Industries and Business, will provide you with professional skills in areas such as international journalism, television, media and communication, advertising, and public relations.

Career outcomes:

Graduates can work as a public relations consultant, media planner, copywriter, corporate communication manager, specialist journalist, media production specialist, media adviser or event manager.

Mass Communication units:

Sample units from Business and Creative Industries may include:

- Marketing and audience research
- Marketing
- Introduction to mass communication
- Advertising theory and practice OR Introduction to public relations

CREATIVE INDUSTRIES

Our Creative Industries Precinct is Australia's first site dedicated to innovative experimentation and commercial development in the creative industries.

www.qut.edu.au/creative-industries

Credit and advanced standing

QUT may offer you credit based on your previous studies. Please check individual course listings on www.qut.edu.au/courses for more details on credit or advanced standing. QUT has advanced standing with a number of overseas tertiary institutions where credit has been approved. For details on these arrangements, visit www.qut.edu.au/credit

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Double Degrees

Selected Creative Industries undergraduate degrees are available in the following double degree options:

CRICOS code	Course code	Course title	Campus	Duration (full-time)	Semester of entry	Fees per semester
059596B	IX34	Bachelor of Business/Bachelor of Creative Industries	Kelvin Grove + Gardens Point	4 years	February	\$10,900
064813M	IX35	Bachelor of Business/Bachelor of Fine Arts (Creative and Professional Writing, Drama, Fashion, Interactive and Visual Design or Visual Arts)	Kelvin Grove + Gardens Point	4 years	February	\$10,900
059598M	IX36	Bachelor of Business/Bachelor of Journalism	Kelvin Grove + Gardens Point	4 years	February	\$10,900
064809G	IX67	Bachelor of Business/Bachelor of Media and Communication	Kelvin Grove + Gardens Point	4 years	February	\$10,900
059227E	IX56	Bachelor of Creative Industries/Bachelor of Information Technology	Kelvin Grove + Gardens Point	4 years	February	\$11,300
064812A	IX69	Bachelor of Fine Arts (Interactive and Visual Design)/Bachelor of Information Technology	Kelvin Grove + Gardens Point	4 years	February	\$10,800
058291E	IX43	Bachelor of Creative Industries/Bachelor of Human Services	Kelvin Grove	4 years	February	\$11,100
064907E	IX70	Bachelor of Health Science (Nutrition or Public Health)/Bachelor of Media and Communication	Kelvin Grove	4 years	February	\$11,200
066293C	IX73	Bachelor of Creative Industries/Bachelor of Laws	Kelvin Grove + Gardens Point	5.5 years	February	\$10,800
066295A	IX68	Bachelor of Fine Arts (Creative and Professional Writing)/Bachelor of Laws	Kelvin Grove + Gardens Point	5.5 years	February	\$10,800
066296M	IX74	Bachelor of Journalism/Bachelor of Laws	Kelvin Grove + Gardens Point	5.5 years	February	\$10,800
066291E	IX66	Bachelor of Media and Communication/Bachelor of Laws	Kelvin Grove + Gardens Point	5.5 years	February	\$10,700
060810B	KK34/ ED38	Bachelor of Fine Arts (Dance, Drama or Visual Arts)/Graduate Diploma in Education (Senior Years)	Kelvin Grove	4 years	February	\$11,200
022140F	KM32/ ED38	Bachelor of Music/Graduate Diploma in Education (Senior Years)	Kelvin Grove	4 years	February	\$10,700

Want to find out more about the courses you can combine with a QUT Faculty of Creative Industries degree?

Bachelor of Business page 40
 Bachelor of Health Science (Public Health) page 67
 Bachelor of Health Science (Nutrition) page 67
 Bachelor of Human Services page 69
 Bachelor of Information Technology page 83
 Bachelor of Laws Page 74

A pathway into degree programs of the Creative Industries Faculty also exists via the QUT International College see page 22.

Additional costs may be incurred by students in particular courses, for example engineering students may need safety equipment for site visits and creative artists may need materials. Please refer to www.qut.edu.au/fees to check for any additional course costs.

The information contained in this publication is correct at the time of printing (March 2011) but is subject to change. For detailed information on QUT courses, please visit www.qut.edu.au/courses