

# STUDY ABROAD UNITS

## Undergraduate – Semester 2, 2020

Please note that some units may not be available for exchange and study abroad students. Units will be assessed at time of application.

### ARTS AND HUMANITIES

ADVERTISING	
<a href="#">ADV10001</a>	Principles of Advertising
<a href="#">ADV20002</a>	Concept Development and Copywriting
<a href="#">ADV30002</a>	Advertising Management and Campaigns Project
ARTS	
<a href="#">ART10001</a>	Academic Literacies: Situating University Knowledge
<a href="#">ART10002</a>	Grand Challenges: Dystopian Present-Utopian Futures
<a href="#">ART20001</a>	Grand Challenges: Skills and Strategies for Social Change
<a href="#">ART30001</a>	The Grand Challenges: Making a Difference
CHINESE LANGUAGE	
<a href="#">CHI10006</a>	Introductory Chinese B
<a href="#">CHI20005</a>	Chinese Cinema
<a href="#">CHI30007</a>	Advanced Chinese through News Reading
CRIMINOLOGY	
<a href="#">CRI20001</a>	Policing: Systems and Practice
<a href="#">CRI30001</a>	Advanced Topics in Criminology
<a href="#">CRI30002</a>	Corrections: Systems and Practice
HISTORY	
<a href="#">HIS10004</a>	Australian History
<a href="#">HIS20003</a>	Propaganda: A History of Media and Politics
<a href="#">HIS20008</a>	Colonialism: A Global History
AUSTRALIAN INDIGENOUS STUDIES	
<a href="#">INS10002</a>	Unlearning the Past: Indigenous Australian History
<a href="#">INS20001</a>	Indigenous Representations
<a href="#">INS20002</a>	International Indigenous Perspectives
<a href="#">INS30002</a>	Indigenous Knowledge's
ITALIAN LANGUAGE	
<a href="#">ITA10004</a>	Introductory Italian B
<a href="#">ITA20010</a>	Intermediate Italian B
JOURNALISM	

<a href="#">JOU10007</a>	Media Content Creation
<a href="#">JOU10008</a>	Journalism Features
<a href="#">JOU20004</a>	Broadcast News Reporting
<a href="#">JOU30009</a>	Video Project
<a href="#">JOU30011</a>	Specialist Reporting
<b>JAPANESE LANGUAGE</b>	
<a href="#">JPN10014</a>	Introductory Japanese B
<a href="#">JPN20014</a>	Intermediate Japanese B
<a href="#">JPN30020</a>	Advanced Japanese B
<b>LITERATURE</b>	
<a href="#">LIT10002</a>	Writing Fiction
<a href="#">LIT10003</a>	Reading and Writing Genre Texts
<a href="#">LIT20003</a>	Working With Words
<a href="#">LIT30002</a>	Graphic Narratives: Comics, Graphic Novels, and Manga
<a href="#">LIT30004</a>	Literary Industry Practice
<b>PHILOSOPHY</b>	
<a href="#">PHI10002</a>	Introduction to Philosophy
<a href="#">PHI10003</a>	Critical Thinking
<a href="#">PHI20006</a>	Philosophy, Media, Culture
<a href="#">PHI20007</a>	Philosophy, Politics, and Society
<a href="#">PHI60001</a>	Critical Thinking
<b>POLITICS</b>	
<a href="#">POL10002</a>	International Politics
<a href="#">POL10005</a>	Australia: A Global Context
<a href="#">POL20008</a>	Australian Foreign Policy
<a href="#">POL30010</a>	Public Policy in Australia
<a href="#">POL30011</a>	Crisis Points: Global Challenges
<a href="#">POL30014</a>	Politics of the Pacific
<b>PROFESSIONAL WRITING AND EDITING</b>	
<a href="#">PWR10004</a>	Writing Short Non-Fiction
<a href="#">PWR20002</a>	Editing Techniques
<a href="#">PWR20003</a>	Writing Creative Non-Fiction
<a href="#">PWR30001</a>	Editing for Publication
<b>SOCIOLOGY</b>	
<a href="#">SOC10005</a>	Environment and Society
<a href="#">SOC10013</a>	Identity and Social Change
<a href="#">SOC20004</a>	Sociological Perspectives
<a href="#">SOC20020</a>	Deviance, Difference & Conformity
<a href="#">SOC20022</a>	Sociology of Health
<a href="#">SOC30016</a>	Technology, Bodies and the Lifecourse

## AVIATION

<a href="#">AVA10002</a>	Human Performance and Limitations in Aviation
<a href="#">AVA10004</a>	Aviation Marketing
<a href="#">AVA10005</a>	Aviation Regulation and Operations
<a href="#">AVA10006</a>	Airline Planning and Operations
<a href="#">AVA10007</a>	Aircraft Aerodynamics and Performance
<a href="#">AVA20003</a>	Aviation Business Strategies and Management
<a href="#">AVA20006</a>	Aircraft Design and Operations
<a href="#">AVA20007</a>	Current and Future Airline Technological Operational Concept
<a href="#">AVA20008</a>	Aircraft Maintenance
<a href="#">AVA30001</a>	Project Management in Aviation
<a href="#">AVA30002</a>	Integrated Safety Management Systems
<a href="#">AVA40003</a>	Aviation Honours Project Part 2
<a href="#">AVA40005</a>	Aviation Research Project Part 2
<a href="#">AVA40007</a>	Aviation Business Research Project 2

## BUILT ENVIRONMENT AND ARCHITECTURE

<b>ARCHITECTURE</b>	
<a href="#">ARC10001</a>	Architectural Design Studio 1 (Communication)
<a href="#">ARC10002</a>	Architectural Engineering Studio 1
<a href="#">ARC20002</a>	Architectural Design Studio 3 (Socio-economic contexts)
<a href="#">ARC20003</a>	Cross-cultural Contexts
<a href="#">ARC30002</a>	Architecture Design Studio 5
<a href="#">ARC30004</a>	Professional Practice 1:BM (Building Information Management)
<a href="#">ARC30007</a>	Architectural Engineering Studio 3
<a href="#">DIA10001</a>	Construction 1: Building Systems and Materials
<a href="#">DIA10004</a>	History of Interior Architecture
<a href="#">DIA10005</a>	Interior Architecture Communication
<a href="#">DIA10006</a>	Interior Architecture Studio 1 - Space, Form & Human Occupation
<a href="#">DIA20001</a>	Construction 2: Building Services and Documentation Packages
<a href="#">DIA20003</a>	Interior Architecture Digital Documentation 1
<a href="#">DIA20004</a>	Interior Architecture Studio 2: Place, Space and Human Experience
<a href="#">DIA20005</a>	Interior Architecture Studio 3: Design Exploration
<a href="#">DIA30001</a>	Construction 3: Sustainability
<a href="#">DIA30002</a>	Interior Architecture Digital Documentation 2
<a href="#">DIA30004</a>	Interior Architecture Studio 4 - Sustainability
<a href="#">DIA40002</a>	Capstone: Interior Architecture Practice 2
<b>INTERIOR AND INDUSTRIAL DESIGN</b>	
<a href="#">DID10001</a>	Product Visualisation 1: 2D and 3D Exploration
<a href="#">DID10003</a>	Product CAD: 3D Modelling
<a href="#">DID10004</a>	User Centred/Co-Design Studio
<a href="#">DID10005</a>	Innovation Design Studio 1

<a href="#">DID10007</a>	Design Ethnography
<a href="#">DID20001</a>	Design Psychology and Emotion Studio
<a href="#">DID20002</a>	Design for Manufacture 1: Materials and Processes
<a href="#">DID20006</a>	Innovation Design Studio 2
<a href="#">DID20007</a>	Product Visualisation 2: Digital Sketching
<a href="#">DID30001</a>	Design for Manufacture 2: Advanced Manufacture
<a href="#">DID30002</a>	Socially Responsible Design Studio
<a href="#">DID30004</a>	Online Enterprise and Opportunities
<a href="#">DID30006</a>	Innovation Design Studio Capstone – Practice
<a href="#">DID30007</a>	Strategic Design Innovation
<a href="#">DID40002</a>	Capstone: Industrial Design Major Project 2
<a href="#">DPD20001</a>	Product CAD
<a href="#">DPD20003</a>	Product Design Engineering Studio 2
<a href="#">DPD30002</a>	Design for Social Responsibility
<a href="#">DPD40004</a>	Professional Design Attributes

## **BUSINESS**

<b>ACCOUNTING</b>	
<a href="#">ACC10007</a>	Financial Information for Decision Making
<a href="#">ACC10008</a>	Financial Information Systems
<a href="#">ACC20007</a>	Management Accounting for Planning and Control
<a href="#">ACC20013</a>	Company Accounting
<a href="#">ACC20014</a>	Management Decision Making
<a href="#">ACC30003</a>	Forensic Accounting
<a href="#">ACC30005</a>	Taxation
<a href="#">ACC30008</a>	Accounting theory
<a href="#">ACC30009</a>	Analysis for Competitive Advantage
<a href="#">ACC30010</a>	Auditing
<b>BUSINESS</b>	
<a href="#">BUS10012</a>	Innovative Business Practice
<a href="#">BUS30009</a>	Industry Consulting Project
<a href="#">BUS30024</a>	Advanced Innovative Business Practice
<b>ECONOMICS</b>	
<a href="#">ECO10004</a>	Economic Principles
<a href="#">ECO20001</a>	Environmental Economics
<a href="#">ECO20004</a>	Macroeconomic Policy
<a href="#">ECO30001</a>	Economic Development
<b>ENTREPRENEURSHIP</b>	
<a href="#">ENT10001</a>	Entrepreneurship and Opportunity
<a href="#">ENT10002</a>	Creativity and Innovation
<a href="#">ENT20008</a>	Startup Funding and Investment
<a href="#">ENT30010</a>	Contemporary Issues in Entrepreneurship and Innovation
<a href="#">ENT30012</a>	Social Entrepreneurship and Innovation
<b>FINANCE</b>	

<a href="#">FIN10002</a>	Financial Statistics
<a href="#">FIN10003</a>	Principles of Financial Planning
<a href="#">FIN20013</a>	Banking Operations and Governance
<a href="#">FIN20014</a>	Financial Management
<a href="#">FIN20015</a>	Ethics and Client Relationships
<a href="#">FIN30013</a>	International Trade and Finance
<a href="#">FIN30014</a>	Financial Risk Management
<a href="#">FIN30016</a>	Management of Investment Portfolios
<a href="#">FIN30017</a>	Investment and Financial Planning Project
<a href="#">FIN30018</a>	Management of Personal Financial Risk
<b>HUMAN RESOURCE MANAGEMENT</b>	
<a href="#">HRM10003</a>	Human Resource Management
<a href="#">HRM20016</a>	Dynamics of Diversity in Organisations
<a href="#">HRM30002</a>	International Human Resource Management
<a href="#">HRM30011</a>	Human Resource Analytics
<b>INTERNATIONAL BUSINESS</b>	
<a href="#">INB10002</a>	Foundations of International Business
<a href="#">INB20012</a>	Asia Pacific Business Perspective
<a href="#">INB30011</a>	International Investment and Economic Development
<a href="#">INB30020</a>	International Business Strategy
<b>BUSINESS INFORMATION SYSTEMS</b>	
<a href="#">INF10002</a>	Database, Analysis and Design
<a href="#">INF10003</a>	Introduction to Business Information Systems
<a href="#">INF20003</a>	Requirements Analysis and Modelling
<a href="#">INF20010</a>	Database Systems
<a href="#">INF20011</a>	Mobile Business and Social Media
<a href="#">INF20012</a>	Enterprise Systems
<a href="#">INF20016</a>	Big Data Management
<a href="#">INF30005</a>	Business Process Management
<a href="#">INF30010</a>	Database Administration
<a href="#">INF30015</a>	Knowledge Management and Analytics
<a href="#">INF30018</a>	Information Systems Management
<a href="#">INF30020</a>	Information Systems Risk and Security
<a href="#">INF30027</a>	Business Information Systems Industry Project
<a href="#">INF30029</a>	Information Technology Project Management
<a href="#">INF30030</a>	Business Analytics
<b>MANAGEMENT</b>	
<a href="#">MGT10001</a>	Introduction to Management
<a href="#">MGT10002</a>	Critical Thinking in Management
<a href="#">MGT30005</a>	Strategic Planning in Dynamic Environments
<b>MARKETING</b>	
<a href="#">MKT10007</a>	Fundamentals of Marketing
<a href="#">MKT20019</a>	Marketing Research
<a href="#">MKT20021</a>	Integrated Marketing Communication
<a href="#">MKT20025</a>	Consumer Behaviour

<a href="#">MKT20032</a>	Frontiers in Digital Marketing
<a href="#">MKT30016</a>	Marketing Strategy and Planning
<a href="#">MKT30017</a>	Branding, Innovation and Design
<a href="#">MKT30018</a>	Marketing Insights
<b>MANAGEMENT &amp; MARKETING</b>	
<a href="#">FST20001</a>	Big History: From the Big Bang to Global Civilisation
<b>ORGANISATIONAL BUSINESS</b>	
<a href="#">ORG20002</a>	Business and Society
<a href="#">ORG20003</a>	Organisational Behaviour
<a href="#">ORG30002</a>	Leadership in Context
<a href="#">ORG30003</a>	Sustainable Organisational Design
<b>PUBLIC RELATIONS</b>	
<a href="#">PUB20001</a>	Global Public Relations Practice
<a href="#">PUB20002</a>	Public Relations Theory and Practice
<a href="#">PUB30002</a>	Issues, Crisis and Risk Communication
<a href="#">PUB30003</a>	Public Relations Project and Campaign Planning

## DESIGN

<b>BRANDED ENVIRONMENTS</b>	
<a href="#">DBE30003</a>	Branded Environment Design Studio 2
<a href="#">DBE30004</a>	Branded Environment Capstone
<b>DESIGN</b>	
<a href="#">DCO10001</a>	Concepts and Narratives
<a href="#">DCO10002</a>	Digital Design
<a href="#">DCO10003</a>	Packaging Design
<a href="#">DCO10004</a>	Photography for Design
<a href="#">DCO10005</a>	Typography
<a href="#">DCO10007</a>	Visual Communication Studio
<a href="#">DCO20001</a>	Brand and Identity Design
<a href="#">DCO20003</a>	Information Design
<a href="#">DCO20004</a>	Web Design
<a href="#">DCO20009</a>	Typography for Print and Interactive Publication
<a href="#">DCO30001</a>	Communication Design Capstone Project
<a href="#">DCO30002</a>	Design for Production
<a href="#">DCO30003</a>	Case Studies in Design Practice
<a href="#">DCO30017</a>	Communication Design Strategy
<a href="#">DCO40001</a>	Communication Design Studio
<a href="#">DDD10001</a>	20th Century Design
<a href="#">DDD10006</a>	Introductory Design Studio
<a href="#">DDD10007</a>	Introduction to Design Principles and Processes
<a href="#">DDD20003</a>	Exhibition Design
<a href="#">DDD20004</a>	Contemporary Design Issues
<a href="#">DDD20007</a>	Design Systems and Services
<a href="#">DDD20009</a>	Photography and Art Direction

<a href="#">DDD20012</a>	Experimental Image-Making Processes
<a href="#">DDD20015</a>	Interaction Design for Web
<a href="#">DDD20016</a>	Experience Design and Usability for the Web
<a href="#">DDD20022</a>	3D Modelling for Objects and Environments
<a href="#">DDD20023</a>	3D Character Modelling
<a href="#">DDD30011</a>	Compositing for Visual Effects
<a href="#">DDD30013</a>	Publication Design
<a href="#">DDD30015</a>	Visual Storytelling
<a href="#">DDD30018</a>	3D Animation Project
<a href="#">DDD30020</a>	Interaction Design for Mobile Devices
<a href="#">DDD30021</a>	Digital Video Compositing
<a href="#">DDD30022</a>	Motion Graphics Project
<a href="#">DDD30036</a>	Professional Attributes for Design
<a href="#">DDD30038</a>	Project Management and Practice
<a href="#">DDD30039</a>	Industry Projects
<a href="#">DDD30042</a>	Photomedia Capstone Project
<a href="#">DDD30045</a>	UX Interaction Design Capstone Project
<a href="#">DDD40001</a>	Methods for Design Research
<a href="#">DDD40002</a>	Design-Led Innovation: Research Project
<a href="#">DDD40010</a>	DFM Global Toolbox: Innovation and Interdisciplinary Collaboration
<a href="#">DDD40013</a>	DFM Practice: Innovation & Interdisciplinary Collaboration 2
<a href="#">DDD40014</a>	Advanced Industry Projects
<a href="#">DDD40015</a>	Research Methods for Global Design Innovation
<b>DIGITAL MEDIA DESIGN</b>	
<a href="#">DDM10005</a>	Imaging for Narrative and Storyboards
<a href="#">DDM10006</a>	Typography for Screen and Motion
<a href="#">DDM20003</a>	Digital Video Camera Techniques
<a href="#">DDM20007</a>	Post Production for Digital Video
<a href="#">DDM30001</a>	Digital Media Design Capstone Project
<a href="#">DDM30005</a>	Digital Media Design New Technologies
<b>DESIGN FACTORY</b>	
<a href="#">DES20057</a>	Toolbox for Prototyping and Interdisciplinary Collaboration
<a href="#">DES30065</a>	CSIRO NEXT Innovation Accelerator
<a href="#">DES30066</a>	Innovation Challenge Project

## EDUCATION

<a href="#">EDU10002</a>	Understanding Language and Literacy
<a href="#">EDU10003</a>	The World of Maths
<a href="#">EDU10004</a>	Theories of Teaching and Learning
<a href="#">EDU10005</a>	Teaching and Learning in the 21st Century
<a href="#">EDU20001</a>	Developing Literacy
<a href="#">EDU20002</a>	Mathematics in Practice
<a href="#">EDU20003</a>	Contemporary Perspectives of Learning and Development
<a href="#">EDU20005</a>	Sustainable Education and Perspectives

<a href="#">EDU20014</a>	Social and Emotional Learning
<a href="#">EDU30005</a>	Understanding and Supporting Inclusion
<a href="#">EDU30006</a>	Families, Community and Citizenship
<a href="#">EDU30007</a>	Imagining the World Through the Arts
<a href="#">EDU30011</a>	Discovering Science
<a href="#">EDU30059</a>	Teaching Technologies
<a href="#">EDU30062</a>	Educational Leadership, Management and Program Assessment
<a href="#">EDU30063</a>	Teaching English
<a href="#">EDU40001</a>	The Healthy and Active Child
<a href="#">EDU40003</a>	Identity: the Early Childhood Profession(AI)
<a href="#">EDU40004</a>	Advocacy and Social Justice
<a href="#">EDU40007</a>	Integrated Studies
<a href="#">EDU40008</a>	Arts Education
<a href="#">EDU40010</a>	Assessment for Primary

## ENGINEERING

<a href="#">ENG10001</a>	Engineering, Design and Innovation
<a href="#">ENG10002</a>	Engineering Materials
<a href="#">ENG10003</a>	Mechanics of Structures
<a href="#">ENG10004</a>	Digital and Data Systems
<a href="#">MME30001</a>	Engineering Management 1
<a href="#">MME40001</a>	Engineering Management 2

### CIVIL AND CONSTRUCTION ENGINEERING

<a href="#">CSM20001</a>	Design of Constructed Structures
<a href="#">CSM20007</a>	Construction Law and Contracts
<a href="#">CSM30002</a>	Tall Building Construction
<a href="#">CSM30004</a>	Integrated Construction Engineering and Management
<a href="#">CVE20001</a>	Topographical Engineering
<a href="#">CVE20003</a>	Design of Concrete Structures
<a href="#">CVE20004</a>	Geomechanics
<a href="#">CVE20005</a>	Road Engineering
<a href="#">CVE30004</a>	Cost Engineering
<a href="#">CVE40001</a>	Geotechnical Engineering
<a href="#">CVE40004</a>	Water Engineering
<a href="#">CVE40006</a>	Infrastructure Design & Project
<a href="#">CVE40008</a>	Final Year Research Project 1 (Civil)
<a href="#">CVE40009</a>	Final Year Research Project 2 (Civil)

### ELECTRICAL AND ELECTRONIC ENGINEERING

<a href="#">EEE20003</a>	Embedded Microcontrollers
<a href="#">EEE20004</a>	Analogue Electronics 1
<a href="#">EEE20005</a>	Electrical Machines
<a href="#">EEE30004</a>	Digital Signal Processing
<a href="#">EEE30005</a>	Electrical Integrated Design Project
<a href="#">EEE40005</a>	Power Electronics



<a href="#">EEE40006</a>	Design of DSP Architectures
<a href="#">EEE40007</a>	Power System Operation and Control
<a href="#">EEE40011</a>	Final Year Research Project 1 (BET)
<a href="#">EEE40012</a>	Final Year Research Project 2 (BET)
<a href="#">EEE40013</a>	Computer Architecture
<b>ENGINEERING MANAGEMENT</b>	
<a href="#">MME30001</a>	Engineering Management 1
<a href="#">MME40001</a>	Engineering Management 2
<b>MECHANICAL ENGINEERING</b>	
<a href="#">MEE20003</a>	Fluid Mechanics 1
<a href="#">MEE20004</a>	Structural Mechanics
<a href="#">MEE20005</a>	Materials and Manufacturing 1
<a href="#">MEE20006</a>	Machine Dynamics 1
<a href="#">MEE30004</a>	Solid Mechanics
<a href="#">MEE40001</a>	Thermodynamics 2
<a href="#">MEE40002</a>	Mechanical Systems Design
<a href="#">MEE40004</a>	Fluid Mechanics 2
<a href="#">MEE40008</a>	Final Year Research Project 1 (Mechanical)
<a href="#">MEE40009</a>	Final Year Research Project 2 (Mechanical)
<b>PRODUCT DESIGN ENGINEERING</b>	
<a href="#">PDE20001</a>	Thermo Fluid Systems
<a href="#">PDE40001</a>	Manufacturing Systems and Design
<a href="#">PDE40003</a>	Final Year Research Project 2 (PDE)
<b>ROBOTICS AND MECHATRONICS</b>	
<a href="#">RME20001</a>	Electrical Actuators and Sensors
<a href="#">RME30003</a>	Robotic Control
<a href="#">RME40002</a>	Mechatronics Systems Design
<a href="#">RME40003</a>	Robot Systems Design
<a href="#">RME40005</a>	Final Year Research Project 1 (Robotics and Mechatronics)
<a href="#">RME40006</a>	Final Year Research Project 2 (Robotics and Mechatronics)
<b>SOFTWARE DEVELOPMENT AND ENGINEERING</b>	
<a href="#">SWE20004</a>	Technical Software Development
<a href="#">SWE30001</a>	Real-Time Programming
<a href="#">SWE30004</a>	Software Deployment and Evolution
<a href="#">SWE30009</a>	Software Testing and Reliability
<a href="#">SWE30010</a>	Development Project 2 - Design, Planning and Management
<a href="#">SWE30012</a>	IoT Launcher Project
<a href="#">SWE40002</a>	Software Engineering Project B
<b>TELECOMMUNICATIONS AND NETWORK ENGINEERING</b>	
<a href="#">TNE10005</a>	Network Administration
<a href="#">TNE10006</a>	Networks and Switching
<a href="#">TNE20002</a>	Network Routing Principles
<a href="#">TNE30004</a>	Communications Information Theory
<a href="#">TNE30012</a>	Secure Remote Access Networks
<a href="#">TNE30018</a>	Enterprise Network Server Administration

<a href="#">TNE30019</a>	Unix for Telecommunications
<a href="#">TNE30022</a>	Design and Management of Networks
<a href="#">TNE30023</a>	Advanced Switching
<a href="#">TNE40003</a>	Wireless Communications

## FILM AND TELEVISION

### DIGITAL CONTENT

<a href="#">DIG10004</a>	Digital Video and Audio
<a href="#">DIG20010</a>	Search, Social Media and Video Marketing
<a href="#">DIG20011</a>	Digital Mobility
<a href="#">DIG30002</a>	Digital Marketing Project 2

### FILM AND TELEVISION

<a href="#">FTV10002</a>	Production Management
<a href="#">FTV10005</a>	Sound Design and Acquisition
<a href="#">FTV10006</a>	Genre and the Moving Image
<a href="#">FTV10009</a>	Experimental Screen Production
<a href="#">FTV20002</a>	Cinematography and Lighting: Film Production
<a href="#">FTV20004</a>	Cinematography and Lighting: Broadcast Video
<a href="#">FTV20007</a>	Digital Postproduction Techniques
<a href="#">FTV20010</a>	Scriptwriting and Directing: Non-Fiction Production
<a href="#">FTV20011</a>	Scriptwriting and Directing: Short Film Production
<a href="#">FTV30001</a>	Breaking the Screen
<a href="#">FTV30004</a>	Film & Television Research Project: Development
<a href="#">FTV30007</a>	Short Form Screen Production (Music Video and TVC)
<a href="#">FTV30013</a>	Major Project: Directing & Development for the Screen
<a href="#">FTV30015</a>	Pre-Visualisation for Screen
<a href="#">FTV30018</a>	Screen Production Capstone: Production and Post Production
<a href="#">FTV30024</a>	Visual Effects Production
<a href="#">FTV40003</a>	Screen Research and Writing
<a href="#">FTV40011</a>	Major Project: Post-Production and Distribution

## GAMES AND ANIMATION

### ANIMATION

<a href="#">ANI10004</a>	Introduction to Character and Environment Design
<a href="#">ANI10005</a>	3D Production Techniques for Animation
<a href="#">ANI10006</a>	Action Analysis and Locomotion
<a href="#">ANI20003</a>	Acting for Animation
<a href="#">ANI20004</a>	Producing and Production Management for Animation
<a href="#">ANI30002</a>	Major Project: Production and Post Production

### GAME DESIGN

<a href="#">GAM10002</a>	Principles of Game Design
<a href="#">GAM20003</a>	Digital Game Prototyping Lab
<a href="#">GAM20004</a>	Writing for Interactive Narratives

<a href="#">GAM30003</a>	Games & Interactivity Project 2
<a href="#">GAM30004</a>	User-Centred Design & Evaluation

## HEALTH

<b>HEALTH SCIENCE</b>	
<a href="#">HEA10001</a>	Introduction to Health Sciences
<a href="#">HEA10003</a>	Health Data and Information Management
<a href="#">HEA20006</a>	Indigenous Health
<a href="#">HEA20007</a>	Research Methods for Health Science
<a href="#">HEA30001</a>	Health Sciences Project
<a href="#">HEA30010</a>	Leadership and Innovation in Health Promotion
<a href="#">HEA40003</a>	Honours Research Project
<a href="#">HEP30001</a>	Health Promotion Project
<a href="#">HEP30003</a>	Health Communication
<b>NEUROSCIENCE</b>	
<a href="#">NEU10002</a>	Neuroscience
<a href="#">NEU20005</a>	Sensation and Perception
<b>NEU20008</b>	Developmental and Molecular Neuroscience
<a href="#">NEU30003</a>	Abnormal Psychophysiology
<a href="#">NEU30006</a>	Psychophysiological Project
<a href="#">NEU30008</a>	Neuroscience Research Project B
<a href="#">NEU30009</a>	Neuropsychopharmacology
<b>NUTRITION</b>	
<a href="#">NTR20001</a>	Nutrition Science
<a href="#">NTR30004</a>	Public Health Nutrition
<a href="#">NTR30005</a>	Nutritional Biochemistry
<b>PUBLIC HEALTH</b>	
<a href="#">PEH20004</a>	Built and Sustainable Communities
<a href="#">PEH20005</a>	Communicable Disease Control
<a href="#">PEH20006</a>	Water Science
<a href="#">PEH30001</a>	Health and Environmental Law 2
<a href="#">PEH30004</a>	Occupational Health and Safety
<a href="#">PEH30005</a>	Research Project
<b>SPORTS SCIENCE</b>	
<a href="#">SPH10011</a>	Introduction to Research
<a href="#">SPH10012</a>	Motor Control and Learning
<a href="#">SPH10013</a>	Physical Activity, Health and Technology
<a href="#">SPH20011</a>	Clinical and Sports Movement Analysis
<a href="#">SPH20013</a>	Exercise Physiology 2
<a href="#">SPH20015</a>	Exercise Prescription and Delivery
<a href="#">SPH30011</a>	Exercise for Complex and Chronic Conditions
<a href="#">SPH30012</a>	Performance Analysis
<a href="#">SPH30013</a>	Research Project
<b>STATISTICS, DATA SCIENCE AND EPIDEMIOLOGY</b>	

<a href="#">STA10003</a>	Foundations of Statistics
<a href="#">STA20006</a>	Analysis of Variance and Regression
<a href="#">STA20008</a>	Statistics for Forensics
<a href="#">STA30001</a>	Applied Statistics Project
<a href="#">STA30005</a>	Multivariate Analysis

## **INFORMATION TECHNOLOGY**

### **COMPUTER SCIENCE**

<a href="#">COS10003</a>	Computer & Logic Essentials
<a href="#">COS10004</a>	Computer Organizations
<a href="#">COS10005</a>	Web Development
<a href="#">COS10009</a>	Introduction to Programming
<a href="#">COS10011</a>	Creating Web Applications
<a href="#">COS20001</a>	User-Centred Design
<a href="#">COS20007</a>	Object Oriented Programming
<a href="#">COS20015</a>	Fundamentals of Data Management
<a href="#">COS20028</a>	Big Data Architecture and Application
<a href="#">COS30015</a>	IT Security
<a href="#">COS30017</a>	Software Development for Mobile Devices
<a href="#">COS30018</a>	Intelligent Systems
<a href="#">COS30020</a>	Web Application Development
<a href="#">COS30023</a>	Languages in Software Development
<a href="#">COS30031</a>	Games Programming
<a href="#">COS40004</a>	Topics in Computer Science

### **INFORMATION AND COMMUNICATION TECHNOLOGY**

<a href="#">ICT10001</a>	Problem Solving with ICT
<a href="#">ICT30001</a>	Information Technology Project
<a href="#">ICT30005</a>	Professional Issues in Information Technology
<a href="#">ICT40001</a>	Honours Research Project
<a href="#">ICT40003</a>	Honours Research Project A
<a href="#">ICT40004</a>	Honours Research Project B
<a href="#">ICT40005</a>	Research Methods
<a href="#">ICT40009</a>	Honours Seminar
<a href="#">ICT40010</a>	Research Report A
<a href="#">ICT40011</a>	Research Report B

## **LAW**

<a href="#">LAW10004</a>	Introduction to Business Law
<a href="#">LAW10010</a>	Introduction to Australian Law & Statutory Interpretation
<a href="#">LAW10013</a>	Commercial Law
<a href="#">LAW10022</a>	Law and Social Science
<a href="#">LAW20009</a>	Evidence
<a href="#">LAW20014</a>	Land Law

<a href="#">LAW20030</a>	Sentencing
<a href="#">LAW20032</a>	Technological Advances in Dealing with Crime
<a href="#">LAW30005</a>	Law of Employment

## **MEDIA AND COMMUNICATION**

<b>COMMUNICATIONS</b>	
<a href="#">COM10007</a>	Professional Communication Practice
<b>MEDIA STUDIES</b>	
<a href="#">MDA10001</a>	Introduction to Media Studies
<a href="#">MDA10006</a>	Innovation Cultures: Perspectives On Science & Technology
<a href="#">MDA10008</a>	Global Media Industries
<a href="#">MDA20001</a>	Business of Media
<a href="#">MDA20003</a>	Networked Selves
<a href="#">MDA20007</a>	Screen Franchising and Innovation
<a href="#">MDA20011</a>	Sports/Advertising/Media
<a href="#">MDA20014</a>	Media and Social Impact
<a href="#">MDA20018</a>	Popular Culture of Asia
<a href="#">MDA30007</a>	Media and Communications Project B
<a href="#">MDA30011</a>	Global Screen Studies: Beyond Hollywood
<a href="#">MDA30012</a>	Researching Social Media Publics
<a href="#">MDA30018</a>	Media Futures

## **PSYCHOLOGY**

<a href="#">PSY10005</a>	Introduction to Research Methods
<a href="#">PSY10007</a>	Brain and Behaviour
<a href="#">PSY10008</a>	Fundamentals of Psychology
<a href="#">PSY20006</a>	Cognition and Human Performance
<a href="#">PSY20008</a>	Psychology of Infancy and Early Childhood
<a href="#">PSY20009</a>	Dimensions of Human Sexuality
<a href="#">PSY20016</a>	Social Psychology
<a href="#">PSY30010</a>	Abnormal Psychology
<a href="#">PSY30013</a>	History and Philosophy of Psychology

## **SCIENCE**

<a href="#">ENV30003</a>	Environmental Management
<a href="#">FST20001</a>	Big History: From the Big Bang to Global Civilisation
<a href="#">NPS10001</a>	Introduction to e-Science
<a href="#">NPS20005</a>	Communication for Scientists
<a href="#">NPS30001</a>	Research Skills Project
<a href="#">NPS30002</a>	Research Skills in Science
<a href="#">NPS30003</a>	Grand Challenges in Science
<a href="#">NPS40009</a>	Honours Project C

<a href="#">PEH20006</a>	Water Science
<b>ASTRONOMY</b>	
<a href="#">AST10001</a>	Discovering the Universe
<a href="#">AST30001</a>	From Stars to Black Holes
<b>BIOCHEMISTRY</b>	
<a href="#">BCH20001</a>	Biochemistry of Genes and Proteins
<b>BIOLOGY</b>	
<a href="#">BIO10001</a>	Concepts of Biology
<a href="#">BIO10003</a>	Concepts of Biotechnology
<a href="#">BIO10004</a>	Anatomy and Physiology
<a href="#">BIO10008</a>	Musculoskeletal Anatomy Across the Lifespan
<a href="#">BIO20004</a>	Health and Disease Across the Life Course
<a href="#">BIO20005</a>	Infections and Immunology in Health Sciences
<a href="#">BIO30004</a>	Molecular Biotechnology
<a href="#">BIO30005</a>	Microbes in the Environment
<a href="#">BIO30008</a>	Pathophysiology
<b>BIOMEDICAL SCIENCES</b>	
<a href="#">BME20001</a>	Biomaterials and Biomechanics
<a href="#">BME30001</a>	Advanced Biomedical Instrumentation
<b>BME40005</b>	Advanced Medical Imaging Systems
<a href="#">MBP20010</a>	Measurement and Instrumentation
<a href="#">MBP30003</a>	Biomedical Project
<a href="#">MBP30006</a>	Advanced Biophysics
<a href="#">MBP30008</a>	Clinical Practicum 2 – Cardio
<b>CHEMISTRY</b>	
<a href="#">CHE10001</a>	Chemistry 1
<a href="#">CHE10002</a>	Chemistry 2
<a href="#">CHE10004</a>	Introduction to Chemistry
<a href="#">CHE10005</a>	Consumer Chemistry
<a href="#">CHE10007</a>	Introduction to Forensic Science
<a href="#">CHE20008</a>	Investigative Organic Chemistry
<a href="#">CHE30006</a>	Computational and Advanced Organic Chemistry
<a href="#">CHE30010</a>	Inorganic Chemistry
<b>FORENSIC SCIENCE</b>	
<a href="#">FOR30001</a>	Advanced Topics in Forensic Psychology
<b>MATHEMATICS</b>	
<a href="#">MTH00007</a>	Preliminary Mathematics
<a href="#">MTH10010</a>	Essential Mathematics
<a href="#">MTH10012</a>	Calculus and Applications
<a href="#">MTH10013</a>	Linear Algebra and Applications
<a href="#">MTH10017</a>	Calculus 1 for Science and Engineering
<a href="#">MTH20011</a>	Mathematics 4A
<a href="#">MTH20012</a>	Mathematics 4B
<a href="#">MTH30001</a>	Stochastic Modelling
<a href="#">MTH30002</a>	Differential Equations

<a href="#">MTH30006</a>	Optimisation
<b>PHYSICS</b>	
<a href="#">PHY10001</a>	Energy and Motion
<a href="#">PHY10004</a>	Electronics and Electromagnetism
<a href="#">PHY20008</a>	Physics 2B
<a href="#">PHY30004</a>	Quantum and Optical Physics
<a href="#">PHY30005</a>	Physics Research Laboratories
<b>BIOTECHNOLOGY</b>	
<a href="#">ENV30003</a>	Environmental Management