

Faculty of Design,
Architecture & Building



Design



Photo: Daniel Olah.
Unsplash.



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Faculty snapshot

5,492	total students
4,460	undergraduate students
920	postgraduate coursework
112	higher degree research students

UTS at a glance

42,674	students
12,384	international students
30,088	undergraduate students
10,865	postgraduate coursework
1,721	higher degree research students
3,354	staff

UTS student diversity

49%	female students
51%	male students
34%	are 25 or older
45%	also speak a language other than English

UTS Design is part of the Faculty of Design, Architecture and Building.

Please note the above numbers are approximates as of March 2018.

Cover graphics inspired by Faculty of Design, Architecture and Building Graduation Data by Age, Gender and Degree.

Acknowledgement of Country

UTS acknowledges the Gadigal People of the Eora Nation and the Boorooberongal People of the Dharug Nation upon whose ancestral lands our campuses stand. We would also like to pay respect to the Elders both past and present, acknowledging them as the traditional custodians of knowledge for these lands.

Why UTS Design?

JOIN THE WORLD'S ELITE

World-leading means just that: not only has UTS Design been ranked as the top art and design school in NSW, we're also ranked as the 28th in the world in the 2018 QS World University Rankings. A sign of our success is that we work with some of the world's leading design-centric brands. Imagine working with Reidel, Google, Westfield, IKEA on bespoke projects.

FORWARD-THINKING

The world of design is changing rapidly. Gain the knowledge and practical tools to future-proof your career. Our two unique studios concentrate on interaction and service design, enabling students to design for a range of users and adapt easily to new digital technologies, whatever the future may bring.

ADVANCED CREATIVE PRACTICE

Your creativity is valuable. Demand for creative thinkers is growing across a wide range of organisations and industries. The Master of Design focuses on providing a learning environment that nurtures originality, dynamism and interpersonal skills so your creative practice can reach its full potential and be applied no matter which career path you choose.

INDUSTRY-DRIVEN

Clients and employers will take note of the skills you gain at UTS and the projects you create. Why? We've spoken to industry and listened: our curriculum is the outcome of ongoing engagement with industry, government and the creative sectors to understand growth areas and emerging issues.

INNOVATIVE SOLUTIONS

Design has the potential to tackle some of the world's biggest problems. Our course balances the theory and practice that will enable you to create unique and practical solutions to complex social and environmental issues.

JOIN US IN THE CITY

Your time matters. That's why we deliver our classes in a variety of different modes, from evening classes to delivering whole subjects over a multi-day block session. We're also investing in new teaching technologies to give our students more options for blended learning. Best of all our city campus is located a few minutes walk from Sydney's biggest transport hub, Central Station. You'll be able to get here (and away) with ease.

LEADING MENTORS

Leadership matters, especially when it comes to your education. We're home to an accomplished group of creative makers including award-winning animators and illustrators, design researchers, services designers, industry thought leaders and celebrated furniture designers. Our practitioners will guide you through participatory studio subjects alongside fellow designer practitioners, broadening your design community network.

RESEARCH-DRIVEN

Integration. It's sometimes overlooked but we believe that advancing contemporary design practice requires solid academic research. Our academics integrate research into their practice, and vice versa. It's an approach that means you will learn new strategies to critically examine contemporary design practice (and your own).

Discover Multidisciplinary Project Studios

Industry. Problems. Design. The Master of Design at UTS is a program where these three elements come together. Project briefs might be developed by business or government or tackle large scale societal problems. In the process, they will allow you to uncover and define the practices of tomorrow.

FROM TACKLING CLIMATE CHANGE TO THE FUTURE OF COMMUTING

Current students are working with Hearts Above the Sea on facilitating cross-cultural knowledge sharing for one of the first communities in the world feeling the impact of climate change. Others are working with tech startup Ask Mars on autonomous vehicles and the future of commuting, and Nepean Blue Mountains Local Health District on designing resources for scaling co-production in mental health.

Past clients have included Vivid and Westfield, while projects have spanned from the future of radio with FBI to sculptural biodiversity signage with Centennial Park. Future projects could include future of work, public transport, and designing environments.

DISCIPLINE-FOCUSED ELECTIVES

Have access to world class workshop and equipment so you can explore design at the cutting edge of practice, with guidance from industry experts. Electives might include Designer Identity, Graphic Visualisation, Video is the New Html, Future Human and Computer Interfaces, Beyond Design Thinking, User Experience and Design Theory: Social Futures.

DESIGN FOCUS FOR 2019

Curious about the key disciplines that will be running across our studios in 2019? These are some of the areas you can expect to engage with.

Service Innovation and Change

From transport to music listening, services are increasingly the model for both practical and recreational activities. As more and more products are conceived as product-service-interaction systems, a service design focus gives designers the skills to think about products at scale, from the perspective of diverse stakeholders. This studio's focus includes user experience (UXD), systems thinking, business model innovation, human ecology and the philosophical and ethical dimensions of technology.

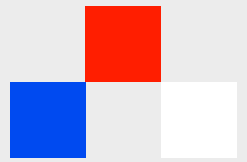
Interaction Studio

The Interaction studio is dedicated to the relationship between people and technology, in particular the design of digital technology interfaces such as webpages, touchscreens, dials, voice interaction, smartphones and various sensing technology through which users communicate their needs. This studio focuses on the way digital technology is changing business models, communities and governments. Students will focus on the role of empathy in a digitally mediated world, the possibilities of data, how to design at scale and the future of human computer interaction.



Master of Design 2016 Graduate Exhibition
Photo: Ansh Bose Photography

Meet our Master of Design Studio Leaders



Tom Lee
Course Director,
Master of Design Service
Innovation and Change

Tom has extensive teaching experience within the university and industry helping designers refine and communicate the key concepts in their work, including communication projects with leading design thinking consultancies. As a researcher his interests include design philosophy for design practitioners. He has published in a range of academic journals, is an awarded teacher, poet and writer of prose.



Ian Muir
Design Leadership

Ian is one of Australia's leading design authorities with extensive knowledge in industrial automation, user-centred design and creative problem solving. In addition to establishing an award-winning design practice, Ian has extensive experience working across multiple industries and is now a sought-after design educator, keynote presenter and design judge.

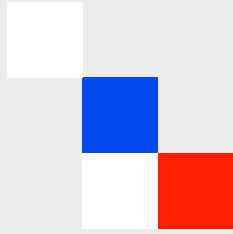
He is passionate about making lives better through design and is a mentor to startups, business, government and academic institutions.



Caroline Vasta
Interaction

Caroline Vasta is a User Experience Designer in the Digital Design team at Breville. She has experience designing fluid, elegant interface interactions for products with touchscreens. Her aim is to help grow the academic area of User Experience and User Interface Design collaborating with UTS across undergraduate and postgraduate programs.





Simon von Wolkenstein **Narrative Media**

Simon is a transdisciplinary designer whose focus is on experimental story-telling and post-digital hybrid animation practice. His studios guide students to develop their own voices and, in the creative application of digital and analogue making techniques, create cinematic visions that connect with and transcend cultural and social expectations. Simon has extensive industry experience across print, typography, image making, model making, digital technologies and film and television production. This includes cinematography, lighting, editing, directing and writing with a considerable body of work in motion graphics and 2D, 3D and hybrid animation projects. Simon is a graduate of Visual Communication (UTS) and Architecture (University of Sydney).



Tom Fereday **Designer Identity**

A graduate of the Wimbledon School of Art and Industrial Design (Honours) at UTS, Tom established his sole practice in 2012. Working across Europe and Australia, the furniture designer has won numerous international awards, including a mentorship with Marc Newson. In 2010 he was nominated by Triple J and ABC News as a 'Top 25 Young Achiever', and his products have been selected for exhibition in Europe, USA and Australia.

Tom follows the principles of honest design, conveying a design process which celebrates the materials and manufacturing processes behind furniture and products, to design from the inside out.



Jack McGrath **Web and Video**

Jack McGrath has a background in Fine Arts from the University of Sydney and has lectured in film and animation for a number of years at the University of Sydney and The University of Technology Sydney. Jack's background in fine arts has led to a unique experimental style of animation, working and collaborating with other artists in different disciplines has given birth to a different perspective and aesthetic in animation. Working with glass artist Mark Elliott he has created a unique style of glass stop motion animation. He has written and directed a wide range of short films that have been screened around Australia and internationally, and is currently the Director of Conceptavision; a Sydney based production company that creates animation and video content for academic institutions, non for profit organisations and businesses.



Master of Design

Master of Design

Course code: C04243

Duration: 1.5 years full-time
or 3 years part-time

Delivery mode:

On campus.

Admission requirements:

Applicants must have a bachelor's degree, or equivalent, in a design-related field with a mid-credit (70) average. Additional application requirements also required, more information at: www.uts.edu.au/future-students/find-a-course/courses/c04243

Fees

Local students are eligible for a Commonwealth Supported Place, meaning fees are subsidised by the Australian Government and the contribution can be deferred using FEE-HELP. For more information regarding fees please refer to www.fees.uts.edu.au

OUR INDUSTRY PARTNERS

The UTS Master of Design program works in collaboration with Craig Walker Design and FINCH.

Craig Walker
Design & Innovation



COLLABORATE WITH DESIGN THINKING SPECIALISTS

The program focuses on and integrates research, internationalisation and a design culture through the delivery of specialist, core and transdisciplinary subjects. It provides a postgraduate education that is flexible in both its practice orientation and research integration.

It enables students to explore design issues under the supervision of a practice leader, to learn new strategies and the application of research and theory. It supports best practices in postgraduate design education through learning and research strategies that critically examine design practice.

EXPLORATION AND EXPERIMENTATION IN PROFESSIONAL STUDIO SETTINGS

With a focus on design evolution, innovative integration of new technologies, practice and student experimentation, the Master of Design is delivered by experienced studio leaders who are acknowledged leaders in their specific industries and professions.

Designed to produce a balance between high levels of specialisation and lateral thinking, the program enables students to examine design from a transdisciplinary perspective.

Graduates of this course are known leaders in design and related industries through their expertise in product and service development. They are able to utilise strategic processes, creative tools and research skills for innovation in design.

For detailed information regarding course electives, visit: <http://handbook.uts.edu.au/courses/c04243>

CAREERS

The UTS Master of Design is open to designers looking to pivot into another area of design, senior designers wanting to make that next move into a leadership role, or experienced industry practitioners in fields related to design who want to learn the practice from the inside out. Career options include: Design strategist, design lead, design entrepreneur, design researcher, service designer, interaction designer, user experience designer, visual designer, strategy and innovation lead, design director, experience designer, digital marketer, design educator, project manager, product developer, product designer, management consultant and leadership development.



Master of Design students worked with Centennial Park's head ecologist to develop four signage installations about the native bird population.

Student Spotlight



HANAN BOU AKL
UTS Master of Design student

“Design has the capacity to change environments and processes to serve humanity and the public in a more efficient way.”

Designing an Efficient Transport System for Sydney

For decades Sydneysiders have demanded an efficient, integrated public transport system, a challenge which UTS Master of Design student, Hanan Bou Akl, was ready to tackle as part of the course’s Service Design unit.

“The brief was to provide evaluations and service solutions to a current problem faced by the government, so as a regular user of the city’s already stretched public transport system I felt that a fresh perspective was long overdue,” explains Hanan.

Interviews with commuters across Sydney’s largest stations including Central and Parramatta, uncovered alarmingly low levels of customer satisfaction among current passengers:

“Many of the people I interviewed shared similar sentiments about the strained network being at capacity and that it struggles to provide commuters with a reliable, efficient and affordable service.”

After conducting research and exploration studies, Hanan developed a proposal which includes the introduction of a Unified Trip Planning app offering express or regular rides, a reward program plus the ability to book seats and carriage types such as family-friendly online, all using a card or smart phone.

“What really stood out of Hanan’s proposal is how a human-centered approach to service design can potentially reform Sydney’s ailing public transport network,” says Tom Lee, course director for the Master of Design program.

“By targeting the several pain points felt by commuters in a methodical manner, Hanan has created a network that addresses the most common gripes felt by current commuters,” continued Tom.

Her design also focused on simplifying the interior space of stations to provide an easier flow of traffic, with multiple entry and exit points directly from each

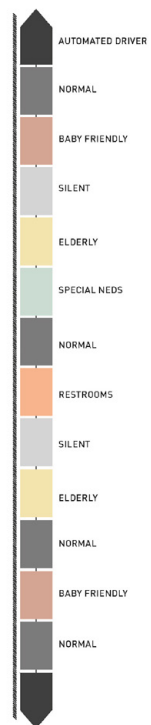
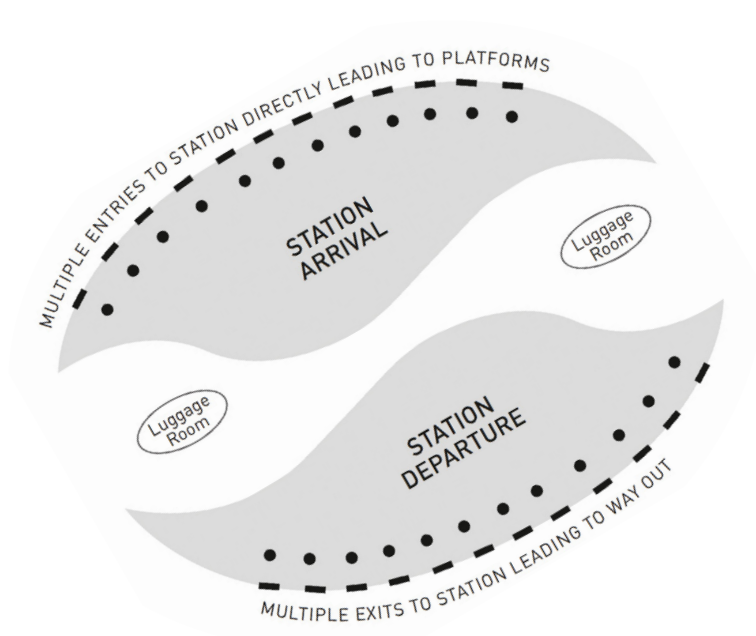
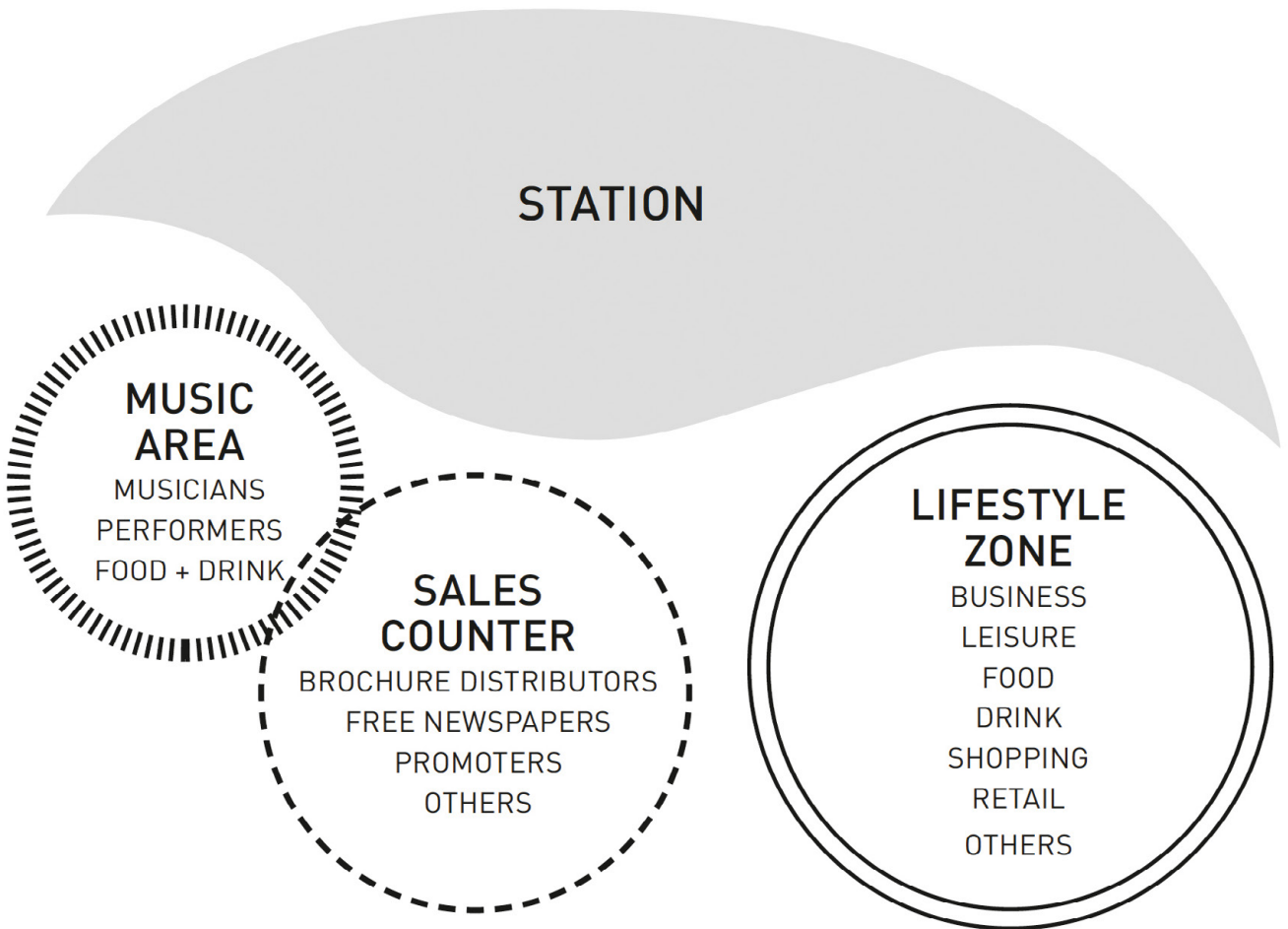
individual platform, plus fast and slow walking lanes.

“Successful communication and design is a result of research, case studies and experimentation. Design is never a personal taste; it always comes out as a result of the subject matter, a solution to a specific problem or an answer to a brief,” reflected Hanan.

The experienced visual designer who does freelance work in Beirut, was always destined to work in the creative industry, being raised in family of photographers and artists.

“For six years I worked for international advertising agencies such as Leo Burnett and TBWA in Lebanon, which allowed me to understand and value the role of design and communication for social and behavioral change.

“Design has the capacity to change environments and processes to serve humanity and the public in a more efficient way.”



Hanan's proposal includes simplifying station interiors and offering multiple entries, direct to platforms. Photo: Hanan Bou Akl. Studio: Service Design and Innovation.

Research Degrees

KEY INFORMATION

Doctor of Philosophy

Course code: C02001

Duration: 4 years full-time
8 years part-time
CRICOS Code: 032316D

Master of Design (Research)

Course code: C03012

Duration: 2 years full-time
4 years part-time
CRICOS Code: 030867M

Our research degrees are for graduates who want to deepen their engagement with the design field, either through traditional or practice-based research.

Our academic staff work with high-performing research students from across the world, including those completing a master of design by research. Our research topics range from 19th century fashion to material cultures in Sydney.

The UTS School of Design forms a dynamic community of students, lecturers, researchers and practitioners, incorporating six disciplines:

- Animation
- Fashion and Textiles
- Product Design
- Interior Architecture
- Photography
- Visual Communication

UTS Design's research is focused on practical outcomes engaging with industry, government and the community, including:

- Emerging fields critical to the future of design such as interactivity and the compatibility of products and spaces with the environment
- Practice-based, practice-led and practice-integrated methodologies for designers
- Creative use of digital technologies in the design and production of products and interior spaces
- The historical, cultural and philosophical impact of design on human communities.



ILKA STAUDINGER
Doctor of Philosophy, School of Design

Ilka's research on corporate social responsibility hopes to enable better understanding of the ways that designed things within CSR initiatives contribute to public perception and expectation, as well as to the accomplishment of social and environmental good.

"I chose UTS for two reasons: first, I was looking for supervisors who would best suit my research project. Second, I wanted a faculty with a good and vibrant HDR student culture."

"It is important to have a good network of peers throughout the journey to share experiences and to support each other. I am fortunate to be working alongside a number of students exploring similar theoretical territory, applied in a range of very different contexts. This triggers fascinating discussions that not only broaden my understanding but help me to gain greater insight into my own project."

Blending Seams and Stem: Revolutionising Fashion Design

MARK LIU
PhD Graduate,
UTS School of Design
Chancellors Post Doctoral
Research Fellow

Mark Liu, who recently completed his thesis, has developed a new invention that is set to change the way designers measure people for clothes and, at the same time, address the problems of fitting people of different shapes and sizes that are inherent throughout the fashion industry.

“The geometry of curved things is far more complicated than fashion designers think.

“It’s almost more complex to look at the cleavage or moving arm of a person than it is at equations,” explains Mark.

His investigations resulted in his patented ‘Drape Measure’ – a device that can measure the human body in 3D, and one that bypasses many problems encountered in traditional patternmaking.

“The device works like a normal tape measure, but it also can capture a conical or 3D shape in a 360-degree angle to then translate onto the pattern and fabric,” he says. “So, with the Drape Measure, we get the exact shape we want; the exact measurement.

The accomplished fashion designer and self-proclaimed ‘maths and science buff’, is also an acclaimed pioneer of zero-waste fashion:

“Zero-waste had been, basically, rejected by a lot of big companies in the 70s and 80s because it just wasn’t working,” explains Liu. “I’m really into fashion pattern cutting, which is the way you construct clothing and that was just a really big challenge for me. I thought, ‘What is the hardest pattern to create?’ and the answer was zero-waste.

Excerpts from interview originally published in U: Magazine, August 2016.

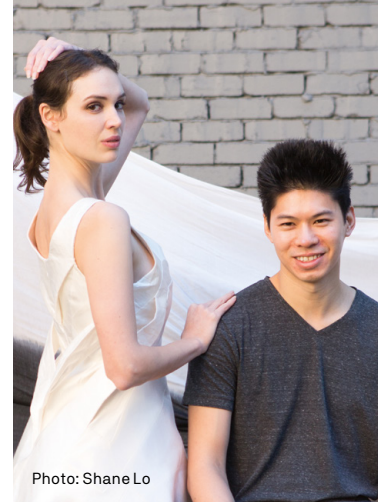


Photo: Shane Lo

“Most people seem to think of fashion as frivolous and anti-intellectual, but it’s actually very technical, so the future of cutting-edge fashion design will be based on pioneering scientific research.”



Photo: Shane Lo

How to Apply & Fees

THE ACADEMIC YEAR

There are three teaching sessions at UTS:

- Autumn Session: March to June
- Spring Session: July to October
- Summer Session: November to February

While not all subjects offered by UTS are currently run during Summer Session, make sure you check out which ones are - it's a great way to get ahead or to reduce your study load during Autumn and Spring Sessions.

APPLICATION CLOSING DATES

If you want to start studying at UTS in either the Autumn or Spring Sessions, you need to apply by:

- Autumn Session: 31 January 2019
- Spring Session: 30 June 2019

LOCAL APPLICANTS: COURSEWORK

In a postgraduate by coursework degree you'll attend tutorials and lectures, and do assessments, like writing essays and exams. Submit your application for a postgraduate by coursework degree:

- Online through the Universities Admissions Centre (UAC) uac.edu.au, or
- In person at one of our postgraduate information sessions. Find out everything you need to know about upcoming information sessions at dab.uts.edu.au

LOCAL APPLICANTS: RESEARCH

A postgraduate by research degree will see you undertake and complete a research project. Before you submit your application though, you'll need to consider what you want to research, write a research proposal and find a supervisor. When you've done that, send your application to the UTS Graduate research School.

Visit uts.ac/apply-for-research or email grs@uts.edu.au to find out more about the application process and to apply.

INTERNATIONAL APPLICANTS

If you're an international student, head to uts.edu.au/international to find the course information, fees and application details relevant to you.

NON-AWARD STUDY

Do you want to study a single subject without committing to a full degree? You can! It's called non-award study and it's a great way to upgrade your skills or just learn more about something you enjoy. What's even more exciting is that any subjects you complete may be recognised in future study. To apply, visit uts.ac/non-award-study

ENGLISH LANGUAGE PROFICIENCY

- If you've studied overseas you may need to demonstrate your English proficiency. Find out if this applies to you at uts.edu.au/international

OFFERS

UTS will begin making 2019 Applications Offers from September.

FEES

If you're studying a postgraduate by coursework degree you'll need to pay a fee. For postgraduate by research degrees, you will need to either pay a fee or, if you're eligible for the Research Training Program, the Australian Government will cover the cost for you. To find out more about what your degree will cost, visit fees.uts.edu.au

If you do have to pay a fee and you're a local student you may be eligible for FEE-HELP - an Australian Government loan scheme. Using FEE-HELP means you don't have to pay for your tuition fees up front. Simply tell your employer that you have a FEE-HELP loan and they will withhold your payments through the PAYG tax system. And, if your postgraduate degree is related to your employment, your tuition fees may be tax deductible. For more information, contact your financial adviser or the Australian Tax Office (ATO).

ALUMNI ADVANTAGE

If you've already completed a degree at UTS then you're eligible for the Alumni Advantage program, which offers a 10% discount on full fee paying degree programs. Find out if you're eligible for Alumni Advantage at alumni.uts.edu.au/advantage

TIMETABLE INFORMATION

Do you like to plan ahead? Then check out the UTS Timetable Planner. The online tool lets you see the timetable for the current session, so you can get an idea about when the subjects for your degree may be scheduled and offered. Visit timetable.uts.edu.au now.

Disclaimer: Courses and electives are offered subject to numbers. The information in this brochure is provided for Australian and New Zealand Citizens and Australian Permanent Residents. If you are an international student, please consult the International Course Guide available from UTS International. Information is correct at time of printing (April 2018) and is subject to change without notice. Changes in circumstances after this date may alter the accuracy or currency of the information. UTS reserves the right to alter any matter described in this brochure without notice. Readers are responsible for verifying information that pertains to them by contacting the university.



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the top art and design
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28th best in the world*

*2018 QS World University Rankings

dab.uts.edu.au

