





2024 Communication Subject Guide Study Abroad and Exchange

Study Abroad and Exchange students may choose subjects from more than one faculty at UTS.

This guide highlights our most popular Communication subjects. You can also search for other subjects and majors using the UTS Handbook and UTS Communication website: https://www.uts.edu.au/study/communication

Subjects offered in other faculties may carry different credit point values. Be mindful of this when choosing your subjects.

Final enrolment into subjects is conditional upon class availabilities and completion of the online enrolment process.

When can I study?

Study Abroad and Exchange is available:

Period	Category			
February – June	A: Autumn Session			

Period	Category		
July – November	S: Spring Session		

For availability of subjects, check the timetable at https://www.uts.edu.au/current-students/timetable/uts-timetable-planner

What can I study?

Pre-approved subject list

This is a great place to start! All subjects in this list are:

- Pre-approved and automatically added in your study plan
- No need to add them in your application
- You can self-enrol once you activate your student account
- No additional subject assessments will be required

Faculty assessed subjects

All subjects from this list require prior knowledge. You will need to:

- List the subjects in your application
- Demonstrate that you have the prior skills and knowledge necessary to undertake the subject (academic transcript and subject outline)
- Check prerequisites in the UTS Handbook www.handbook.uts.edu.au

Note: Each subject will be individually assessed by the faculty for approval and it can take up to 6 weeks.

UTS CRICOS PROVIDER CODE: 00099F July 2023







Undergraduate

54000 Citizenship and Communication

54001 Digital Literacies

52680 Digital Media Industries

52641 News Now

54002 Communicating Difference 52651 Exploring Media Arts

52660 Emergent Public Relations

52661 Strategic Communication in Society

52662 Creative Advertising

52691 Writing and Editing Foundations52692 Imagining the Real52670 Self and Society

52690 Narrative in Theory and Practice

52718 The Social Life of Technology

52681 Understanding Digital Audiences

52682 Digital Media Metrics

52713 Communicating Health and Science

<u>52672</u> Comparing Indigenous Histories and Politics

52640 Media Law and Ethics

52703 Media Influence

50816 Audio Cultures

<u>52716</u> Design Thinking for Social Innovation

59718 Developing English: Studies of the Australian

Natural Environment

59719 Developing English: Studies of Australian Workplaces

54417 Figure Drawing for Animation

52712 Global Cinema

52671 Histories of the Present



Faculty assessed subjects

Key: (Information included: Subject Number, Subject Name, Level and Session offered)

- L1 (Level 1) usually undertaken in first year (similar to 100 level, introductory level)
- **L2** (Level 2) usually undertaken in second year (similar to 200 level, prior knowledge is required)
- L3 (Level 3) usually undertaken in third year (similar to 300 level, advanced level)

Undergraduate subjects

- Students with no prior Communication background should start with the pre-approved subject list
- Undergraduate students are not permitted to study postgraduate subjects.

L3

A or S

* Indicates that this subject has prerequisite(s)

Journalis	sm		\\/riting	Writing and Publishing				
<u>52640</u>	Media Law and Ethics	L1	Α	52694	Publishing Cultures*	L2	A or S	
<u>52642</u>	Multimedia Features*	L1	S	52695	Adaptations*	L2 A 01 S		
<u>52643</u>	Sound Journalism*	L2	Α					
<u>52644</u>	Visual Journalism*	L2	S	<u>52696</u>	Professional Pathways in Writing & Publishing*	L3 A		
<u>52646</u>	Investigations, Data and Collaboration*	L3	Α	<u>52697</u>	Major Writing Project*	L3	S	
<u>52645</u>	Digital Journalism Research*	L3	A or S					
				Social a	nd Political Sciences			
Modio A	rts and Braduction			<u>52674</u>	Global Economies*	L2	A or S	
Media Arts and Production Note: Students may only take one subject in this area.		<u>52673</u>	Political Ideas and Change*	L2	Α			
11010. 010	donto may omy take one dabject	in tino di	<u></u>	52675	Investigating for Change*	ng for Change* L2 S		
52650	Screen Story	L1	Α	52676	Policy and Advocacy*	L3	Α	
52652	Drama Production*	L2	S		·			
52653	Creating Documentary*	L2	Α	Digital o	nd Social Modio			
52654	Experimental Media*	L2	Α	•	nd Social Media		٨	
52656	Creative Project	L3	S	<u>52683</u> 52684	User Experience Research* Digital Activism*	L2 L2	A A or S	
	Development*			52685			S	
<u>52655</u>	Media Arts Specialist	L3	S	<u>02000</u>	Code*		J	
	Modules*		_	<u>52686</u>			Α	
<u>52657</u>	Media Arts Project*	L3	S	<u>52687</u>			S	
Strategic	: Communication			Madia D				
<u>52662</u>	Creative Advertising	L1	S	Media B				
<u>52663</u>	Strategic Communication	L2	Α	<u>52664</u>	Branding and Reputation*	L2	A or S	
	Design*			<u>52705</u>	Creative Entrepreneurship*	L2	S	
<u>52664</u>	Branding and Reputation*	L2	A or S	<u>52708</u>	The Media Business	L3	S	
<u>52665</u>	Multimodal Storytelling*	L2	S					
<u>52666</u>	Engagement in Organisations*	L3	Α					
	- 3							

UTS CRICOS PROVIDER CODE: 00099F

The Agency*

52667

July 2023



	Animatio		1.4	۸				
	<u>54403</u>	Studio: Foundations in	L1	Α	Electives 8cp			
	E4406	Animation Language Context: 2D Animation	1.4	۸	54092	•		A or S
	<u>54406</u>		L1	Α	Unplugged*		L2	7. 0. 0
	E4402	Introduction Studio: Foundations in	L1	S	<u>54098</u>	Becoming Australia*	L2	Α
	<u>54402</u>		LI	3	<u>54094</u>	Environmental Communication*	L2	S
	E4400	Animation Design	L1	S	<u>54004</u>	The Future of Work*	L3	A or S
	<u>54409</u>	Context: Introduction to Hybrid Animation	LI	3				
	E440E		L2	۸	Electives 6cp			
	<u>54405</u>	Studio: Narrative Investigations	LZ	Α	52710 Climate Justice and Policy		L1	Α
	E4407	in Animation* Context: Animation Character*	L2	Α	<u>52715</u>	Environmental Communication*		S
	<u>54407</u>	Context: Animation Character	L2 L2	S				
	<u>54408</u>		LZ	3				
	54404	Rigging Advanced* Studio: Narrative	L2	S				
	<u>34404</u>	Experimentations in Animation*	L2	3	Music ar	nd Sound Design		
	54401	Studio: Animation Practice*	L3	Α	50817	Audio and Music Production *	L2	Α
	54414	Studio: Animation Industry	L3	S	50818	Podcasting *	L2	Α
	34414	Project*	LS	3	50820	Sound Design *	L2	S
	54410	Context: Design for 2D and	L3	Α	50819	Composing with Sound *	L2	S
	<u> </u>	Hybrid Animation*	LJ	^	50824	Songwriting and Composition for	L2	S
	54411	Context: Design for 3D and	L3	Α		Context *		
	<u> </u>	Hybrid Animation*	LJ	^	<u>50825</u>	Screen Soundtrack Production *	L3	Α
		Tryblia Allimation			<u>50826</u>	Music Business and	L3	Α
	Animatio	on electives			F.4000	Professional Practice *		0
	54415	Performance Animation*	L2	S	<u>54003</u>	Creative Entrepreneurship *	L3	S
	54416	Storyboard Development*	L2	A or S				
		, , , , , , , , , , , , , , , , , , , ,						
	Postar	aduate subjects						
,		es that this subject has prerequisit	te(s)					
	maioat	oo mat imo subject nae prerequien	.0(0)					
	Creative	e Writing			<u>5719</u> :	3 Data and Computational	L3	Α
		Creative Non-fiction	L1	S		Journalism		
	57601	Narrative and Creative	L1	A	<u>5719</u>		L3	A
		Practices			<u>5719</u>		L3	S
	<u>57134</u>	Theory and Creative Writing	L1	Α		Journalism		
	<u>57602</u>	Professional Editing Practice	L2	A				
	<u>57603</u>	Publishing Workshop	L2	S	Strate	egic Communication		
					5722		L1	A or S
					<u> </u>	Communication: Theories and		7010
						Practice		
	Advens	ad Journalism			<u>5721</u>	Understanding and Engaging	L1	A or S
		ed Journalism Advanced Journalism	L1	Α		Audiences		
	57083 57232	Media Law and Accountability	L1 L1	A	9790		L1	S
	57088	Journalism Studies	L2	S	9790: 5721:		L1	Α
	<u>57085</u>	Digital Journalism and Beyond	L2 L2	S	<u> </u>	Integration		Λ
	<u>01000</u>	Digital Coalitation and Deyona		J	5722		L1	S
						-		

UTS CRICOS PROVIDER CODE: 00099F





Media Practice and Industry

IVICUIA I	ractice and industry		
<u>57229</u>	Story Core: Ethical Production	L1	A or S
<u>57233</u>	Creativity and Media	L1	A or S
	Production		
<u>57228</u>	Design Thinking for	L1	S
	Communication Professionals		
<u>57235</u>	The Business of Screens	L2	Α
<u>57236</u>	Experiential Media	L2	S
<u>57230</u>	Immersive Media	L3	S
57231	Advanced Post Production	L2	Α