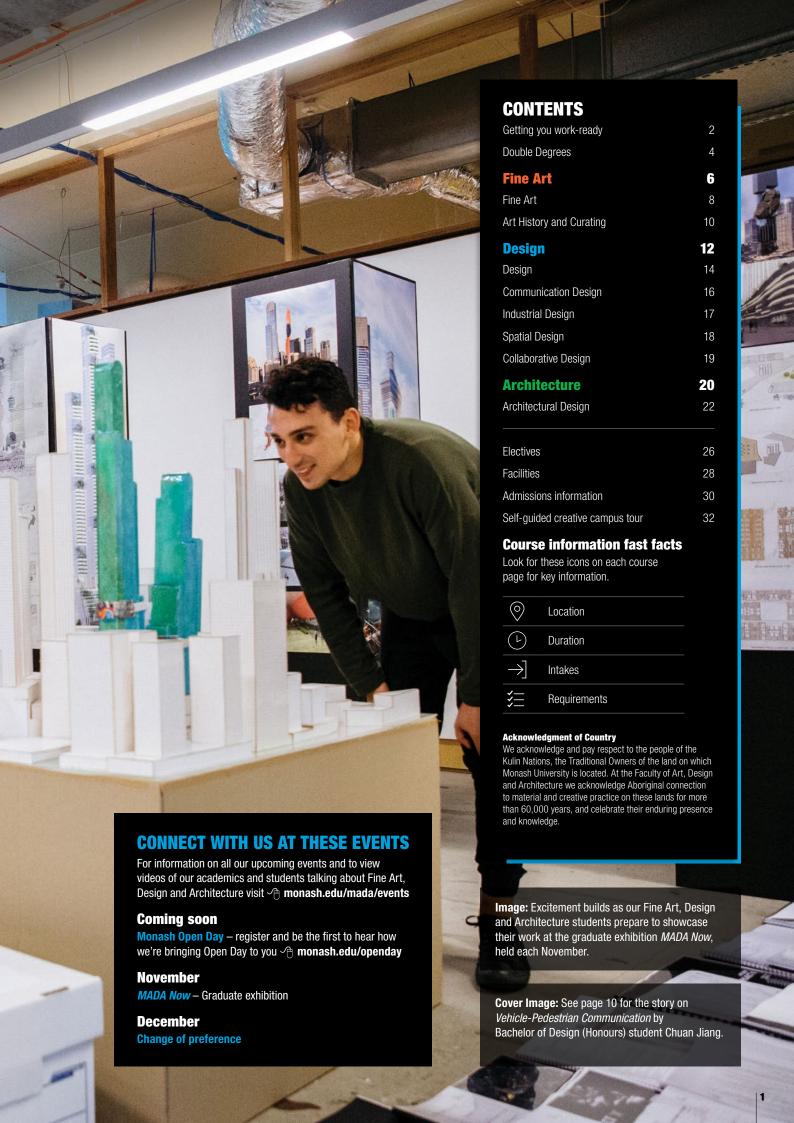




# TAKE YOUR FIRST STEPS TO BECOME A CONTEMPORARY TOP 5 SKILLS YOU'LL GAIN STUDYING ART, DESIGN AND ARCHITECTURE 1. Analytical thinking and innovation 2. Active learning and learning strategies 3. Complex problem-solving 4. Critical thinking and analysis 5. Creativity, originality and initiative RANKING\* **GAIN TOP JOB SKILLS YOU'LL NEED IN 2025** Complex problem solving, critical thinking and creativity Top 10 in Australia for Art, will be the top job skills workers will need in 2025\*. Design and Architecture. With an art, design or architecture degree from Monash University you'll gain these top skills and more to graduate work-ready and prepared for success. \*Source: Future of Jobs Report 2020, World Economic Forum \*QS World University Rankings by Subject 2020



# GETTING YOU WORK-READY

#### INTERNSHIPS AND INDUSTRY PLACEMENT

Our industry-focused elective units offer you the additional opportunity to build on what you have learned in the studio and classroom to gain experience in the workplace. You will develop a deeper understanding of workplace culture and increase your network of contacts.

Work experience comes in many different forms, including:

#### **Fine Art and Art History and Curating**

Undertake a six-week internship with cultural organisations such as a gallery, museum, local or state government cultural department, art institutions or creative workplaces that relates to your area of practice.

#### **Design**

Choose to undertake your industry placement in a concentrated 4-week block or over a 12-week semester working with a design practice relevant to your discipline.

#### **Architecture**

From first year you'll work on real-world and speculative projects on campus or on-site with academics and industry professionals that provide industry insights, connections and introductions. See page 23 for more details.

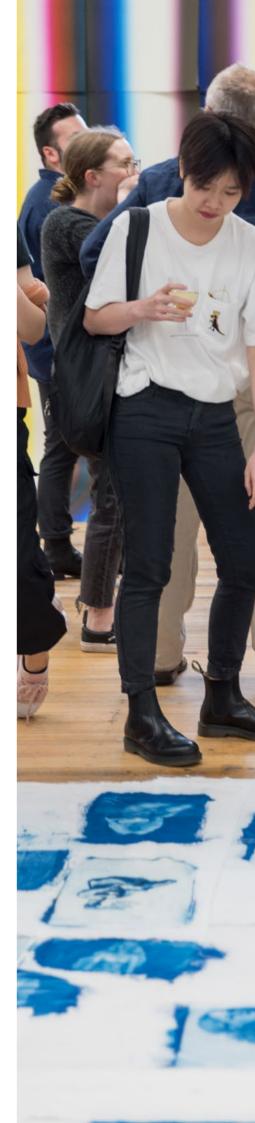


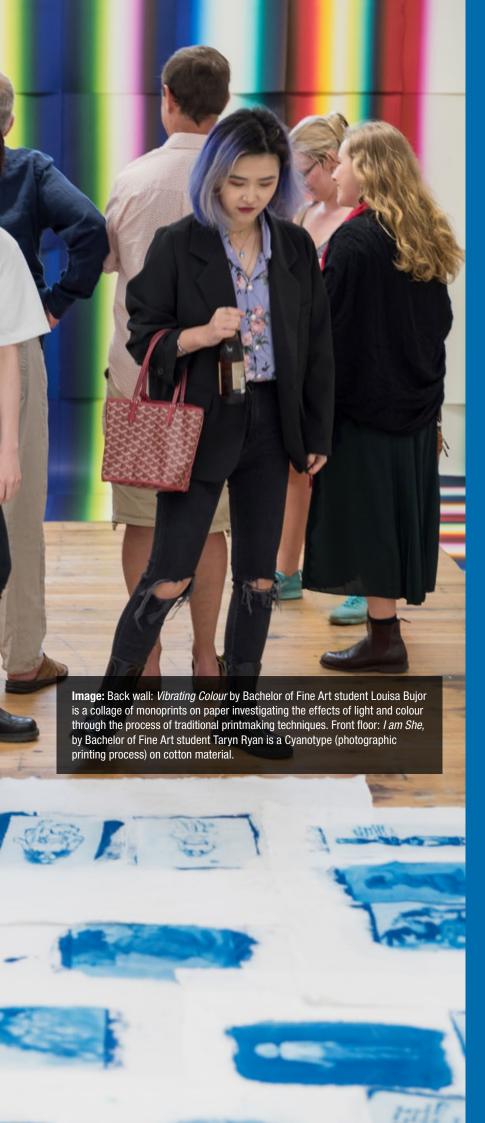


Harrison and Katelin were awarded internships with 0-I Glass Australia after winning a Monash industry project to design a new glass bottle, called 'Millie' for major juice brand Emma and Tom's.

The internship provided the students with the opportunity to work closely with the manufacturer to assist in developing the product and communications strategy for the Millie bottle. See page 12 for the full story.

**Pictured (L-R):** Communication design students Harrison Young and Katelin Eichner with Gavin Wong, Design Engineering Lead for 0-1 Glass Australia.





# TOP 5 REASONS TO STUDY ART, DESIGN AND ARCHITECTURE AT MONASH



RANKED IN THE TOP 10\* IN AUSTRALIA FOR ART, DESIGN AND ARCHITECTURE



#### HANDS-ON IN THE STUDIO FROM DAY ONE

You'll study in small studios (classes) ensuring lecturers know you and help you be your best.



#### LEARN FROM THE BEST

You'll be guided by globally renowned and award-winning academics and industry-based practitioners.



# CONNECT WITH A CREATIVE COMMUNITY

Thrive on a campus bursting with events, exhibitions, speakers and three contemporary art galleries.

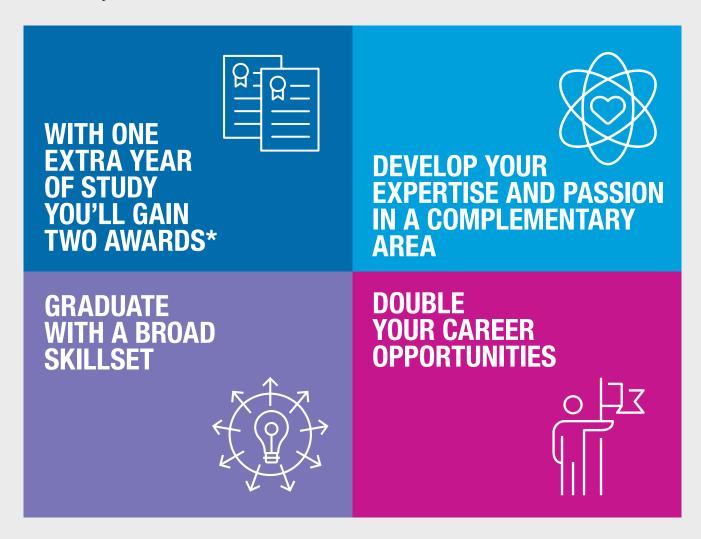


GRADUATE WITH A FUTURE-FORWARD AND INTERNATIONAL OUTLOOK

<sup>\*</sup> QS World University Rankings by Subject 2020



# TOP 4 REASONS TO STUDY A DOUBLE DEGREE IN ART, DESIGN AND ARCHITECTURE



|                                      | DOUBLE DEGREE       |                         |                          |                            |  |                                       |
|--------------------------------------|---------------------|-------------------------|--------------------------|----------------------------|--|---------------------------------------|
| FIND YOUR<br>DOUBLE DEGREE           | Bachelor<br>of Arts | Bachelor<br>of Business | Bachelor<br>of Education | Bachelor<br>of Engineering | Bachelor<br>of Information<br>Technology | Bachelor<br>of Media<br>Communication |
| Bachelor of Fine Art                 | Page 8              | Page 8                  | Page 8                   |                            | Page 8                                   | Page 8                                |
| Bachelor of Art History and Curating | Page 10             | Page 10                 |                          |                            |  | Page 10                               |
| Bachelor of Design                   |                     | Page 14                 |                          | Page 14*                   | Page 14                                  | Page 14                               |
| Bachelor of Architectural Design     |                     |                         |                          | Page 22 <sup>†</sup>       |  |                                       |

<sup>\*</sup>Mechanical Engineering is only available with the Industrial Design specialisation. †Civil Engineering is only available with Architectural Design.

#### NOTE:

- Our Art, Design and Architecture undergraduate single degrees are three years full time study.
- The majority of our double degree combinations are four years full time study, with the exception of the two double degrees listed below that require five years full-time study:
  - Bachelor of Civil Engineering (Honours) and Bachelor of Architectural Design, and
  - Bachelor of Mechanical Engineering (Honours) and Bachelor of Industrial Design

For detailed course information and entry requirements visit monash.edu/mada/future-students/undergraduate



Highly regarded by the Australian arts industry and internationally recognised, Monash Fine Art is a dynamic and culturally diverse community that encourages freedom of expression.

Our Fine Art degrees are unique multi-disciplinary studio-based courses that provide you with the options to explore the world of contemporary fine art. You can focus on making through a hands-on practice-based approach or develop your knowledge as a specialist in art history and curating.

We'll foster your education and knowledge and introduce you to key figures in the local and international art worlds to help you grow as a contemporary and future-forward artist.

"

We provoke thought, inspire action and respond to the important challenges of our time."

#### PROFESSOR KATHY TEMIN

Renowned Australian artist and Head of Fine Art

#### **DID YOU KNOW?**

At Monash, you'll be part of a vibrant contemporary art scene.

#### Trio of galleries

Located 15 minutes from the city centre, the Caulfield campus is home to a trio of galleries, including the Monash University Museum of Art (MUMA), the contemporary MADA Gallery and the experimental student-run Intermission Gallery.

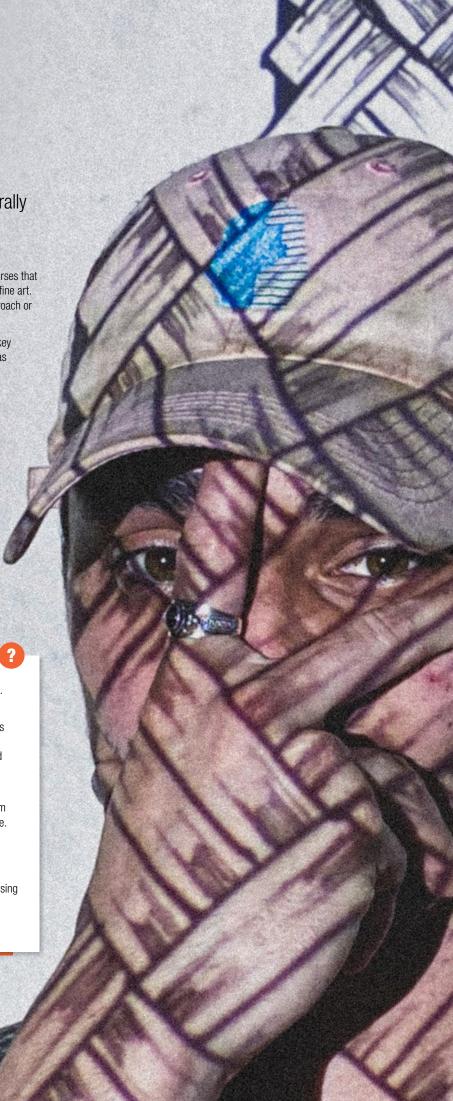
#### Fine art for everyone

Year-round, our campus hosts exhibitions, talks and visits from acclaimed artists and art-world insiders from around the globe.

monash.edu/mada/events

#### Melbourne's largest graduate exhibition

At the end of each year, our creative faculty transforms from studio space into one of Melbourne's largest galleries showcasing original works from over 700 emerging artists, designers and architecture graduates.





## TOP 5 REASONS TO STUDY FINE ART AT MONASH



#### DOUBLE YOUR CAREER OPPORTUNITIES

Double Degree combinations enable you to enhance or customise your degree – allowing you to graduate as a highly employable artist.



#### EXPRESS YOURSELF

Explore your ideas in a safe, supportive and creative artistic community.



# LEARN FROM THE BEST

You'll learn from internationally recognised professional artists and art historians such as Emily Floyd, Luke Morgan, Callum Morton, Spiros Panigirakis, Stuart Ringholt, Michelle Antoinette, Kathy Temin and Daniel von Sturmer.



#### WE'LL HELP YOU BE A CONTEMPORARY ARTIST

Blend fine art skills and knowledge with other areas to be a multi-disciplinary artist.



# IT'S ALL ABOUT THE ART STUDIOS

Hands-on and highly experimental multi-disciplinary studios inspire critical reflection and artistic self-discovery.



Caulfield



3 years



Semester 1



**ATAR:**  $E:70 + RC^*$ 

**IB:** E:24 + RC

See page 30 for information on how to apply.

#### **DOUBLE DEGREES**

- + Arts
- + Business
- + Education (Honours)
- + Information Technology
- + Media Communication

See page 4.

#### **CAREER OPTIONS**

- Contemporary artist
- · Museum or gallery professional
- Studio manager
- Artist collaborator

\* The scores provided are to be used as a guide only, and are either the lowest selection rank to which an offer was made in 2020 or an estimate (E).

RC – Range of criteria.

COURSE CODE: F20031 CRICOS CODE: 075112E

### NEW DIGITAL PORTFOLIO SUBMISSION

Your application for Fine Art is based on a range of criteria including:

- digital folio of 10–15 pieces of your original artwork
- · 300-word written statement, and
- ATAR or GPA.

Apply via VTAC. Select 'Fine Art Monash'.

Visit 1 monash.edu/mada/apply for more information and to submit your digital folio and a written statement.

View information on Bachelor of Art History and Curating, entry requirements and fees

monash.edu/study/course/f2003

# Bachelor of Fine Art FINE ART

Work one-on-one with some of Australia's most successful artists, art theorists and cultural commentators to develop your visual language and create an art practice of relevance and value to contemporary culture.

From dedicated art studios and workshops, you'll have time with, and access to the resources you need to focus and expand your visual language.

Studio classes will build your skills, knowledge and experience of the art world, as you meet artists, curators and writers, and learn about the art industry through visits to galleries, exhibitions, art studios and biennales.

You'll develop skills in a range of media, as you explore painting, drawing, photography, sculpture, jewellery, glass and printmaking, as well as studying your choice of video art, film, installation practices and 3D printing modelling for artists.

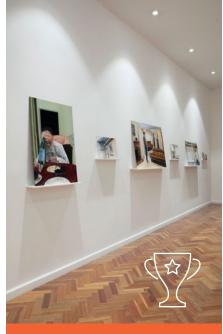
Absorbed in the making, exploration, conceptualisation and analysis of contemporary art for the duration of your degree, you'll graduate with a critically informed studio practice, a unique body of work and the confidence and knowledge needed to succeed as a professional artist.

You also have the option to undertake a double degree and combine your Fine Art practice with Business, Education, Arts (humanities/social science), IT or Media Communication.

#### FINE ART INTERNSHIP

Gain first-hand experience with a Fine Art internship by working in a cultural organisation, art institution or a creative workplace that connects to your practice.

You'll build contacts and confidence while gaining on-the-job practical experience.



Hindsight by Bachelor of Fine Art student Jacinta Leed is a series of seven oil paintings that explore the ideas of concealment and abstraction of truth. Painted on perspex, the windows that feature in each painting are left clear and unpainted, allowing the outside world to peer through the empty spaces.

Jacinta is the winner of the 2020 Tolarno Hotel Award for her graduate work.

Discover Jacinta's graduate collection monash.edu/mada/2022/jacinta

#### **GRADUATE EXHIBITION**

The faculty transforms from studio spaces into one of Melbourne's largest galleries where our students showcase their best artworks to family and friends, curators, artists and industry professionals.

View our graduate student work

√n monash.edu/mada/now



Image: Artwork by Bachelor of Fine Art and Bachelor of Education (Primary) Jasmine Hibbert



#### **COURSE STRUCTURE**

#### YEAR 1

| I LAII I   |   |  |  |          |
|--|---|--|--|----------|
| Semester 1   | Contemporary Practices 1 Drawing 1 History and Theory of Art, Design and Architecture |  | Elective                                 |          |
| Semester 2   | Contemporary Practices 2  |  | Modernism and the Avant-garde            | Elective |
| YEAR 2   |   |  |  |          |
| Semester 1   | Contemporary Practices 3  |  | Post-war practices 1945–1990             | Elective |
| Semester 2   | Contemporary Practices 4  |  | Indigenous Australian creative practices | Elective |
| YEAR 3   |   |  |  |          |
| Semester 1   | Contemporary Practices 5  |  | Elective                                 | Elective |
| Semester 2   | Contemporary Practices 6  |  | Elective                                 | Elective |
| Studio History and Theory Units Flectives Common Units |   |  |  |          |

### CONTEMPORARY PRACTICES 1

From day one you'll get hands-on in the art studios learning all aspects of contemporary fine art.

In first year you'll be introduced to the conceptual and material processes of contemporary art practice through a variety of projects. Students previously worked on projects like *The Body and Space* or *Public Spaces* to develop inventive and sustainable solutions to challenges using a range of media including drawing, video, painting and photography.

**Image:** Students learn how to blow and cast glass in one of the few university Hot Glass Workshops in the country.



#### CONTEMPORARY PRACTICES 2-6

#### **Contemporary Practices 2**

In semester 2 you'll explore theories of contemporary art while experimenting with a variety of materials like painting, printmaking, sculpture and glass through fabrication procedures such as casting, welding and/or moulding in response to projects.

Students previously worked on projects like *Place + Atmosphere*. Through these processes, you'll begin to develop your own artistic practice.

#### **Contemporary Practices 3 and 4**

During second year studios, you'll increase your art-making skills and knowledge through experimentation with a range of media, including painting, sculpture, print and photo media, integrated drawing, interdisciplinary exchange (exploring architecture and design), material and fabrication procedures while continuing to refine your artistic practice and language.

#### **Contemporary Practices 5 and 6**

Independent investigation and the development of the creative and expressive potential of your work will prepare you for graduation into professional practice. With your lecturers' support, you'll develop an individual program of work reflecting your personal direction and evolving art practice.

A selection or example of your work will be included in the end of year exhibition.

### INDIGENOUS AUSTRALIAN CREATIVE PRACTICE

Led by practising artist and Senior Lecturer in Fine Art Dr Brian Martin, a descendant of the Muruwari, Bundjalung and Kamilaroi peoples, you'll learn about Indigenous cultural productions from an Indigenous perspective. This will he lp you develop an understanding of the significance of the cultural, social and knowledge economies and their relationship to wider Australian history and political space.

#### ART HISTORY AND THEORY UNITS

Learn about key moments in art history by selecting from a variety of elective units that align with your interests. Explore different periods and places in European art of the 17th and 18th centuries through to the rise of global events like the Art Biennale. Investigate how the art of the mid-20th century used mediums like photography, performance and multimedia to explore issues of identity, gender and sexuality.

These units are where you'll develop your communications skills and ability to discuss, engage with and evaluate cultural products.



#### DRAWING

All Fine Art and Curating students start first year with a Drawing unit that has been developed to accommodate all levels of ability. This subject will help you develop the capability to draw manufactured and natural form, investigating proportion and structure through line, tone, shape and texture. Those with highly developed drawing skills will develop the capabilities to apply that to design and making.



#### ELECTIVES

Choose electives from Fine Art or Art History and Curating to develop your interests and help you achieve your career goals.

You can even choose electives like a language, or accounting that are offered by other Monash faculties.

See page 26 for more details on electives.



Caulfield



3 years



Semester 1



ATAR: 70.55\*

**IB**: 24

See page 30 for information on how to apply.

#### **DOUBLE DEGREES**

- + Arts
- + Business
- + Media Communication

See page 4.

#### **CAREER OPTIONS**

- Art historian
- Curator
- Arts journalist
- Writer
- Museum director
- Gallery owner
- Publisher
- Arts programmer
- Arts collection manager
- Conservator
- Archivist
- Museum education officer
- Antiques dealer

and much more.

- Picture editor
- Researcher
- \* The scores provided are to be used as a quide only. and are either the lowest selection rank to which an

offer was made in 2019 or an estimate (E)

COURSE CODE: F20033 CRICOS CODE: 085529G

#### **Bachelor of Fine Art**

# **ART HISTORY** AND CURATING

Combine your passion for art history with curatorial skills to prepare vourself for a career in museums, galleries, festivals or the broader arts sector.

Throughout your studies, you'll work closely with the nationally significant Monash University Museum of Art (MUMA). You'll learn about the history of art from foremost scholars and art writers, and acquire skills in the theory and practice of curating from leaders

In the core and elective units, you'll explore many different periods and places, including Italian Renaissance and Baroque art, contemporary international art, contemporary Asian art and exhibitions, Australian art, photography, art and the moving image and Indigenous art. Through this study, you'll develop a broad base of knowledge that sets you up for a career in Australia or abroad.

Hands-on experience developing an exhibition concept and internship opportunities in the museum and gallery sector will develop your curating skills in 'real-life' situations while units in the History and Theory of Curating and in Art Writing will provide you with knowledge and skills for your future career in culture and the arts.

#### **Develop an influential voice**

In second year you'll learn the basics of writing and publishing so you're able to promote your work via various digital platforms.

#### **Establishing connections**

You'll learn from writers, critics and art professionals, alongside well-known contemporary artists, with whom you may be working one day!

#### **Scholarship for international** travel - Yes, please!

The Tess Hill and Bill Hawtin Fine Art Scholarship provides current students on a low-income studying a Bachelor of Fine Art specialisation with the opportunity to undertake international travel to enhance their learning.

Read more on page 31.

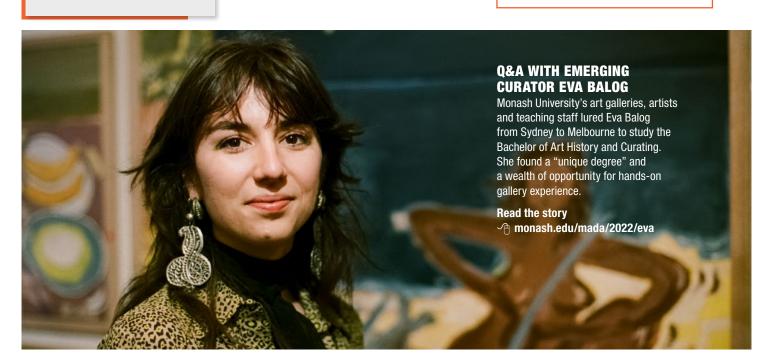
#### **DID YOU KNOW?**



The Bachelor of Art History and Curating is ATAR only entry (or equivalent) – that means no interview or supplementary form is required!

**View information on Bachelor** of Art History and Curating, entry requirements and fees

monash.edu/study/course/f2003



#### **COURSE STRUCTURE**

#### YEAR 1

| Semester 1  | History and Theory of Art, Design and Architecture | Elective   | Drawing                              | Elective |
|---|--|--|--------------------------------------|----------|
| Semester 2  | Modernism and the Avant-garde                      | Introduction to curating                           | Digital imaging for contemporary art | Elective |
| YEAR 2  |  |  |                                      |          |
| Semester 1  | Post-war practices 1945–1990                       | Curating: Histories and theories                   | Art history and theory elective      | Elective |
| Semester 2  | Indigenous Australian creative practice            | Curating practices Art history and theory elective |                                      | Elective |
| Semester 2  | Curating internship                                |  |                                      |          |
| YEAR 3  |  |  |                                      |          |
| Semester 1  | Art history and theory elective                    | Art writing and criticism                          | Art history and theory elective      | Elective |
| Semester 2  | Art history and theory elective                    | Project Studies                                    | Elective                             | Elective |
| Theory Unit Art Knowledge and Practice Units Flectives Common Units |  |  |                                      |          |

### ART HISTORY AND THEORY UNITS

Learn about key moments in art history by selecting from a variety of elective units that align with your interests. Explore different periods and places in European art of the 17th and 18th centuries through to the rise of global events like the Art Biennale. Investigate how the art of the mid-20th century used mediums like photography, performance and multimedia to explore issues of identity, gender and sexuality.

Through these units you'll develop your communications skills and ability to discuss, engage with and evaluate cultural products.

#### DRAWING

All Fine Art and Curating students start first year with a Drawing unit that has been developed to accommodate all levels of ability. This subject will help you develop the capability to draw manufactured and natural form, investigating proportion and structure through line, tone, shape and texture. Those with highly developed drawing skills will develop the capabilities to apply that to design and making.



#### INTRODUCTION TO CURATING

Curators influence the way we encounter visual art and give shape to the experience and value we derive from engagement with artworks. Exploring past and present curatorship, you'll develop your curating skills alongside a deeper understanding of the significance of the curator's role.

Image: Fine Art students have the opportunity to participate in local and overseas study tours. The students below are taking a guided tour of Brancacci Chapel in Florence, Italy.



# CURATING INTERNSHIP

Put your skills and knowledge into practice with a six-week curating internship in a gallery, museum or other related organisation.

You'll build contacts and confidence while gaining on-the-job practical experience.

Eva Balog completed her internship at the 21st Biennale of Sydney, which led to her current role at the organisation.

See page 10 for the link to her stor

#### PROJECT STUDIES

In your final year you'll investigate how curating has changed from the mid-18th century to today, culminating in the rise of international biennales and triennials in the modern era. You'll put theory into practice by developing and exhibiting your own curated project as part of the MADA Now Graduate Exhibition.

#### FINE ART PRATO, ITALY PROGRAM

If you enrol in the Prato program you'll spend two months in Italy undertaking studies in Fine Art Practice, Art History and Theory, and Curating. Taught intensively by leading artists and scholars, the program consists of site visits, workshops, lectures and travel to major events. In the past, students have explored the Venice Biennale and visited places like Siena, Florence, Milan and Rome.

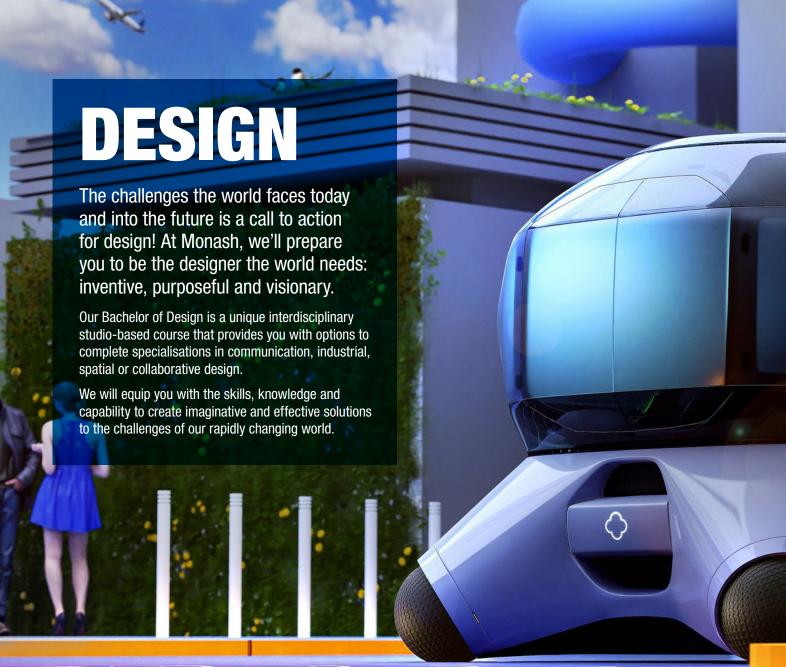
Discover your global opportunities at monash.edu/mada/2022/travel

#### ELECTIVES

Choose electives from Fine Art or Art History and Curating to develop your interests and help you achieve your career goals.

You can even choose electives like a language, or accounting that are offered by other Monash faculties.

See page 26 for more details on electives.



# MONASH STUDENTS ARE SHAPING THE FUTURE OF DESIGN

#### STUDENT DESIGN GOES GLOBAL

All design students have the opportunity to work on industry-based projects to gain valuable work experience. Working with global juice company Emma & Tom's, Communication Design students designed a glass bottle packaging solution that was a finalist in the 2020 Australasian Packaging Innovation and Design Award.

#### Read the full story

monash.edu/mada/2022/bottle





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#### **DESIGN INDUSTRY PLACEMENT**

Gain invaluable real-world design experience working in a small or large-scale design practice relevant to your discipline.

You'll build contacts and confidence while gaining on-the-job practical experience.

Bachelor of Design student Leigh Cockinis undertook his industry placement at Yarra Creative, a design studio that primarily works on building websites for clients.

"My main role as a graphic designer for Yarra Creative included creating digital assets for the websites and designing promotional document layouts."

## View Leigh's work √⊕ monash.edu/mada/2022/leigh

Image: Leigh's brochure design for a client.



My honours year project Concept Bubble, speculates how autonomous vehicles can give us the ability to 'bubble up' with others when we are travelling on the road. It aims to resocialise our street and create a more cohesive society."

Read Chuan's story 🌱 monash.edu/mada/2022/chuan

Main page and course guide cover image: Vehicle-Pedestrian Communication by Bachelor of Design (Honours) student Chuan Jiang

# TOP 5 REASONS TO STUDY DESIGN AT MONASH



#### **THINK LIKE A DESIGNER**

Solve complex problems with curiosity, agility, experimentation and creativity.



#### **DOUBLE YOUR CAREER OPPORTUNITIES**

With one extra year of study, a double degree can open up further career opportunities. Choose from business, IT or media communications\*.



#### **BE READY TO** TACKLE COMPLEXITY

Through interdisciplinary studios, you'll gain the skills and knowledge future employers will demand. Develop specialist capabilities in communication, industrial, spatial or collaborative design.



#### **LEARN FROM** THE BEST

You'll be guided by expert practitioners and industry professionals with up-to-date knowledge of current and future trends.



#### **ELECTIVES GIVE YOU CHOICE**

Tailor your degree to suit your career ambitions. Choose from over 100 electives in Art, Design and Architecture and more from across the University.

double degree with mechanical engineering



Caulfield



3 years



Semesters 1 and 2



**ATAR:** 72.25\* **IB:** 25

See page 30 for information on how to apply.

#### **DOUBLE DEGREES**

- + Business
- + Information Technology
- + Media Communication
- Mechanical Engineering (Industrial Design only)

#### See page 4.

\* The scores provided are to be used as a guide only, and are either the lowest selection rank to which an offer was made in 2020 or an estimate (E).

COURSE CODE: F2010

CRICOS CODE: 085345E



View information on Bachelor of Design specialisations, entry requirements and fees

monash.edu/study/course/F2010



## PROFESSIONAL RECOGNITION

The Design Institute of Australia (DIA) is the peak industry body for professional design. It represents Australian design and designers both domestically and internationally. You apply for the Bachelor of Design and depending on what you select as your specialisation, you graduate with a DIA-recognised degree in:

- Bachelor of Communication Design
- · Bachelor of Collaborative Design
- Bachelor of Industrial Design
- Bachelor of Spatial Design
- Bachelor of Design (Honours).

Visit **design.org.au** for more information about the DIA and design in Australia.



#### **DID YOU KNOW?**

The Bachelor of Design is ATAR only entry (or equivalent) — that means no folio or interview is required!

#### **Bachelor of Design**

# **DESIGN**

Explore the world of design. We offer four different specialisations in design — **Communication**, **Industrial**, **Spatial** and **Collaborative** — so you can build a high level of design expertise in the area that interests you most.

#### **HOW OUR BACHELOR OF DESIGN DEGREE WORKS**

Apply for the Bachelor of Design (see page 30 for how to apply).

#### YEAR 1

#### **SEMESTER 1**

Everyone starts together

All students begin with our introductory design studio – Collaborative Design Studio 1. See the 'Course structure' on the next page.



#### **SEMESTER 2**

Select your design specialisation

You select the specialist design studio you are most interested in which will lead to the degree that you will graduate with:



Bachelor of Communication Design

Bachelor of Industrial Design

**Bachelor of Spatial Design** 

No matter what design skills and experience you have, this unit provides you with the fundamental design-thinking and design-making skills you'll need to build your knowledge and technical abilities.

See the following pages for information about the design specialisations.

#### YEAR 3

#### **SEMESTERS 1 AND 2**

Another option

In this semester you can select to do the Collaborative Design specialisation and graduate with:

Bachelor of Collaborative Design



# Studying design at Monash opened up a world of opportunity for me."

Design graduate, Christopher Thorpe shares why he chose to study design at Monash and the opportunities that opened up from his studies. He also provides an insight into his current role as an experience designer for leading design agency Büro North.

Watch Christopher's video

√↑ monash.edu/mada/2022/chris



#### **COURSE STRUCTURE**

#### YEAR 1

| Semester 1  | Collaborative Design Studio 1 |          | History and Theory of Art,<br>Design and Architecture | Drawing 1 |
|---|-------------------------------|----------|---|-----------|
| IT'S TIME TO SELECT YOUR DESIGN SPECIALISATION Choose from: Communication Design   Industrial Design   Spatial Design |                               |          |   |           |
| Semester 2  | Design Studio 2               |          | Design and the Avant-garde                            | Elective  |
| YEAR 2  |                               |          |   |           |
| Semester 1  | Design Studio 3               |          | Sociologies of Design                                 | Elective  |
| Semester 2  | Elective                      | Elective | Elective  | Elective  |
| YEAR 3  |                               |          |   |           |
| Semester 1  | Design Studio 4               |          | Research for Design                                   | Elective  |
| Semester 2  | Design Studio 5               |          | Design Strategy<br>and Professional Practice          | Elective  |
| History and Theory Units Design Studios (view specialisations over the page) Electives Common Unit                    |                               |          |   |           |

#### COLLABORATIVE DESIGN

You'll join all first-year design students in the common Collaborative Design Studio 1 unit. You'll work individually and together on projects to create speculative and innovative responses to contemporary issues facing people and the planet. You'll gain hands-on experience relevant to communication, industrial and spatial design. Past projects include designing a sustainable bodily artefact and creating a 3D model that communicates the atmosphere of a place. The final documentation of each project takes the form of presentation, poster or booklet. By the end of the semester, you'll have a broader understanding of design's potential and have a clearer idea of the pathway you want to follow.

#### DESIGN STRATEGY AND PROFESSIONAL PRACTICE

In the final semester, you prepare to become a work-ready professional designer. Design Strategy and Professional Practice is the unit where you bring everything together and learn to apply your knowledge and skills to enter the workforce. You will learn how to connect with industry networks; build your own communication strategy; use social media as a tool to progress your career; and understand the legal and compliance issues relevant to design to protect your copyright.



#### DRAWING

You'll start first year with a Drawing unit that has been developed to accommodate all levels of ability. So even if you have not drawn since primary school, this subject will help you develop the capability to draw manufactured and natural form, investigating proportion and structure through line, tone, shape and texture. Those with highly developed drawing skills will develop the capabilities to apply that to design and making.



# THE WORLD IS YOURS TO EXPLORE

Second year is your time to explore. Maybe head to Monash Prato, Italy, located near Florence on a travelling studio tour or go on exchange – there are 150 universities in more than 30 countries to choose from.

### DESIGN THEORY SEQUENCE

Design Theory is a sequence of study that starts with Introduction to the History and Theory of Art, Design and Architecture in your first year. This study sequence ensures you are connected to the broader historical and critical contexts of design and how these are applied to practical studio work. Through the sequence you will explore how social and political frameworks relate to design practices historically and as we move into the future and contemporary practice. Discover how Indigeneity, gender identity, socio-economic privilege and environmental concerns impact on design and how it is operationalised in the world. Design Theory is vital to enriching your design practice to ensure you are the thoughtful and responsible designer the world needs.

#### ELECTIVES

Electives enable you to build your design skills and professional capabilities. You can select from a vast range that includes branding, photography, exhibition design, 3D modelling, animation, furniture and transport design.

You can even choose electives like a language, IT or accounting that are offered by other Monash faculties. Double degree students use their elective as part of their partner degree studies. See page 26 for more details on electives.



#### **CAREER OPTIONS**

- Communication designer
- Brand strategist
- Multimedia designer
- Web / UX / EX designer
- Art director
- Interaction designer
- Information designer
- Publication designer
- Advertiser
- Packaging designer
- Animator
- Illustrator
- Television / Motion graphic designer
- Exhibition designer
- · and much more.



You will graduate with a Bachelor of Communication Design recognised by the Design Institute of Australia



Design Institute of Australia

#### **Bachelor of Design**

# **COMMUNICATION DESIGN**

Become a bold, imaginative communication designer and help shape the visual language of society through creative visual narratives.

From day one you'll be in the studio — a hands-on, creative environment where you'll work side-by-side with your peers under the direction of Monash's award-winning academic staff. You'll be introduced to concept development and technical-making, and you will explore various materials and media.

In our Communication Design studios, you'll use both hand-generated drawing and computeraided design applications like Photoshop, Illustrator and InDesign to develop technical abilities. You'll be encouraged to experiment with image-making, typography, digital media, UX

**COURSE STRUCTURE** 

and more, as tools to solve design challenges. In the workshops, you'll work with different materials and learn how to use digital tools like laser cutters, 3D printers, robotics, coding and animation software.

Group design projects will teach you how to think like a designer, developing the strategic skills to identify design problems and work your way through the design process. Working with a range of industry clients on real projects, you will gain first-hand experience while building a folio of work that will provide a competitive edge for your design career.

Communication Design Studios 2, 3, 4, 5

# YEAR 2 For details about common units across all Bachelor of Design specialisations please see pages 14 and 15. YEAR 3

#### COMMUNICATION DESIGN

Through observation, critical enquiry, interpretation and the creation of visual and interactive forms, you will begin to develop an understanding of how communication design enhances the human experience. Historical and contemporary examples of graphic design, typography, photography, digital and time-based media will be examined, analysed and discussed, providing the opportunity for you to appreciate and develop fundamental skills applied to both physical and digital environments.

**Image:** Are You Being Watched? digital publication by Communication Design student Kelly Zheng.



## COMMUNICATION DESIGN STUDIO 3

Taking your previous broad learnings you'll now dig deeper into key areas of studio practice including identity design, typography, motion graphics, digital publishing and user experience design. The studio projects explore how the various disciplines and formats within communication design are inextricably linked whilst at the same time encouraging experimentation and critical reflection. With the support and guidance of the studio instructors, you'll begin to shape your work towards an area of specialisation.

Image: Promode Photography App designed by Communication Design student Charmaine Chin.



#### COMMUNICATION DESIGN STUDIO 4 AND 5

In your final year, project studios encourage critical analysis of the visual world and the contexts in which communication design exists. A series of workshops allows you to focus on an area of specialisation to broaden your expertise and establish a trajectory for your design practice. You'll be required to develop an in-depth program of study in consultation with your studio instructors, building your technological and conceptual thinking to a high level of competency, as you prepare to enter the industry.

Image: Campaign identity and design for Melbourne Cinémathèque by Communication Design student Jessie Liu.





#### MEET MELBOURNE DESIGNER JAMES MEADOWCROFT

Meet avant-garde Melbourne designer and Monash graduate James Meadowcroft. James formed Amici Studio, a collaborative design practice with his former university colleagues in his third year. James is the 2020 winner of the Design Institute of Australia's VIC/TAS Visual Communication Design Graduate of the Year.

Find out more in this Q&A with James 🎤 monash.edu/mada/2022/james

Image: Amici Studio, designed by Melbourne designer and Bachelor of Communication Design (Honours) graduate James Meadowcroft.

#### **Bachelor of Design**

# **INDUSTRIAL DESIGN**

Create stunning three-dimensional and digital products, services, systems and experiences by combining your knowledge of materials and technology. manufacturing, and human-centred design with innovation and aesthetics.

From cutting-edge transport solutions to furniture and lighting design, from medical equipment to products that aid developing countries – the work of industrial designers advances the human experience, making a better life for us all.

Guided by Monash academics, practising industrial designers and top researchers, you'll develop a deep understanding of 'user needs' through empathy, and apply pragmatic, usercentric problem-solving processes to design products, systems, services and experiences.

You'll also learn the tools and techniques to transform your ideas into prototypes with moving parts and realistic details. You'll have access to the latest 3D printers, laser cutters, CNC milling tools, thermoformers (plastic moulding) and a wide range of traditional wood and metalworking facilities.

You'll also learn how important it is to integrate your product design into larger systems of operation that takes account of our environment.

Industrial Design Studios 2, 3, 4, 5

#### **CAREER OPTIONS**

- Industrial designer
- Product and packaging designer
- Design consultant
- Furniture designer
- · Lighting designer
- Public transport designer
- Automotive designer
- Service designer
- Digital product designer
- Experience designer
- and much more.



You will graduate with a Bachelor of Industrial Design recognised by the Design Institute of Australia.



Design Institute of Australia

#### **COURSE STRUCTURE**



### INDUSTRIAL DESIGN STUDIO 2

Construction and deconstruction form the basis of this studio. Through these processes, you'll build your skills in manipulating and controlling materials. Moving from cardboard to CAD (computer-aided design) you'll be building your knowledge of how things work, how components connect and understand more clearly, the processes of iteration, refinement and manufacturing.

Image: A Monash academic, who is also a working Industrial Designer, assists students on a project in the Digital Fabrication workshop.



#### INDUSTRIAL DESIGN STUDIO 3

Applying theoretical learning with an experimental approach to problem-solving, you'll explore the way industrial design objects interact with humans. Using the system of anthropometry (the physical constraints of the human body) and an understanding of the psychological constructions of the ways people interact with objects will give you real insights into the requirements of the design process.

#### **INDUSTRIAL DESIGN** STUDIO 4

You'll develop advanced skills and apply creative thinking to design solutions to problems considering all aspects of the market and commercial enterprise to achieve a particular result. Identifying a market or societal issue or need, you'll undertake research, source relevant data, develop a product design specification and complete the design for a product proposal supervised by a Monash industrial designer.

#### **INDUSTRIAL DESIGN** STUDIO 5

This semester sets you up for professional practice. You'll bring together all that you've learned over your preceding two years of study, engaging design thinking, materiality, human interaction, manufacturing and communication skills. You'll also bring creativity to the challenge of designing a product through to prototype level that meets a market or societal need.

#### **DESIGN FOR HEALTH**

Industrial Design student Joshua Marshall designed TRACE, a discreet comfortable heart monitor layered into a compression garment. The garment's layers store recording chips, sensors and unique woven wiring that stretches with the user allowing a wider range of movement. It's comfortable, discreet and no adhesive tapes are needed.

Discover more √ monash.edu/mada/2022/joshua

Image: TRACE designed by Bachelor of Industrial Design graduate Joshua Marshall.



#### **CAREER OPTIONS**

- Residential and commercial interior designer
- Visual merchandiser
- Stage/set production designer
- Experience designer
- Museum exhibition designer
- and much more.



You will graduate with a Bachelor of Spatial Design recognised by the Design Institute of Australia.



Design Institute of Australia

#### **Bachelor of Design**

# **SPATIAL DESIGN**

Design experiences that evoke emotion, communicate ideas, address social issues and facilitate cultural expression through the innovative use of space, lighting, technology and form.

The work of spatial designers is ever present – from corporate and domestic interiors, retail outlets, restaurants, entertainment venues and exhibitions, to virtual worlds and vast public spaces activated by interactive technology.

The basis of this course is about combining interior/exterior spatial and structural knowledge with a new approach to designing for people and places that engages immersive technologies, user experience and influences human behaviour.

You'll work both independently and collaboratively on projects ranging from intimate private spaces to large public structures.

As a Monash student, you'll meet and work with a variety of guest lecturers, from up-and-coming designers to established industry practitioners and gain an understanding of industry practice enabling you to shape a finely honed approach to your own career.

#### **COURSE STRUCTURE**

Spatial Design Studios 2, 3, 4, 5



#### SPATIAL DESIGN STUDIO 2

Your first spatial design studio focuses on the idea of inhabitation where you will get out of the studio (classroom) and go on site. Past projects have seen students redesign and transform the interior and exterior of Melbourne's iconic Brighton Bathing Boxes (pictured) into working and sleeping spaces for varied clients. Projects involve learning 2D and 3D computer modelling and imaging software like Rhino, Photoshop and InDesign to prepare files for laser cutting and 3D printing models.



#### SPATIAL DESIGN STUDIO 3

In second year it becomes more 'real' with site visits and case studies, working on design concepts for pop-up festivals and performances and developing the communication skills to confidently present your work to industry clients (pictured). You'll build on your experience and skills and learn how to adapt existing spaces to reflect your design ideas.



#### SPATIAL DESIGN STUDIOS 4 AND 5

In your final year you'll work on projects that prepare for your transition into professional practice. You'll work with clients from cultural, community or commercial organisations, through to more speculative briefs conceived to explore the challenges and opportunities of continually transforming contemporary society.

The year culminates in *MADA Now* (pictured) the annual graduate exhibition, where you can showcase your achievements.



?

**Q&A WITH CATHERINE RUSSELL** "My ultimate goal after studying Spatial Design is to work in exhibition design with a leading international gallery."

Read Catherine's profile at honash.edu/mada/2022/catherine



#### **Bachelor of Design**

# **COLLABORATIVE DESIGN**

#### A new opportunity in design

Collaborative Design presents a new opportunity in Design education. We offer you the unique experience of learning across the discipline studios, to build a bespoke and personalised design skillset.

#### What is Collaborative Design?

Collaborative Design is a new opportunity within the Bachelor of Design that answers the industry's increasing need for **design professionals with blended skill sets**, who have the **ability to work in new and emerging career fields** including service design, experience design, and co-design.

#### How does the course work?

In Collaborative Design you can choose your own adventure and **create your own Design Studio** 

**sequence** (see the course structure below). This means you can **follow your interests** and undertake a mix of studios from Spatial Design, Communication Design or Industrial Design in your first and second year.

You'll build a range of design capabilities and understandings from each studio which can then intersect and be built upon in your final year capstone projects that will showcase your design work to industry and potential employers.

#### **CAREER OPTIONS**

- Service designer/Co-designer
- Experience designer
- Graphic designer
- Multimedia designer
- Web/ UX / IX designer
- Art director
- Interaction designer
- Information designer
- Industrial designer
- Interior designer
- Visual merchandiser
- Stage/set production designer
- · Museum exhibition designer
- and much more.



You will graduate with a Bachelor of Collaborative Design recognised by the Design Institute of Australia.



Design Institute of Australia

#### **TOP 3 BENEFITS OF STUDYING COLLABORATIVE DESIGN**

- 1. Builds design dexterity needed to help navigate change
- 2. Prepares you to become the agile design thinker the world needs
- 3. Builds an entrepreneurial and strategic mindset

#### **COURSE STRUCTURE**

#### YEAR 1

| INTRODUCTION to design - learn essential foundation skills  |  |  |  |
|---|--|--|--|
| EXPLORE your interests in a specialisation. Choose from: Communication Design   Industrial Design   Spatial Design          |  |  |  |
|   |  |  |  |
| BUILD your knowledge - continue in your specialisation  |  |  |  |
| OR OR   |  |  |  |
| EXPLORE another design specialisation - Communication Design   Industrial Design   Spatial Design to broaden your learnings |  |  |  |
| ENHANCE your studies through electives, internship or study abroad  |  |  |  |
|   |  |  |  |

#### YEAR 3

Semester 1
Semester 2

#### **CAPSTONE PROJECT**

Your final year sets you up for entry into the design profession. Your graduate capstone projects will demonstrate your capacity to draw on multiple design skill sets and your ability to collaborate as part of a team of solution-focused design professionals.

#### COLLABORATIVE DESIGN STUDIO 4 AND 5

Today's societal and environmental issues cannot be addressed by one discipline alone. The Collaborative Design capstone units will provide you with the opportunity to partner with other designers, practitioners, experts and communities with diverse backgrounds to work on real-world projects. Using an inquiry-based approach specific to your project, you'll ask questions such as, 'using co-design, how might we improve mental health for teens?' or, 'how might we develop expertise in facilitating online learning experiences?'.





Monash gave me time to explore what type of designer I wanted to be... and gave me the confidence that I could do just about anything."

Read Jo's profile at

monash.edu/mada/2022/jo

#### **JO SZCZEPANSKA**

Bachelor of Industrial Design (Honours) Consumer Experience and Co-design Consultant at Dental Health Services Victoria



Architecture propels you into a position to imagine and help create new environments of the future, and shape how we live, work and play in sustainable and socially inclusive cities.

Monash Architecture is all about the bigger picture. You'll learn to consider architecture, urban design and urban planning as a whole. We'll train you to consider buildings within their larger urban or regional environment and cities in the context of a changing planet.

The Bachelor of Architectural Design is your first step on the journey to becoming an architect and forms part of a five-year specialist degree with the Master of Architecture. You'll develop the future-forward skills and knowledge to contribute to the common good of society. and a sustainable and equitable world.

#### **DESIGN, MAKE AND TRAVEL**

Work with your peers to realise design ideas in built structures. You'll have the opportunity to travel in Australia or around the world to work on projects with local students and communities as exemplified by the 'Yatai Festival'. These installations below, were produced during a one-week on-site Design-Make intensive with Ritsumeikan University colleagues and shop owners to activate a shopping street in Ibaraki, Japan.



#### **COLLABORATE WITH COMMUNITIES**

Engage with diverse stakeholders and communities on real-life projects preparing to sensitively collaborate on transformative projects such as the co-design of a rangers station and cultural knowledge centre on Queensland's Cape York Peninsula developed with the Olkola Aboriginal Corporation and the Centre for Appropriate Technology.

Image: Students gather at Welcome Station near Laura, Cape York (Quinkan Country)



**Image:** *(Em)Powering Mallacoota* is a prototype model for fuel and food security designed in collaboration by Master of Architecture students Sithij Rinaldi Cooray and Haroula Karapanagiotidis. It exemplifies work from the 2020 'Rethinking Regional Recovery,' studio.

View the full project 🎢 monash.edu/mada/2022/sithij



#### **URBAN TRANSFORMATIONS**

Contribute to shaping the changing built environment and addressing pressing issues such as density, climate change, social equity and diversity, and transforming demographics and lifestyles. Respond to current conditions and propose future alternatives like this project considering the implications of extractive industries and the potentials of robotic carving and 3D printing for stone and masonry construction.

Image: Proposal for Megalithic towers along the Melbourne Metro Tunnel and Suburban Rail Loop circa 2050 from the Earthly Matters Studio 2019.



# TOP 5 REASONS TO STUDY ARCHITECTURE AT MONASH



#### WORK ON TRANSFORMATIONAL AND REAL-LIFE PROJECTS

You'll have the opportunity to work on integrative and transformational real-life projects that are important to the future of our cities and our planet, from designing sustainable and affordable housing to investigating the impact of rising sea levels on suburbs and towns.



# THINK LIKE AN ARCHITECT OF THE FUTURE

Through creative and critical thinking you'll learn to seek out problems and solve complex design challenges.



# IMAGINE NEW ENVIRONMENTS

You'll go beyond buildings, and shape how we live, work and play by contributing to the common good of society and a sustainable and equitable world.



# BE FUTURE-WORK READY

You'll graduate ready to work in fast-paced and dynamic environments where agility, adaptability and inventiveness are essential; attributes that will be in high demand by employers of the future, across a variety of industries.



# LEARN FROM THE BEST

You'll learn from award-winning architects, engaged lecturers and curious and imaginative researchers who are regarded among the best architectural design teachers in Australia. Our interdisciplinary expertise is recognised by local and international industry, institutions and government.



Caulfield



3 years



Semester 1



**ATAR:** 80\* **IB:** 28



The Bachelor of Architecture Design is the recognised pathway to the Master of Architecture, which is accredited by the Architects Accreditation Council of Australia (AACA).

See page 30 for information on how to apply.

#### **DOUBLE DEGREE**

+ Civil Engineering

#### **CAREER OPTIONS**

- Urban designer
- Urban planning consultant
- Sustainable design consultant
- Disaster relief specialist
- Historic building conservationist
- Interior design consultant
- · Theatre and set designer
- Community development officer
- Property developer
- Town planner
- Architectural writer/commentator
- Urban informatics designer
- and much more.
- \* The scores provided are to be used as a guide only, and are either the lowest selection rank to which an offer was made in 2020 or an estimate (F).

COURSE CODE: F2001

CRICOS CODE: 059372G

# For information on Bachelor of Architectural Design, entry requirements and fees

monash.edu/study/course/f2001

#### HOW TO REGISTER AS A PRACTISING ARCHITECT

To qualify as a registered architect, you'll need to complete the Master of Architecture<sup>1</sup> and undertake two years of professional practice.

GOOD NEWS – graduates of our Bachelor of Architectural Design gain automatic entry into our Master of Architecture.

 The Master of Architecture is accredited by the Architects Accreditation Council of Australia (AACA).

#### **Bachelor of**

# ARCHITECTURAL DESIGN

Combine your creative vision, technical expertise and great design skills to shape the future of society through the built environment.

Think beyond the building and learn how to create compelling solutions that transform the way people live, creating spaces, places and communities that improve their quality of life. Learn to create places that spark inspiration and are sustainable.

You'll study every aspect of architecture in this hands-on, studio-based degree. More than half of your time will be in the design studio, guided

by industry experts, collaborating with your peers in small groups to develop design responses to a wide range of social and spatial issues, just as you would in an actual architecture firm.

You'll also learn how to effectively communicate design ideas to others — whether they're clients, communities or policy-makers — through drawings, models and live presentation.

There is no need to have previously studied any design subjects as our first year has been developed to ensure all students gain the necessary foundation skills in freehand and computer-aided drawing to be successful in the degree and within architectural practice.



#### Guaranteed entry for Monash students into Master of Architecture

Monash students who have successfully completed our Bachelor of Architectural Design are guaranteed entry into our two-year Master of Architecture, which is the required pathway to become a registered architect.



#### WHY IS THERE NO FOLIO OR INTERVIEW REQUIRED?

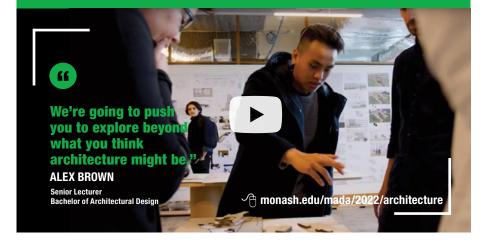
The Bachelor of Architectural Design is ATAR only entry (or equivalent) – that means no folio or interview is required!

#### YOU'LL LEARN THE DESIGN SKILLS YOU NEED IN FIRST YEAR

The first year will provide you with the foundation skills in design, such as freehand and computer-aided drawing that will bring you up to speed – no experience is required.

#### **WATCH THE VIDEO**

Find out what you'll learn in first year and why we only require ATAR (or equivalent)



#### **COURSE STRUCTURE**

#### YEAR 1

| Semester 1 | Foundation Studio 1          | Architecture Communications 1                       | History and Theory of Art, Design and Architecture |  |
|------------|------------------------------|---|--|--|
| Semester 2 | Foundation Studio 2          | Architecture Communications 2                       | Architectural Performance 1                        |  |
| YEAR 2     |                              |   |  |  |
| Semester 1 | Architecture Design Studio 3 | Contemporary Architecture                           | Architectural Performance 2                        |  |
| Semester 2 | Architecture Design Studio 4 | 19th & 20th Century Architecture                    | Architectural Performance 3                        |  |
| YEAR 3     |                              |   |  |  |
| Semester 1 | Architecture Design Studio 5 | Architectural Performance 4<br>Professional studies | Elective   |  |
| Semester 2 | Architecture Design Studio 6 | Architecture and the city                           | Elective   |  |
|            |                              |   |  |  |

■ Design Studios ■ Architecture Communications ■ History and Theory Units ■ Architectural Performance Studies ■ Electives

Note: The Bachelor of Architectural Design is your first step on the journey to becoming an architect and forms part of a five-year specialist degree with the Master of Architecture.

#### ARCHITECTURE COMMUNICATIONS 1-2

Drawing and modelling skills are vital to an architect. We'll teach you how to use computer-aided drafting (CAD) software and develop CAD modelling and drawing skills in both two and three dimensions.



#### HISTORY AND THEORY

Explore diverse ideas and rich examples of buildings and cities from around the world and across the past two centuries to build analytical and evaluative skills and to understand contexts for contemporary developments.



### ARCHITECTURAL PERFORMANCE 1-4

Learning how to collaborate and making design ideas manifest, in physical or virtual form, is an essential skill for an architect. In our Architectural Performance units, you will learn about material, structural and construction approaches and how to use them effectively to create environmentally sensitive structures that perform sustainably.



#### FOUNDATION STUDIOS

In your first-year studios, you learn how to use the architectural design processes of investigation and experimentation exploring materials, crafts, space and unexpected environments. You'll learn how to question design propositions and explore architectural design-thinking through the making of architectural objects.



#### ARCHITECTURE DESIGN STUDIOS 3 AND 4

Second year studios are organised into themes, introducing you to key approaches to design processes and the practice of examining and responding to conditions. You'll select a focus of study from a range of studios with different orientations to help expand your understanding of diverse ways of practising. You'll continue to learn how to refine your ideas through sharing, discussing and peer reviews. *Turn the page to see examples of architecture design studios*.

#### **ELECTIVES**

Choose from hundreds of electives that allow you to develop your architectural interests and help you achieve your career goals.

Dive deeper into contemporary architecture or study glass-making, sculpture, painting, or 3D modelling, sound and video art. Maybe explore branding or service design. You can even choose electives like a language or accounting, that are offered by other Monash faculties. See page 26 for more details on electives.

#### ARCHITECTURE DESIGN STUDIOS 5 AND 6

Third year studios introduce critical approaches to materialising architectural ideas and to urban configurations. Selecting your area of study from a range of studios with different orientations you'll learn how to work from concept to realisation and how to actively engage with our transforming cities.



# OUR ARCHITECTURE DESIGN STUDIOS

Every semester you will be able to select from a vast array of architecture design studios. This enables you to follow your interests and become the architectural professional you want to be. All studios grapple with contemporary architectural issues and are taught by practising architects or academics (many are also both).

The cornerstone of architectural education, the design studio is a project-based problem-solving experience where you work in small groups or individually on complex issues to develop a range of creative interventions and responses. The 'studio' models the way architects work with clients in an iterative process to achieve an outcome.

The breadth of studio topics enables you to build your skills in specific areas, expand your understanding of architectural possibilities and gain experience aligning with your interests and career aspirations.

You'll drill deep and learn fast, working on complex and challenging design projects alongside some of Australia's leading architects and academics.

Every studio deals with a different topic and a range of complex challenges. Studios provide our students with a meaningful experience on what it is like to work as an architect. Each year our students can choose from over 30 amazing and varied design studios.

View a selection of design studio on the page below. You can explore all our current and past design studios online homesh.edu/mada/2022/arch-studios

Our design studios change each semester. The examples shown below are a selection of recent architecture design studios.

### DESIGNING PROCESS

#### THE DIFFERENT

The rise of 3D printing and advanced digital fabrication techniques are opening the possibilities of architecture to the unique, the bespoke, the one-off and the intricate. Develop your digital skills in a range of platforms and learn how to evaluate the quality of your designs in context of the history of the digital age.

#### **SKIN AND BONES**

This studio began with defining 'tectonic manifestoes' – articulating positions on the optimum relationship of form to structure, surface to frame – and then explored the position through the design of a city museum.

#### MATERIALISING ARCHITECTURAL IDEAS

#### **SPONGE CITY WORKSHOP**

This travelling studio explored world-heritagelisted villages and traditional Chinese ways of integrating water with urban life. Students learned about the city of Beijing and analytical and descriptive drawing techniques – applying what they had learned to create designs for projects in Victoria.

#### **AFTER AID**

Investigating the role of design — and the designer — in international development. The studio addressed the 'wicked' problems facing informal settlements within the Pacific working in collaboration with landscape architects and live research projects at Monash University.

# CRITICAL OBSERVATION AND PROPOSITION

#### **HEALTH VS DENSITY**

This studio explored new typologies, methodologies and approaches for the design of a high-density mixed-use outcome that sustainably supports the health and wellbeing of our communities whilst seamlessly integrating into the changing urban fabric of our city.

#### **ARCHITECT AS WORKER**

How can architectural design shape the future? What new forms of architectural work are possible? Challenging you to generate a critical understanding of the architect as worker, this studio invites you to create your idea of the future of architectural work.



# ELECTIVES SPECIALISE OR EXPLORE NEW OPPORTUNITIES

Choose from a selection of the electives on offer within the Faculty of Art, Design and Architecture.

Electives enable you to enhance and customise your degree, taking you closer to your aspirations. By carefully selecting your electives throughout your degree you can build your art, design and architecture capabilities to create a specific career outcome. It is an opportunity for you to take control of where you want to end up professionally.

#### **Advertising**

- · Advertising design
- · Branding for designers
- The language of graphic design

#### **Architecture**

- Contemporary architecture
- 19th and 20th-century architecture

# Art History and Theory and Curating

- · Art writing and criticism
- · Contemporary international art
- · Contemporary Asian art and exhibitions
- Indigenous Australian creative practice and ways of knowing
- Worldwide: art beyond the western canon

#### Digital and Computer-Aided Design

- 3D animation
- 3D modelling
- 3D modelling and virtual space
- Creative coding
- Creative expression through physical computing
- Digital audio/video
- · Digital imaging
- Digital imaging for art
- Digital processes for art and design 1
- · Web design

#### **Design Thinking**

- Creative sustainability
- · Design for sustainability
- Design thinking
- · Design thinking approaches
- Service design

#### **Drawing**

- Drawing
- · Drawing: the body
- Drawing: anatomy

#### **Emerging Design Practices**

- Creative sustainability
- · Designing in complexity
- Design for social impact
- Interdisciplinary design

#### **Film and Photography**

- · Art and design in film
- · Digital imaging for art
- · Photographic art direction
- Photography
- Advanced photography
- Photography history and theory
- Sound, performance, video and socially engaged practices

#### **Furniture Design**

Furniture

#### **Illustration and Animation**

- · Illustration as design
- Illustration for animation
- Illustration for narrative
- Introduction to contemporary illustration

# Materials: Glass, Jewellery and Sculpture

- Material Transformations: jewellery and object forming
- Material Transformations: glass and sculptural forming

#### **Mobility Design**

Mobility design 1, 2 and 3

# Packaging, Product Design and Manufacturing

- Design for manufacturing
- Materials and manufacturing 1 and 2
- Mould making and casting for design
- Packaging design

#### **Painting**

- · Painting introduction: materials and methods
- · Painting practices: methods and ideas

#### **Printmaking**

- Printmaking: etching, relief printing and the artist book
- · Screenprinting and the contemporary poster

#### Spatial Design/ Interior Architecture

- Exhibition design
- · Contexts in spatial design studio practice
- Advanced technologies for spatial design 1 and 2
- Sensory design
- Studies in interior architecture

#### **Typography**

- Digital font design
- Typography



Explore elective options in Art, Design and Architecture at

monash.edu/mada/electives



# INTERNSHIPS AND INDUSTRY PLACEMENT

Our industry-focused elective units offer you the additional opportunity to build on what you have learnt in the studio and gain experience in the workplace. You will gain a deeper understanding of workplace culture and increase your network of contacts. Work experience comes in many different forms, including:

#### **Fine Art and Art History and Curating**

Undertake a six-week internship with cultural organisations such as a gallery, museum, local or state government cultural department, art institutions or creative workplaces that relates to your area of practice.

#### Design

Choose to undertake your industry placement in a concentrated 4-week block or over a 12-week semester working with a design practice relevant to your discipline.

#### **Architecture**

From first year you'll work on real-world and speculative projects on campus or on-site with academics and industry professionals that provide industry insights, connections and introductions.

#### **ELECTIVES IN FOCUS**

#### **CREATIVE CODING**

Learn how coding is used by artists, designers and architects to translate their ideas into new forms of creative expression and communication



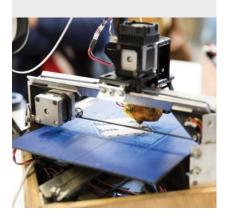
### **CREATIVE SUSTAINABILITY** (AVAILABLE ONLINE)

Develop your practice-based knowledge through applied approaches to researching, making, learning and knowing with a focus on environmental sustainability. You'll use a diverse set of design skills to respond to complex real-world issues with creative solutions.



#### **DESIGNING FOR SUSTAINABILITY**

How do we reduce the negative impact of human production on the environment? Exploring production, consumption and exchange, you'll learn about life cycle analysis tools, recycling, re-use, dematerialisation and reduction, and come closer to designing sustainable objects and environments.



#### **DESIGN THINKING**

Apply the skills and strategies developed by designers for approaching material problems to a wider range of problems and situations. Designers use a range of conceptual and communication approaches to explore and reconsider the context in which we work, as well as what should or could be achieved. Used by Google, IBM and a range of successful companies, design thinking is also a key element of many entrepreneurs' 'tool kits'.



# IMMERSE YOURSELF IN THE WORLD OF IDEAS, HISTORY AND THEORY

Art, Design and Architecture all offer units exploring the histories and ideas shaping the work of artists, designers and architects. If you're interested in becoming a cultural commentator, a critic or cultural writer, or want to broaden your understanding of the histories and contexts of making, then learn from some of Australia's leading experts here at the Faculty of Art, Design and Architecture.



# LEARN ABOUT INDIGENOUS AUSTRALIAN CREATIVE PRACTICES AND WAYS OF KNOWING

Engage with Indigenous culture in an appropriately experiential way. This unit will enable you to develop a deep understanding of the relationship between Indigenous culture and the impact of Country on Indigenous cultural products and relationships to place and situated experience.

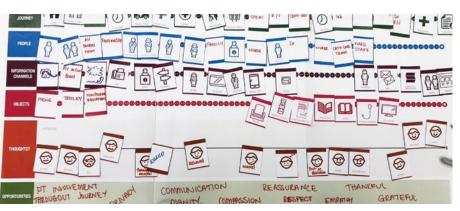
Image: Architecture students travelled to Queensland's Cape York Peninsula to work with the Olkola Aboriginal Corporation, to co-design a rangers station and cultural knowledge centre.



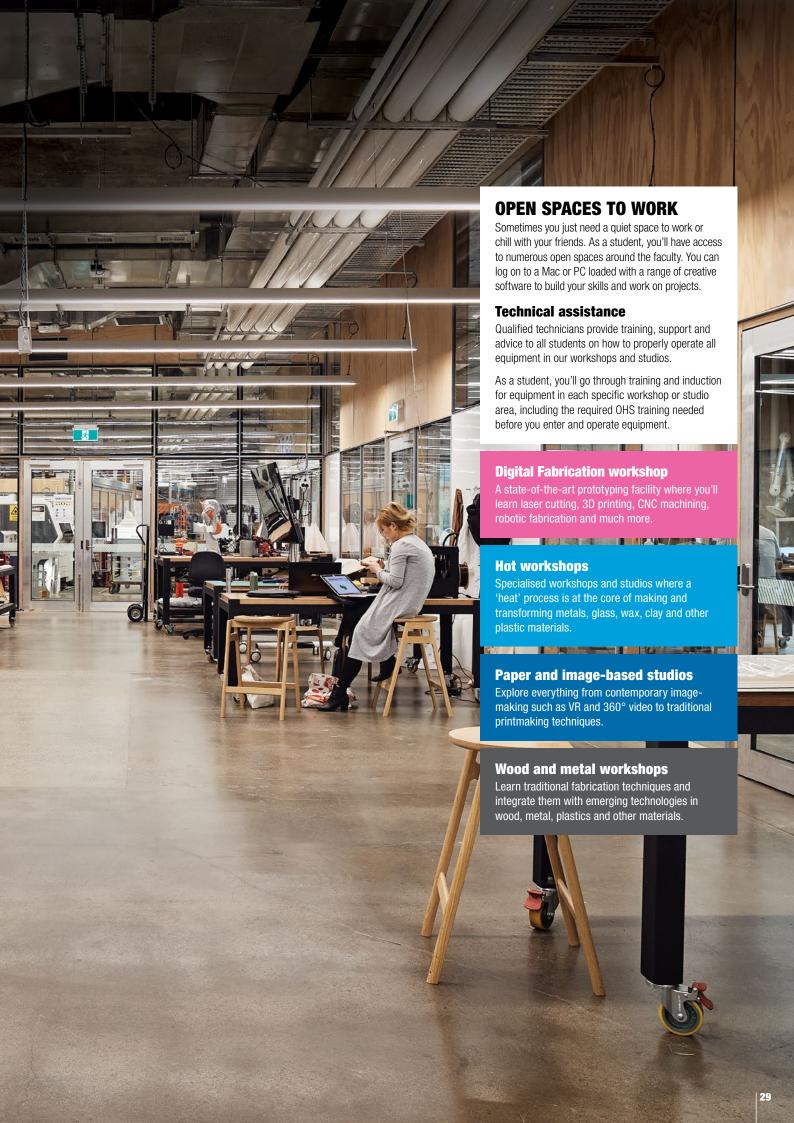
#### SERVICE DESIGN

'Services' are carefully considered humancentred experiences with objects, artefacts or places connected by a system or systems of use. Taking case study examples of creating and organising the provision of a service, you'll explore your own ideas while learning how to create work flowcharts, experience testing techniques and information graphics to communicate ideas and realise solutions.

**Image:** Mapping the Patient Journey designed by Troy McGee, Bachelor of Industrial Design (Honours)







# ADMISSIONS INFORMATION

#### **HOW TO APPLY**

#### **Australian students**

Apply online by visiting VTAC at vtac.edu.au

International students studying VCE or IB students in Victoria should apply via VTAC at vtac.edu.au

#### **Non-Year 12 applicants**

All applicants must meet the minimum entry requirements, including English language, age and either an Australian or overseas qualification.

Check here to see if you meet the minimum entry requirements,

monash.edu/admissions/entry-requirements/minimum

#### **International students**

Other than those studying in VCE or IB in Victoria, international students should apply directly to Monash,

monash.edu/study/how-to-apply

#### **ENTRY REQUIREMENTS**

#### **Bachelor of Fine Art (single and double degrees)**

#### **New digital portfolio submission**

Your application for Fine Art is based on a range of criteria including:

- digital folio of 10-15 pieces of your original artwork
- 300-word written statement, and
- ATAR or GPA.

Apply online by visiting VTAC.

#### **PATHWAYS TO MONASH**

For up-to-date and detailed information about entry pathways:

#### **Australian students**

monash.edu/study/courses/entry-pathways-domestic

#### **International students**

monash.edu/study/courses/entry-pathways-international

#### **Indigenous students**

If you're an Indigenous Australian, we have a special pathway into our Art, Design or Architecture courses.

For more information, visit

monash.edu/study/how-to-apply/indigenous-studentapplications



#### **SCHOLARSHIPS**

#### **High-achieving students**

If you're a Year 12 or IB student applying with an ATAR of 98.00+ (or equivalent), you may be eligible for one of our scholarships.

We'll award the top eligible commencing student in each of Art, Design and Architecture with \$6000 per year for up to three years:

- Monash Fine Art Scholarship
- Monash Design Scholarship
- Monash Architecture Scholarship

#### **Current students**

#### Tess Hill and Bill Hawtin Fine Art Scholarship.

Awarded to students on low income, who have not previously completed tertiary study. This scholarship provides current students with the opportunity to travel as part of their Fine Art degree.

For more information, visit

monash.edu/mada/future-students/pathways-andscholarships

#### **FEES**

For up-to-date and detailed information about fees see

#### monash.edu/fees

#### **Financial hardship**

If you're experiencing financial hardship, you may be eligible for the Monash Art, Design and Architecture Equity Scholarship, which provides up to \$6000 per year for up to three years.

For more information, visit

monash.edu/mada-equity-scholarship



# MONASH ART, DESIGN AND ARCHITECTURE SELF-GUIDED TOUR Caulfield

#### **START HERE**

Make your way to Building G to discover a world of art, design and architecture. Watch this guick video with architecture student Declan as he showcases some of the creative spaces you can explore as you tour our facilities. → monash.edu/mada/2022/tour



#### **DESIGN CENTRAL BUILDING G - DIGITAL FABRICATION** STUDENT WORKSHOP

Your space where you'll learn how to use state-of-the-art technology and equipment that blend traditional methods of production with emerging and new technologies from 3D printers, lasers cutter CNC machining, robotic fabrication and the latest design software.



Meet students across art, curation, design and architecture in the workshops through core or elective units.



#### **PARKING**

AND STUDENT UNION

Secure bicycle and car parking

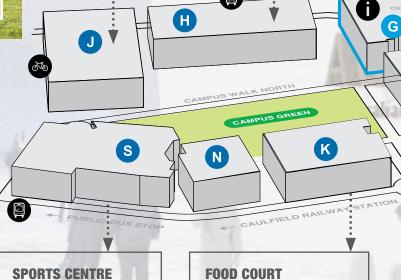


A free shuttle bus runs every few minutes between Caulfield and Clayton Campus from Mon-Fri during the academic year.



#### **CAMPUS GREEN**

A central point for uni-wide activities, live music, events and a place to catch up with friends between classes and enjoy lunch. You'll also see student work showcased on the big screen!



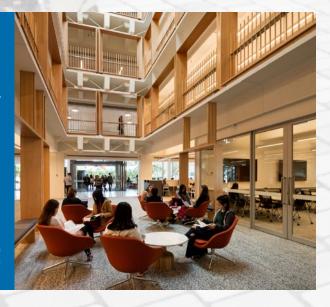
#### **CAULFIELD LIBRARY**

#### **BUILDING A**

Finish your tour at our newly renovated Library. With its central location, the Caulfield library is your space for resources and additional study facilities.



Step inside the library and check out the light-filled four storey central atrium and take a look at the massive abstract graphic design *'Give or Take'* by artist Rose Nolan.





AND BOOKSTORE

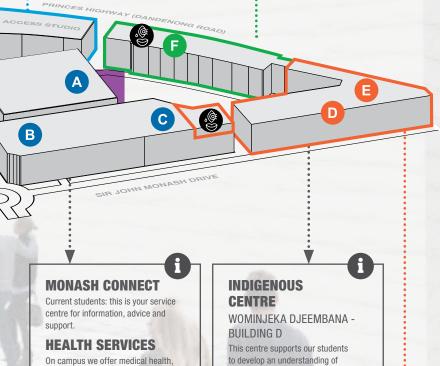
This Place Will Always Be Open, by Australian artist and Fine Art lecturer, Emily Floyd, explores the role and legacy of the university campus as a site of political potential.

Building C, Level 2 Concourse

monash.edu/muma/public-art







Indigenous ways of knowing.



**MUMA** (Monash University Museum of Art)

#### **BUILDING F - The Ian Potter Sculpture Courtyard**

MUMA hosts exhibitions, talks and workshops from national and international artists and is open to the public. monash.edu/muma



#### **ARCHITECTURE STUDIOS**

#### **BUILDING F, LEVELS 2/3**

At Monash, the 'studio' allows students to experiment, learn and explore. Studio learning models the way artists, architects and designers work with clients.



#### **WOOD AND METAL WORKSHOPS BUILDING E**

Work with wood, metals and plastics and other materials gaining hands-on skills. You'll learn traditional fabrication techniques and integrate them with emerging technologies.



counselling and psychology services

for all students.

### **EXPLORE OUR CONTEMPORARY ART SPACES**

MADA Gallery is used for teaching and exhibitions by students, researchers and local and international creative practitioners.

Intermission Gallery is a working gallery operated by students for aspiring artists, art writers and curators.

Galleries are open to public. Discover what's on homeonash.edu/mada/events



