

Undergraduate - Semester 1, 2023

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

ARTS AND HUMANITIES

ADVERTISING		
ADV10001	Principles of Advertising	
ADV20001	Advertising Issues: Regulation, Ethics & Cultural Considerations	
ADV30001	Advertising Media Planning and Purchasing	
ARTS		
<u>ART10002</u>	Grand Challenges: Dystopian Present-Utopian Futures	
<u>ART30001</u>	The Grand Challenges	
LIN10001	Introduction to Languages	
CHINESE LANC	GUAGE	
<u>CHI10005</u>	Introductory Chinese A	
<u>CHI20001</u>	Intermediate Chinese A	
<u>CHI20004</u>	Chinese for Business	
<u>CHI30006</u>	Readings in Modern Chinese Literature	
CRIMINOLOGY	/ 	
<u>CRI20001</u>	Policing: Systems and Practice	
<u>CRI30010</u>	Youth Justice and Crime	
HISTORY		
<u>HIS10003</u>	Global History	
<u>HIS30002</u>	Gender and History	
<u>HIS30007</u>	War and Peace in the 20 th Century	
<u>HIS30012</u>	History, Politics and Human Rights	
AUSTRALIAN IN	NDIGENOUS STUDIES	
<u>INS10001</u>	Connecting with Culture: Indigenous Australian Experiences	
<u>INS20004</u>	Resistance, Activism and Empowerment	
<u>INS30001</u>	Indigenous Enterprise and Entrepreneurship	
<u>INS30003</u>	Contemporary Communities	
ITALIAN LANG	UAGE	
<u>ITA10003</u>	Introductory Italian A	
<u>ITA20009</u>	Intermediate Italian A	

JOURNALISM	
<u>IOU10004</u>	News Writing
JOU10007	Media Content Creation
10U20002	Reporting Public Forums
<u>IOU20006</u>	Media, Law and Ethics
IOU20007	Media Production
IOU30001	Investigative Journalism
0030011	Specialist Reporting
JAPANESE LA	
IPN10013	Introductory Japanese A
IPN20013	Intermediate Japanese A
IPN30019	Advanced Japanese A
LITERATURE	
LIT10002	Writing Fiction
LIT20001	Reading, Writing and Criticism
LIT20002	Australian Writing and Cultural Change
LIT20004	Exploring Iconic Texts
PHILOSOPHY	
PHI10001	History of Ideas
PHI10002	Introduction to Philosophy
PHI10003	Critical Thinking
<u>PHI20001</u>	Environmental Philosophy
<u>PHI30008</u>	Ethics
POLITICS	
POL10001	Australian Politics
POL20009	Dictators and Democrats: Comparative Politics
POL20010	International Relations and Security Studies
POL20011	Conflict Resolution
POL30009	Critical Perspectives On Terrorism
POL30017	European Union
POL30018	Cyber Crime and Security
PROFESSION	AL WRITING AND EDITING
<u>PWR10002</u>	Editing for Writers
<u>PWR30002</u>	Novel Writing
Sociology	
<u>SOC10004</u>	Sociological Foundations
<u>SOC10012</u>	Global Perspectives on Modernity
<u>SOC20003</u>	Families, Relationships and Sexuality
<u>SOC20013</u>	Race, Ethnicity and Migration
<u>SOC30013</u>	Global Gender and Sex
<u>SOC30016</u>	Technology, Bodies and the Lifecourse
<u>SOC30019</u>	Social Science Research Methods
SOCIAL SCIEN	NCES
LIN10001	Introduction to Languages

AVIATION

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<u>AVA10001</u>	Introduction to Aviation
<u>AVA10005</u>	Aviation Regulation and Operations
<u>AVA20001</u>	Human Factors and Performance in Aviation
<u>AVA20002</u>	Airport Planning, Operation and Management
<u>AVA20004</u>	Internal Combustion and Gas Turbine Engines
<u>AVA20005</u>	Aircraft Structures
<u>AVA20007</u>	Current and Future Airline Technological Operational Concept
<u>AVA20009</u>	Airspace Management & Air Traffic Services
<u>AVA20010</u>	Aviation Legal Framework
<u>AVA30003</u>	Flight Operations for Managers
<u>AVA40001</u>	Aviation Research Topics
<u>AVA40002</u>	Aviation Honours Project Part 1
	Aviation Research Project Part 1 (Only if student is studying for
<u>AVA40004</u>	12 months)
	Aviation Business Research Project 1 (Only if student is studying
<u>AVA40006</u>	for 12 months)

BUILT ENVIRONMENT AND ARCHITECTURE

ARCHITECTURE	
ARC10003	Contexts of Architectural History
<u>ARC20001</u>	Architectural Design Studio 2 (Construction)
<u>ARC20004</u>	Architectural Engineering Studio 2
<u>ARC30001</u>	Architectural Design Studio 4 (Construction)
<u>ARC30003</u>	Architectural Communication 2
<u>DIA10001</u>	Construction 1: Building Systems and Materials
<u>DIA10005</u>	Interior Architecture Communication
<u>DIA20001</u>	Construction 2: Building Services and Documentation Packages
<u>DIA20003</u>	Interior Architecture Digital Documentation 1
<u>DIA20004</u>	Interior Architecture Studio 2: Place, Space and Human
<u>DI/(2000 1</u>	Experience
<u>DIA20005</u>	Interior Architecture Studio 3: Design Exploration
<u>DIA30002</u>	Interior Architecture Digital Documentation 2
<u>DIA30004</u>	Interior Architecture Studio 4 - Sustainability
<u>DIA30005</u>	Philosophy of Interior Architecture
<u>DIA40001</u>	Capstone: Interior Architecture Practice 1
<u>DID10001</u>	Product Visualisation 1: 2D and 3D Exploration
<u>DID10003</u>	Product CAD: 3D Modelling
<u>DID10006</u>	Materials, Finishes and Form
<u>DID10007</u>	Design Ethnography
<u>DID20001</u>	Design Psychology and Emotion Studio
<u>DID20002</u>	Design for Manufacture 1: Materials and Processes
<u>DID20007</u>	Product Visualisation 2: Digital Sketching
<u>DID20008</u>	Product Visualisation 3: Surface Modelling and Rendering

DID30001	Design for Manufacture 2: Advanced Manufacture	
<u>DID30003</u>	Products in Context: Theories of Industrial Design	
<u>DID30005</u>	Innovation Design Studio Capstone – Research	
<u>DID30007</u>	Strategic Design Innovation	
<u>DID40001</u>	Capstone: Industrial Design major Project 1	
INTERIOR AND INDUSTRIAL DESIGN		
<u>DPD20001</u>	Product CAD	
<u>DPD20002</u>	Product Design Engineering Studio	
DPD30001	Advanced Product Design	
<u>DPD40002</u>	Global Design	

BUSINESS

ACCOUNTIN	ACCOUNTING		
ACC10007	Financial Information for Decision Making		
ACC10008	Financial Information Systems		
ACC20007	Management Accounting for Planning and Control		
<u>ACC20013</u>	Company Accounting		
<u>ACC20014</u>	Management Decision Making		
<u>ACC30003</u>	Forensic Accounting		
<u>ACC30005</u>	Taxation		
<u>ACC30008</u>	Accounting theory		
<u>ACC30009</u>	Analysis for Competitive Advantage		
<u>ACC30010</u>	Auditing		
BUSINESS			
<u>BUS10012</u>	Innovative Business Practice		
<u>BUS30009</u>	Industry Consulting Project		
<u>SCM30002</u>	Understanding Risk Management		
<u>BUS30024</u>	Advanced Innovative Business Practice		
ECONOMICS			
<u>ECO10004</u>	Economic Principles		
<u>ECO20003</u>	Managerial Economics and Strategy		
<u>ECO20004</u>	Macroeconomic Policy		
ECO30002	Economic Policy in Society		
ENTREPRENE	URSHIP		
<u>ENT10001</u>	Entrepreneurship and Opportunity		
<u>ENT10002</u>	Creativity and Innovation		
<u>ENT20006</u>	Lean Start-up Springboard		
<u>ENT30010</u>	Contemporary Issues in Entrepreneurship and Innovation		
FINANCE			
<u>FIN10002</u>	Financial Statistics		
<u>FIN10003</u>	Principles of Financial Planning		
FIN20013	Banking Operations and Governance		
<u>FIN20014</u>	Financial Management		
FIN20015	Ethics and Client Relationships		
FIN30013	International Trade and Finance		

<u>FIN30014</u>	Financial Risk Management
<u>FIN30016</u>	Management of Investment Portfolios
<u>FIN30019</u>	Retirement and Estate Planning
HUMAN RES	OURCE MANAGEMENT
<u>HRM10003</u>	Human Resource Management
<u>HRM20016</u>	Dynamics of Diversity in Organisations
<u>HRM20017</u>	Managing Workplace Relations
<u>HRM20020</u>	Performance Management and Innovation
<u>HRM30002</u>	International Human Resource Management
INTERNATION	NAL BUSINESS
<u>INB10002</u>	Foundations of International Business
INB20007	Global Business Cultures
<u>INB20009</u>	Managing the Global Marketplace
INB30013	International Finance and Law
BUSINESS IN	FORMATION SYSTEMS
INF10002	Database, Analysis and Design
INF10003	Introduction to Business Information Systems
INF20003	Requirements Analysis and Modelling
INF30003	Business Information Systems Analysis
INF30004	Business Intelligence and Data Visualisation
INF30011	Database Implementation
INF30020	Information Systems Risk and Security
INF30027	Business Information Systems Industry Project
<u>INF30029</u>	Information Technology Project Management
<u>INF30030</u>	Business Analytics
MANAGEMEN	NT
<u>MGT10001</u>	Introduction to Management
<u>MGT30005</u>	Strategic Planning in Dynamic Environments
HUMAN RES	OURCE MANAGEMENT
<u>HRM10003</u>	Human Resource Management
<u>HRM20016</u>	Dynamics of Diversity in Organisations
<u>HRM20017</u>	Managing Workplace Relations
<u>HRM20020</u>	Performance Management & Innovation
<u>HRM30002</u>	International Human Resource Management
MARKETING	
<u>MKT10007</u>	Fundamentals of Marketing
<u>MKT20019</u>	Marketing Research
<u>MKT20021</u>	Integrated Marketing Communication
<u>MKT20023</u>	Marketing Channel Design and Integration
<u>MKT20024</u>	Product and Service Innovation Management
<u>MKT20025</u>	Consumer Behaviour
<u>MKT20031</u>	Marketing and Innovation
<u>MKT20032</u>	Frontiers in Digital Marketing
<u>MKT30015</u>	Marketing and Communication Information and Decision Making
<u>MKT30016</u>	Marketing Strategy and Planning

<u>MKT30017</u>	Branding, Innovation and Design		
<u>MKT30018</u>	Marketing Insights		
ORGANISATI	ORGANISATIONAL BUSINESS		
<u>ORG20002</u>	Business and Society		
<u>ORG20003</u>	Organisational Behaviour		
<u>ORG30002</u>	Leadership in Context		
<u>ORG30003</u>	Sustainable Organisational Design		
PUBLIC RELA	PUBLIC RELATIONS		
PUB20002	Public Relations Theory and Practice		
<u>PUB20003</u>	Public Relations Writing		
<u>PUB30001</u>	Events Management		

DESIGN

BRANDED ENVIRONMENTS		
DBE30001	Innovation and Technology in the Branded Environment	
DBE30002	Branded Environment Design Studio 1	
DESIGN		
DCO10001	Concepts and Narratives	
DCO10002	Digital Design	
DCO10003	Packaging Design	
DCO10004	Photography for Design	
DCO10005	Typography	
DCO10007	Visual Communication Studio	
<u>DCO20001</u>	Brand and Identity Design	
<u>DCO20003</u>	Information Design	
<u>DCO20004</u>	Web Design	
<u>DCO20009</u>	Typography for Print and Interactive Publication	
<u>DCO30001</u>	Communication Design Capstone Project	
<u>DCO30002</u>	Design for Production	
<u>DCO30011</u>	Industry Workshops	
<u>DCO30017</u>	Communication Design Strategy	
<u>DDD10001</u>	20th Century Design	
<u>DDD10006</u>	Introductory Design Studio	
<u>DDD20003</u>	Exhibition Design	
<u>DDD20004</u>	Contemporary Design Issues	
<u>DDD20009</u>	Photography and Art Direction	
<u>DDD20012</u>	Experimental Image-Making Processes	
DDD20015	Interaction Design for Web	
<u>DDD20022</u>	3D Modelling for Objects and Environments	
<u>DDD20023</u>	3D Character Modelling	
<u>DDD30004</u>	Furniture Design	
<u>DDD30006</u>	Design Thinking	
<u>DDD30011</u>	Compositing for Visual Effects	
DDD30013	Publication Design	

DDD30015	Visual Storytelling	
DDD30019	Web Marketing and Advanced Usability	
<u>DDD30021</u>	Digital Video Compositing	
<u>DDD30028</u>	3D Character Design and Animation	
<u>DDD30039</u>	Industry Projects	
<u>DDD40004</u>	DFM: Global Innovation & Interdisciplinary Collaboration 2	
<u>DDD40006</u>	DFM: Design for Science & Technology 2	
<u>DDD40007</u>	Industry Engagement and the Problem Solving Space	
<u>DDD40012</u>	DFM Toolbox: Innovation and Interdisciplinary Collaboration 1	
<u>DDD40014</u>	Advanced Industry Projects	
DIGITAL MEDIA DESIGN		
<u>DDM10005</u>	Imaging for Narrative and Storyboards	
<u>DDM10006</u>	Typography for Screen and Motion	
<u>DDM20003</u>	Digital Video Camera Techniques	
<u>DDM30001</u>	Digital Media Design Capstone Project	
<u>DDM30005</u>	Digital Media Design New Technologies	
DESIGN FACTORY		
<u>DES20057</u>	Toolbox for Prototyping and Interdisciplinary Collaboration	
DES30066	Innovation Challenge Project	

EDUCATION

<u>EDU10002</u>	Understanding Language and Literacy
<u>EDU10003</u>	The World of Maths
<u>EDU10004</u>	Theories of Teaching and Learning
<u>EDU10005</u>	Indigenous Education and Perspectives
EDU20001	Developing Literacy
EDU20002	Mathematics in Practice
<u>EDU20005</u>	Sustainable Education and Perspectives
EDU20014	Social and Emotional Learning
EDU30002	Science and Technology
EDU30005	Understanding and Supporting Inclusion
<u>EDU30006</u>	Families, Community and Citizenship
<u>EDU30009</u>	Mathematics in the Primary Classroom
<u>EDU30013</u>	Supporting Diversity and Equity
EDU30014	Health and Physical Education
<u>EDU30063</u>	Teaching English
<u>EDU40001</u>	The Healthy and Active Child
<u>EDU40002</u>	Play and Environment
<u>EDU40007</u>	Integrated Studies
EDU40011	Teaching the Humanities

ENGINEERING

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ENG10001	Engineering, Design and Innovation
<u>ENG10002</u>	Engineering Materials
<u>ENG10003</u>	Mechanics of Structures
<u>ENG10004</u>	Digital and Data Systems
<u>MME30001</u>	Engineering Management 1
<u>MME40001</u>	Engineering Management 2
<u>CSM20002</u>	Design of Temporary Structures
<u>CSM30001</u>	Project and Construction Planning
<u>CSM30003</u>	Construction Quality and Practices
<u>CVE20001</u>	Topographical Engineering
<u>CVE20002</u>	Computer Aided Engineering Civil
<u>CVE20004</u>	Geomechanics
<u>CVE30001</u>	Urban Water Resources
<u>CVE30002</u>	Design of Steel Structures
<u>CVE30003</u>	Transport Engineering
<u>CVE40002</u>	Structural Design of Low Rise Buildings
<u>CVE40008</u>	Final Year Research Project 1 (Civil)
<u>CVE40009</u>	Final Year Research Project 2 (Civil)
ELECTRICAL A	ND ELECTRONIC ENGINEERING
<u>EEE20001</u>	Digital Electronics Design
EEE20002	Circuits and Systems
EEE20006	Circuits & Electronics 1
EEE30001	Analogue Electronics 2
EEE30002	Electrical Power Systems
<u>EEE40002</u>	Integrated Circuit Design
<u>EEE40011</u>	Final Year Research Project 1 (BET)
<u>EEE40012</u>	Final Year Research Project 2 (BET)
<u>EEE40014</u>	Hardware-Software Codesign
MECHANICAL	ENGINEERING
<u>MEE20001</u>	Thermodynamics 1
<u>MEE20002</u>	Computer Aided Engineering Mechanical
<u>MEE20003</u>	Fluid Mechanics 1
<u>MEE20004</u>	Structural Mechanics
<u>MEE30001</u>	Materials and Manufacturing 2
<u>MEE30002</u>	Control Engineering
<u>MEE30003</u>	Machine Design
<u>MEE40003</u>	Machine Dynamics 2
<u>MEE40005</u>	Human Factors
<u>MEE40008</u>	Final Year Research Project 1 (Mechanical)
<u>MEE40009</u>	Final Year Research Project 2 (Mechanical)
PRODUCT DES	
PDE40002	Final Year Research Project 1 (PDE)
ROBOTICS AN	D MECHATRONICS

<u>RME30002</u>	Control & Automation		
<u>RME40005</u>	Final Year Research Project 1 (Robotics and Mechatronics)		
<u>RME40006</u>	Final Year Research Project 2 (Robotics and Mechatronics)		
SOFTWARE DE	SOFTWARE DEVELOPMENT AND ENGINEERING		
<u>SWE20001</u>	Development Project 1 - Tools and Practices		
<u>SWE20004</u>	Technical Software Development		
<u>SWE30003</u>	Software Architectures and Design		
<u>SWE30010</u>	Development Project 2 - Design, Planning and Management		
<u>SWE30011</u>	IoT Programming		
<u>SWE40001</u>	Software Engineering Project A		
TELECOMMUN	TELECOMMUNICATIONS AND NETWORK ENGINEERING		
<u>TNE10005</u>	Network Administration		
<u>TNE10006</u>	Networks and Switching		
<u>TNE20002</u>	Network Routing Principles		
<u>TNE30003</u>	Communications Principles		
<u>TNE30009</u>	Network Security and Resilience		
<u>TNE30012</u>	Secure Remote Access Networks		
<u>TNE30018</u>	Enterprise Network Server Administration		
<u>TNE30019</u>	Unix for Telecommunications		
<u>TNE30023</u>	Advanced Switching		
<u>TNE40001</u>	Broadband Multimedia Networks		

FILM AND TELEVISION

DIGITAL CONTENT	
<u>DIG10003</u>	Digital Content Management
<u>DIG10007</u>	Introduction to Digital Imaging
<u>DIG20001</u>	Digital Narratives
<u>DIG20005</u>	User Experience Design
<u>DIG30001</u>	Digital Marketing Project 1
<u>DIG30003</u>	Advertising Technology
FILM AND TEL	EVISION
FTV10003	Screen Literacy and Contemporary Cinema
<u>FTV10004</u>	Scriptwriting and Directing: Short Narrative Film
<u>FTV10005</u>	Sound Design and Acquisition
<u>FTV10007</u>	Postproduction and Editing
<u>FTV10008</u>	Production Techniques
FTV20002	Cinematography and Lighting: Film Production
FTV20004	Cinematography and Lighting: Broadcast Video
FTV20005	The Australian Screen
FTV20010	Scriptwriting and Directing: Non-Fiction Production
FTV20011	Scriptwriting and Directing: Short Film Production
<u>FTV30005</u>	Hollywood Cinema
<u>FTV30006</u>	Production for Digital Platforms
<u>FTV30014</u>	Major Project: Screen Writing

<u>FTV30016</u>	Sound Design For Screen
<u>FTV30017</u>	Screen Production Capstone: Project Development
<u>FTV40005</u>	Movies and Research Methods
<u>FTV40010</u>	Major Project: Production

GAMES AND ANIMATION

ANIMATION	
<u>ANI10001</u>	Introduction to Animation
<u>ANI10002</u>	2D Production Techniques for Animation
<u>ANI10003</u>	History of Animation
<u>ANI20001</u>	Advanced Character Design for Animation
<u>ANI20002</u>	Writing and Directing for Animation
<u>ANI30001</u>	Major Project: Development & Pre-Production
GAME DESIGN	
<u>GAM10001</u>	Introduction to Game Studies
<u>GAM20001</u>	Introduction to Games Production
<u>GAM20002</u>	Pervasive Game Design Lab
<u>GAM30001</u>	Physics of Games
<u>GAM30002</u>	Games & Interactivity Project 1
<u>GAM30005</u>	Behaviour and Motivation in Games

HEALTH

HEALTH SCIENCE	
<u>HEA10001</u>	Introduction to Health Sciences
<u>HEA10004</u>	Digital Health Foundations
<u>HEA20002</u>	Professional Internship - Health
<u>HEA20009</u>	Health Informatics
<u>HEA40001</u>	Advanced Research Methods in Health Sciences
<u>HEA40002</u>	Honours Research Training
<u>HEP20002</u>	Health Promotion and Disease Prevention
NEUROSCIENC	CE CE
<u>NEU20004</u>	Neurological Monitoring
<u>NEU20006</u>	Neurophysiology
<u>NEU20007</u>	Neuroimaging
<u>NEU30002</u>	Sleep & Attention
<u>NEU30004</u>	Higher Cortical Functions
<u>NEU30007</u>	Advanced Topics in Neuroscience
<u>NEU40001</u>	Neuropsychology Methods
<u>NEU40002</u>	Neuroscience Methods
NUTRITION	
<u>NTR10001</u>	Introduction to Nutrition
<u>NTR20002</u>	Nutrition in the Life Course
<u>NTR20003</u>	Physiology in Medical and Health Sciences

NTR30001	Nutrition for Health Priorities	
PUBLIC HEALTH		
<u>PEH20002</u>	Food Science	
<u>PEH30002</u>	Evidence and Evaluation in Health Contexts	
<u>PEH30003</u>	Safe Food Production	
SPORTS SCIEN	ICE	
<u>SPH10010</u>	Introduction to Exercise and Sport Science	
<u>SPH20010</u>	Fundamental Principles of Biomechanics	
<u>SPH20012</u>	Exercise Physiology 1	
<u>SPH20014</u>	Principles of Strength and Conditioning	
<u>SPH30001</u>	Exercise and Nutritional Physiology	
<u>SPH30010</u>	Exercise, Health and Disease	
<u>SPH30014</u>	Industry Project	
<u>SPO10002</u>	Introduction to Sports Psychology	
STATISTICS, D	ATA SCIENCE AND EPIDEMIOLOGY	
<u>STA10003</u>	Foundations of Statistics	
<u>STA20006</u>	Analysis of Variance and Regression	
<u>STA20009</u>	Epidemiology	
<u>STA20010</u>	Statistical Computing	
<u>STA30003</u>	Health Statistics	
<u>STA30004</u>	Data Mining	

INFORMATION TECHNOLOGY

COMPUTER SCIENCE	
<u>COS10003</u>	Computer & Logic Essentials
<u>COS10005</u>	Web Development
<u>COS10009</u>	Introduction to Programming
<u>COS10011</u>	Creating Web Applications
<u>COS10022</u>	Introduction to Data Science
<u>COS20001</u>	User-Centred Design
<u>COS20007</u>	Object Oriented Programming
<u>COS20012</u>	Data Communications and Security
<u>COS20019</u>	Cloud Computing Architecture
<u>COS30002</u>	Artificial Intelligence for Games
<u>COS30008</u>	Data Structures and Patterns
<u>COS30019</u>	Introduction to Artificial Intelligence
<u>COS30020</u>	Web Application Development
<u>COS30041</u>	Creating Secure and Scalable Software
<u>COS30043</u>	Interface Design and Development
<u>COS30045</u>	Data Visualisation
<u>COS40003</u>	Concurrent Programming
INFORMATION AND COMMUNICATION TECHNOLOGY	
<u>ICT30001</u>	Information Technology Project
<u>ICT30010</u>	e-Forensic Fundamentals

<u>ICT40001</u>	Honours Research Project
<u>ICT40003</u>	Honours Research Project A
<u>ICT40004</u>	Honours Research Project B
<u>ICT40005</u>	Research Methods
<u>ICT40010</u>	Research Report A
<u>ICT40011</u>	Research Report B

LAW

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LAW10004	Introduction to Business Law
LAW10010	Introduction to Australian Law & Statutory Interpretation
LAW10011	Contract Law
LAW10014	Torts
LAW10015	Criminal Law & Procedure
LAW10024	Criminal law & Processes
LAW20013	Property Law
LAW20019	Law of Commerce
LAW30002	Finance Law

MEDIA AND COMMUNICATION

COMMUNICATIONS	
<u>COM10007</u>	Professional Communication Practice
<u>COM30002</u>	Professional Practice: Client and Agency Management
MEDIA STUDIE	S
<u>MDA10001</u>	Introduction to Media Studies
<u>MDA10003</u>	Screen Studies, Movies, Television, and Ourselves
<u>MDA10008</u>	Global Media Industries
<u>MDA20009</u>	Digital Communities
<u>MDA20010</u>	The Media in Australia
<u>MDA30006</u>	Media and Communications Project A
<u>MDA30009</u>	Radio, Audio and Podcasting
<u>MDA30016</u>	Screen Technology and Culture
<u>MDA30017</u>	Media Analytics and Visualisation
<u>MDA30019</u>	Sound and the Screen
PUBLIC RELATIONS	
<u>PUB20002</u>	Public Relations Theory and Practice
<u>PUB20003</u>	Public Relations Writing
<u>PUB30001</u>	Events Management

PSYCHOLOGY

PSY10003	Psychology 100
<u>PSY20007</u>	Developmental Psychology
<u>PSY20011</u>	Human Factors Psychology
PSY30003	Psychology Project
PSY30008	Psychology of Personality
<u>PSY30014</u>	Applied Social Psychology
SPORTS PSYCHOLOGY	
<u>SPO10002</u>	Introduction to Sports Psychology

SCIENCE

<u>NPS30001</u>	Research Skills Project
<u>NPS30002</u>	Research Skills in Science
<u>NPS30003</u>	Grand Challenges in Science
<u>NPS40007</u>	Honours Project A
<u>NPS40008</u>	Honours Project B
<u>NPS40010</u>	Research and Professional Skills
BIOCHEMISTRY	
<u>BCH20002</u>	Introduction to Biochemistry
<u>BCH30003</u>	Advanced Biochemistry
<u>BCH40002</u>	Honours Lectures Part A
<u>BCH40003</u>	Advanced Lectures Part B
BIOLOGY	
<u>BIO10001</u>	Concepts of Biology
BIO10004	Anatomy and Physiology
<u>BIO20002</u>	The Microbial World
BIOMEDICAL SCIEN	NCES
<u>BME40004</u>	Medical and Regulatory Practice
<u>MBP10001</u>	Technology & Data Acquisition
<u>MBP20009</u>	Medical Imaging Systems
<u>MBP20011</u>	Clinical Practicum 1 - Neuro
<u>MBP30007</u>	Physiological Signals
CHEMISTRY	
<u>CHE10001</u>	Chemistry 1
<u>CHE10002</u>	Chemistry 2
<u>CHE10004</u>	Introduction to Chemistry
<u>CHE20006</u>	Analytical and Forensic Chemistry
<u>CHE20009</u>	Spectroscopy and Instrumentation
<u>CHE30005</u>	Advanced Analytical Chemistry
<u>CHE30009</u>	Surface and Colloid Chemistry
<u>CHE40003</u>	Chemistry Honours Lectures Part A
<u>CHE40004</u>	Chemistry Honours Lectures Part B
FORENSIC SCIENC	E
<u>FOR10001</u>	Introduction to Forensic Psychology

<u>MTH00007</u>	Preliminary Mathematics	
<u>MTH10008</u>	Aviation Mathematics	
<u>MTH10012</u>	Calculus and Applications	
<u>MTH10013</u>	Linear Algebra and Applications	
<u>MTH20010</u>	Mathematics 3A	
<u>MTH20014</u>	Mathematics 3B	
<u>MTH30003</u>	Numerical and Computational Mathematics	
PHYSICS		
<u>PHY10001</u>	Energy and Motion	
<u>PHY10002</u>	Introduction to Physics	
<u>PHY10004</u>	Electronics and Electromagnetism	
<u>PHY20004</u>	Modern Optics	
<u>PHY20007</u>	Physics 2A	
<u>PHY30001</u>	Photonics & Fibre Optics	
<u>PHY30003</u>	Thermal Physics and Statistical Mechanics	
<u>PHY40001</u>	Electromagnetic Waves	
<u>PHY40009</u>	Physics Honours Lectures	
<u>PHY40010</u>	Physics Honours Advanced Lectures	
ENVIRONMENT	AL	
<u>ENV30001</u>	Environmental Biology	
ENV30003	Environmental Management	