Bachelor of Creative Industries (Visual Arts) (KK33)

Year offered: 2011
Admissions: No
CRICOS code: 056186M
Course duration (full-time): 3 years
Domestic Fees (indicative): 2011: CSP $2,912 per semester (indicative)
International Fees (indicative): 2011: $10,875 (indicative) per semester
Domestic Entry: February
International Entry: February; July
QTAC code: 421712
Past rank cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.
Past OP cut-off: Admission to course is based on portfolio and previous academic achievement. Please refer to Additional Entry Requirements.
OP Guarantee: Yes
Assumed knowledge: English (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.qut.edu.au/assumed-knowledge
Total credit points: 288cp
Standard credit points per full-time semester: 48cp
Course coordinator: Head, Undergraduate Studies
Discipline coordinator: Mr Mark Webb
Campus: Kelvin Grove

Course Structure
In order to complete the course, students must undertake four Creative Industries Core Units, 12 discipline or specified units relating to the chosen major and eight Unit Options.

Limits on grades of 3
A new policy concerning grades of 3 came into effect from 1 January 2009 (QUT MOPP C/5.2). With effect from this date grades of 3 are no longer considered a conceded or low pass but are classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. Further information is available on the Student Services website

Course structure for students who commenced in 2007 or earlier

Important Notice
Students who commenced this course in 2007 or earlier should contact their faculty (using the Discipline Contact email address above) for relevant course enrolment advice.

Potential Careers:
Art Project Manager, Artist, Arts Administrator, Curator, Media Industry Specialist, Multimedia Designer, Visual Artist, Web Designer.