The Doctor of Creative Industries (DCI), QUT’s dynamic professional doctorate, is nestled in the nexus of industry and research. It is the course for experienced practitioners, leaders in their field, looking to gain informed insight and expand their knowledge of the critical and conceptual tools necessary to make innovative contributions to their industry.

Coursework combines advanced critical reflection with real world projects across in-depth doctoral-level research. As a candidate you will pursue higher degree academic research with the support of your peers and the guidance of a supervisory team that includes academic and industry mentors.

Each year the course attracts highly skilled, experienced, professionals from diverse creative backgrounds. Dancers, artists, teachers, entrepreneurs, architects, journalists, publishers, designers, amongst others, find themselves working together in a community of practice. This cohort-based approach encourages and develops an ongoing critical dialogue between your research and professional practice.

Why choose this course?
The DCI is a course for the curious, for those who seek to understand their practice and their field in much greater depth across a sustained investigation. You will underpin your industry leading practice with advanced analytical, conceptual and creative skills in one or more of the following areas:

- artistic and design practice;
- related professional work in a range of government and corporate settings;
- creative enterprise and innovation;
- tertiary creative industries teaching practices.

Flexible delivery
Designed with you and your busy schedule in mind, the DCI is delivered across a small number of intensives augmented with online materials and support across a cohort based model. You won’t feel like you’re working on your own, and places are limited, so your work is richer.

Egil Kipste
Real research

‘I chose QUT because I was impressed with the doctorate, its staff and their support of students. Under the guidance of my wonderful supervisors, I have published my research as a directing handbook. In this way my professional work and academic research will have a lasting legacy.’
Doctor of Creative Industries

Entry requirements
- A relevant four-year bachelor degree with first-or second-class division A honours, or
- An appropriate masters degree, and
- Two years of practice at an advanced level in a position of responsibility in the creative industries.

Alternative entry for outstanding leaders in creative industries:
- A minimum of five years practice at an executive level and currently in a position of influence in the creative industries, and
- An extensive track record of executive achievement in the workplace or in professional practice

Minimum English requirements
Students must meet the English proficiency requirements.

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<th>IELTS (International English Language Testing System)</th>
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<td>Overall</td>
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Course structure
The degree consists of 288 credit points; 24 credit points of coursework (12cp in semester 1, year 1, 12cp in semester 2 year 1) and 264 credit points of thesis development, delivered across three major milestones. In consultation with supervisors, all coursework is scaffolded towards completion of the first Major Milestone.

Candidates undertake multiple day, on-campus, Summer and Winter study schools in the commencing year. The unit, KKP601 Approaches to Research in Creative Industries (12cp) forms the basis of Summer School program and KKP603 Research in the Creative Sector (12cp) forms the basis of the Winter School program. Second and third year candidates attend research workshops and presentations aligned with the Summer and Winter Schools. Candidates will develop a high level of research skill and analysis and through the thesis, make an original contribution to knowledge and their professional practice.

Careers and outcomes
This course facilitates a nuanced and refined understanding of practice, enabling highly-skilled, leading artistic and design practitioners, and those engaged in creative enterprise or teaching in the creative industries, to break new ground and lead their field in innovative thinking.