Master of Design (Research) (KK60)

Year offered: 2013
Admissions: Yes
CRICOS code: 077690K
Course duration (full-time): 1.5 years
Domestic Fees (indicative): Aust citizens or PRs will be awarded an RTS/RTA place or a QUT sponsorship for tuition fees.
Start month: February, July
Deferment allowed: No
Total credit points: 192
Standard credit points per full-time semester: 48
Course coordinator: Professor Evonne Miller/Associate Professor Marcus Forth
Discipline coordinator: Associate Professor Evonne Miller
Campus: Gardens Point
Attendance: Part-time, Full-time
Additional Requirements:

Three-year qualified entry requirement:
- a relevant three-year bachelor degree, normally with a minimum grade point average of 5.5 (on a 7-point scale), and
- relevant professional experience.

Four-year qualified entry requirement:
- a relevant four-year bachelor degree with honours, and
- relevant professional experience.

Course highlights
- Be at the forefront of innovative design practice and thinking.
- Meet the growing demand for advanced design skills within business and development.
- Be part of our vibrant, collaborative and multidisciplinary research culture and connect with other researchers within the creative industries.
- Available across seven key design fields: architecture, fashion, industrial design, interior design, interactive and visual design, landscape architecture, and urban design.
- Work closely with design researchers with expertise across design-led research topics – where people, place, products, process and technologies meet.
- Get the intellectual support you need to further develop a depth of knowledge in your chosen area.
- Learn how to incorporate practice-led research into your design career, or develop your research and design thinking skills for an academic or business career.
- Leverage your experience as a designer or professional in the design industry, to develop your own design project to suit your interests.

Details:
The Master of Design (Research) is a unique interdisciplinary program at the forefront of design practice, design learning and design research, shaping the next generation of innovative design thinkers to question assumptions, push boundaries and use design research processes to tackle the key challenges of the twenty-first century.

The program offers designers, and professionals in other related areas, the opportunity to translate your practical professional expertise and creative design interests into a postgraduate research degree, where you'll develop new design research knowledge and skills through the development of a thesis or creative design project in your chosen research area. It offers a new pathway towards a more research-focused career in industry or academia, suitable for those seeking intellectual support in the development of a design idea, wishing to incorporate practice-led research into your design practice, or interested in further postgraduate study.

As a candidate you will be immersed in a vibrant, collaborative and multidisciplinary research culture, supported to develop skills in design research and follow your own research passion. You will work closely with and be supervised by School of Design researchers from seven diverse disciplinary groupings (architecture, fashion, industrial design, interior design, interactive and visual design, landscape architecture, and urban design), who have a breadth and depth of expertise in design-led research topics at the intersection of people, place, products, process and technologies.

A major strength of the program is that it offers theoretical and practical grounding in the latest innovative design research methodologies, tools and analyses, allowing you to develop advanced knowledge and skills relevant to your own specific area of research focus. Through a research methodology unit and seminars, you'll be connected to other researchers in the creative industries and exposed to the range of interdisciplinary qualitative and quantitative methodologies used in the design research process.

Design projects
Develop a project to suit your interests. Past examples include:
- Sustainability and innovation in design
UNIT SYNOPSES

AMN400 CONSUMER BEHAVIOUR
This unit provides an introduction to the area of consumer behaviour and a forum for discussion of theory and research in the field. The current state of consumer behaviour research will be reviewed and some of the emerging trends in the area are explored through several avenues of assessment. The unit provides the environment for students to conduct their own research in areas that are relevant, of interest to them and reflect the interdisciplinary nature of consumer behaviour.

Antirequisites: MIN419  Equivalents: AMX400  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point and External  Teaching period: 2013 SEM-1 and 2013 SEM-2

BEN610 PROJECT MANAGEMENT PRINCIPLES
This unit serves as an introduction to project management as a fundamental skill for all postgraduate coursework students in built environment and engineering. It offers an overview of the framework, processes and key knowledge areas of project management.

Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2013 SEM-1 and 2013 SEM-2

DAN125 CONTEMPORARY ARCHITECTURAL CULTURE
This unit provides the opportunity for the students to become aware of and to debate the innovative and advanced projects and critical thinking in the international field of architecture of the contemporary time. It provides the framework in which the student can locate individual research and design activities. It prepares the student to make informed and creative decisions in professional life. Teaching and learning takes place through three forms of structured activity: lectures, tutorials, and online.

Equivalents: ADN014, ADB014  Credit points: 12  Campus: Gardens Point  Teaching period: 2013 SEM-1

IFN001 ADVANCED INFORMATION RETRIEVAL SKILLS
Provides postgraduate research students with the skills to implement a thorough literature search in their research area and to contribute to life-long learning skills by improving students information literacy. The seven modules which form this unit include: the literature review, developing a search strategy; using the QUT and other libraries, database services, the Internet and its uses; developing a current awareness strategy; personal file management; evaluating information.

Credit points: 4  Contact hours: 12 in total  Campus: Gardens Point  Teaching period: 2013 SEM-1
Gardens Point and Kelvin Grove  Teaching period: 2013 SEM-1 and 2013 SEM-2

KCP407 APPLIED PROFESSIONAL COMMUNICATION
This unit hones your skills in professional communication and integrates the important skills of writing and presenting under a strategic planning framework. It includes a focus on leadership, teamwork, audience analysis, evaluation, and ethics.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

KIP401 CRITICAL PRACTICES IN VISUAL DESIGN
Communication Design deals with visual communication and the creation of meaning through images. This unit will introduce you to the principles, production and presentation of visual design and communication.
Antirequisites: KIB101, KIB801  Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1 and 2013 SEM-2

KIP402 DESIGNING INTERACTIONS
This unit further develops interface design skills for communications technologies including design priorities, visual systems, refinement of concepts, project analysis and problem solving through presentation models.
Antirequisites: KIB102, KIB802  Credit points: 12  Contact hours: 3.5 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-2

KIP403 USER EXPERIENCE DESIGN
This unit provides an introduction to theories and skills underpinning the application of multimedia technology with the Creative Industries, providing a foundation of conceptual and practical skills related to contemporary modes of electronic hypermedia production, communication and publishing.
Antirequisites: KIB103, KIB807  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

KIP412 ADVANCED PRACTICE IN INTERACTIVE AND VISUAL DESIGN
This unit builds on up to dated knowledge and techniques through experimental and innovative production activities with practical and realistic approaches. Through the exploration of current interactive, animation and visual design issues, you will develop design discourse and visual design principles to enhance your interactive, animation, visual design and communication capacities.
Prerequisites: Admission into KK86MJR-INVISDN - Interactive and Visual Design Major  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1

KKP001 ENTREPRENEURSHIP IN THE CREATIVE ECONOMY
Entrepreneurial skills are valuable assets to both the creative practitioner and creative industries management. This unit outlines the effectiveness of an entrepreneurial education in the creative economy. This unit aims to provide the creative industries practitioner/management with an understanding of the theory and practice of entrepreneurship by integrating the concepts, definitions, skills and techniques required for an entrepreneurial approach to creative industries.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1 and 2013 SEM-2

KKP002 20:20 VISION: IMAGINING THE CREATIVE FUTURE
One condition of late modernity is rapid change and an increasing rate of change. This unit will address the drivers of change, the impact change has now and is likely to have in the mid term and how the creative industries formulation responds to these larger societal forces. Understanding of the dynamics of these forces is crucial for creative industries practitioners and professional in order to shape a future characterised by the creation of innovative action, forms and thought.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2013 SEM-1 and 2013 SEM-2

KKP615 GRADUATE SEMINAR
At the postgraduate level, it is important that, as researchers, you connect your project to larger research issues and activities across the creative industries. This seminar-based unit fosters a culture of discussion and debate amongst creative industries research candidates. The seminars offer you the opportunity to share the outcomes of your research and discuss the writing of the thesis/exegesis. This unit is taken during the latter half of candidature when you are best able to report on your research.
Prerequisites: KKP601 or KKP624  Equivalents: KKN200  Credit points: 12  Contact hours: 2 per week  Campus: Kelvin Grove and External  Teaching period: 2013 SEM-1 and 2013 SEM-2

KKP624 APPROACHES TO DESIGN RESEARCH
As you commence your postgraduate research degree, this unit plays a key role in introducing you to appropriate forms of enquiry for your own research, and providing you with the philosophies, frameworks, methodologies and protocols for planning, implementing and evaluating that research within a Design and Creative Industries context.
Prerequisites: Admission into IF49 or KK51 or KK59 or
KK60  **Antirequisites:** KKP601  **Credit points:** 12  
**Campus:** Kelvin Grove  **Teaching period:** 2013 SEM-1 and 2013 SEM-2