DIPLOMA OF ARTS

Program Information

The Diploma of Arts provides a pathway into various bachelor degrees at Adelaide University. There are 2 streams of the Diploma: Communication and Media Arts. You may have been granted exemption from some modules depending on your academic results. These will be listed in your offer letter.

All Arts students are required to complete Language Development Module 1 (LDM100) in their first trimester (unless exempted). Although LDM100 does not count towards the study load or GPA, **a non-graded pass is required for graduation.**

	Stage 1	Study Load	Units
LCOM01	Language & Communication (A)	25%	4.5
LCOM02	Language & Communication (B)	25%	4.5
ITS002	Information Technology Studies (B)	25%	4.5
ACCT01	Accounting A	25%	4.5
DESN01	Design (A)	25%	4.5
DESN02	Design (B)	25%	4.5
PSY01	Psychology (A)	25%	4.5
PSY02	Psychology (B)	25%	4.5

	Stage 2	Study Load	Units
COMM1083	Social Media and Society	25%	4.5
INFT1019A	Cinematic Design^ **(M)** AMA only	25%	4.5
INFT1015A	Hollywood Film and Television^ **(M)** AMA only	25%	4.5
COMM1065	Professional and Technical Communication	25%	4.5
GRAP1018	Computer Graphics and Imaging for Design **(CW)**	25%	4.5
COMM1057	Public Relations Theory and Practice^ ACO only	25%	4.5
INFT1014	Introduction to Digital Media **(M)**	25%	4.5
COMM1006	Communication and Media	25%	4.5
BEHL1004	Psychology 1B^ ACO only	25%	4.5
LANG1054	Intercultural Communication	25%	4.5

^Not available every trimester - check when enrolling

Communication (ACO) Pathways	Media Arts (AMA) Pathways

Please refer to the following website for information on Pathways:
https://www.eynesbury.edu.au/programs/international/diploma-programs/arts/

All classes (unless otherwise specified) are held at City East Campus (CE)
(M) This class is held at Magill Campus
(CW) This class is held at City West Campus

Program Outline

Tertiary Preparation

Language Development Module 1
This module is designed to provide students with opportunities to review, develop and practice the English language systems and skills required to successfully participate in an undergraduate degree program. Successful completion of this module is required for graduation.

Stage 1

Accounting (A)
In this module students will learn how to create, maintain and analyse a detailed and accurate system that displays the finances of a business or organization.
 Students acquire knowledge and skills related to the accounting process for organisation and business applications. They understand the processes involved in generating, recording, classifying, analysing, interpreting, and reporting accounting information for effective decision-making. They learn how to interpret the financial information of an accounting entity and how to convey this information to interested users.

Language & Communication (A & B)

The purpose of this module is to help English as an Additional Language (EAL) students communicate effectively in the cultural and academic context of an Australian University. The module aims to improve students' written and spoken command of English to a level appropriate for entry into first year undergraduate studies.
Emphasis will be placed on reading and interpreting academic texts as well as learning to write formally and objectively with appropriate and consistent referencing. Students will develop their listening skills and learn to convey information, explain their point of view clearly, and substantiate their argument.

These modules will provide students with the necessary language, research and critical enquiry skills which will be valuable in their progression through university and tertiary studies.

Design (A & B)
The study of Design provides students with opportunities to develop an understanding of key design concepts and principles, and their application in environmental, graphic and/or product design. Students acquire knowledge related to the design process and factors affecting design outcomes in both historical and contemporary settings. This module is recommended for all students who intend to study a design pathway at university or indeed any student wishing to develop an understanding of design theory and practice.

Psychology (A & B)

The study of psychology helps students to understand their own behaviour, and that of others. While psychological knowledge is often applied to the assessment and treatment of mental health problems, it is also used to understand and solve problems in many different contexts. As current findings are based on empirical evidence, psychology is both a basic and an applied science. To ensure success in this subject, it is important that you are well prepared for class by ensuring that all class and homework tasks are completed, and if you experience difficulty at any stage during the module, please seek additional assistance immediately.

Information Technology Studies (B)

This module provides students with opportunities to develop an understanding of Artificial Intelligence, and its impact on humanity and the way we work. Students acquire knowledge and skills related to databases and the use of MS Access. Students also learn skills in terms of using Microsoft Excel and how to use formulae for computing and analysing data in Excel.

Stage 2

Social Media and Society
This course will develop students' understanding of social media's role in transforming societies globally and will prepare students to engage digitally as responsible citizens and as professionals.

Communication and Media
In this module students will be introduced to the fundamental approaches to human communication and to the development, use and role of communication & media technologies in human society.

Intercultural Communication
Students will develop their understanding of linguistic and cultural diversity, including that of Aboriginal and other indigenous peoples, and explore its implications for intercultural communication in the contemporary world.

Professional and Technical Communication
This module introduces students to a wide range of professional and technical texts, and develops students' skills in planning, drafting, evaluating& editing both written and visual content.

Computer Graphics and Imaging for Design
In this module students will develop knowledge & skills in using industry standard illustration, image editing and page layout software to produce effective print publications for different purposes and target audiences.

Introduction to Digital Media
This module introduces students to the fundamental practice-led research and creative design principles, processes, skills, and media production techniques required for use within and across a variety of digital formats.

Public Relations Theory and Practice ^
This module introduces fundamental theoretical principles and practise underpinning various forms of public communication. It provides an understanding of the political, economic, social and technological context of organisations' communication approaches, particularly public relations and advertising.

Psychology 1B ^
Students will be introduced to the history & philosophy of psychology, personality psychology (including theories of personality, methods of assessing personality and individual differences), social psychology (including interpersonal behaviour, attitudes and discourse) and the major theories of human childhood development.

Cinematic Design ^
Students will explore the underlying existence of consistent rules in the ways that nature, design & the processes of digital media software all operate and will develop an appreciation of how an understanding of these elements can empower and enrich design practice.

Hollywood Film and Television ^
This module will explore film and media history as it connects to different storytelling strategies and uses of film styles.

^ Not available every trimester - check when enrolling