

BABRFD16 - Bachelor of Branded Fashion Design

1. About the Bachelor of Branded Fashion Design

The Bachelor of Branded Fashion Design is an AQF 7 qualification designed to provide graduates with a well-developed theoretical and technical base of coherent branded commercial fashion design knowledge and skills, closely aligned with industry demands and expectations. The Bachelor of Branded Fashion Design enables opportunity for discipline-specific enquiry in one or more complementary specialist areas, leading either to graduate-level employment in the design sector or to further research-based enquiry or specialised design study at a post-graduate level.

Graduate employment opportunities

The Bachelor of Branded Fashion Design is designed to provide graduates with a well-developed theoretical and technical base of coherent commercial fashion design and industry knowledge and skills, complemented with specialist expertise in one or more areas, for graduate-level employment in generalist and specialist fashion industry roles, including:

- Design
- Buying
- Production
- Planning
- Merchandising
- Retail
- Brand Management
- Marketing
- Sales Management
- Digital Content Creator
- Creative Director
- Stylist
- Product Developer
- Fashion Events Producer
- Garment Technician
- Print Developer
- Fashion Illustrator

Course Overview

Course Title	Bachelor of Branded Fashion Design		
Study Options – Domestic Australian students	Face to Face delivery Online delivery Full-time and part-time options available.	Study Options – International students	International students on a student visa must not enroll into any more than a third or 33% of online subjects over their course and must study at least one subject that is face to face in each trimester. International students on a student visa are required to study full time, i.e. the student must complete a minimum of 1.0 EFTSL of study per year.
Start Dates	February, June, September For specific dates visit the website	Course Length	Full-time: 3 years Part-time: 6 years
Payment Options - Domestic Australian students	Upfront payment This means tuition fees will be invoiced each trimester and payment is required on or before the due date. FEE-HELP FEE-HELP is Australian Government's loan scheme for higher education degree courses. It can assist you in paying for all, or part of, your course fees. Repayments commence via the tax system once your income rises above a minimum threshold. Just like with any other debt, a FEE-HELP debt is a real debt that impacts your credit rating.	Payment Options – International students	Upfront payment This means tuition fees will be invoiced each trimester and payment is required on or before the due date.

Course study requirements	Each subject involves 10 hours of study per week, comprising 3 hours of facilitated study and 7 hours self-directed study.	Assessment	Practical assignments, research projects, presentations and reports
Locations	Sydney, Melbourne, Brisbane, Online	Delivered by	Billy Blue College of Design at Torrens University Australia
Provider	Torrens University Australia Ltd is registered as a self-accrediting Australian university by the Tertiary Education Quality and Standards Agency (TEQSA).	CRICOS Course Code	090293C
Provider obligations	Torrens University is responsible for all aspects of the student experience, including the quality of course delivery, in compliance with the Higher Education Standards 2015	Accrediting body	Torrens University Australia Ltd
Course Fees	For details, refer to the website .	Any other fees	For details, refer to the website .

2. Essential requirements for admission

The general admission criteria that apply to Torrens University Australia courses can be located by visiting the Torrens University Australia website - <https://www.torrens.edu.au/general-admission-information-for-torrens-university-australia-ltd>.

3. Student Profile

The table below gives an indication of the likely peer cohort for new students in this course. It provides data on students who commenced in this course in the most relevant recent intake period, including those admitted through all offer rounds and international students studying in Australia.

Applicant background	Trimester one / Full year intake [2021]	
	Number of students	Percentage of all students
(A) Higher education study (includes a bridging or enabling course)	12	7%
(B) Vocational education and training (VET) study	56	33%
(C) Work and life experience (Admitted on the basis of previous achievement not in the other three categories)	N/A	N/A
(D) Recent secondary education:	68	40%
International students	33	20%
All students	169	100%

Notes: “<5” – the number of students is less than 5.

N/A – Students not accepted in this category.

N/P – Not published: the number is hidden to prevent calculation of numbers in cells with less than 5 students.

4. Admission Criteria

Title of course of study	Bachelor of Branded Fashion Design
Applicants with higher education study	<ul style="list-style-type: none"> A completed higher education qualification at AQF level 5 (diploma) or above, or equivalent, from an Australian University or another accredited higher education provider OR Successful completion of at least 1 EFTSL (equivalent full-time student load, or one full year) of an AQF level 6 (Associate Degree) or above, or equivalent, from an Australian University or another accredited higher education provider
Applicants with vocational education and training (VET) study	<ul style="list-style-type: none"> A completed vocational education qualification at AQF level 4 (Certificate IV) or above, or equivalent, from a registered training organisation (RTO) OR Successful completion of at least 1 EFTSL (equivalent full-time student load, or one full

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	year) of an AQF level 5 (Diploma) or above, or equivalent, at a registered training organisation (RTO)
Applicants with work and life experience	<p>Demonstrated ability to undertake study at the required level:</p> <ul style="list-style-type: none"> • broadly relevant work experience (documented e.g. CV), demonstrating a reasonable prospect of success; OR • formal, informal or non-formal study, completed or partially completed, demonstrating a reasonable prospect of success; OR • written submission to demonstrate reasonable prospect of success; OR • discipline specific portfolio (art and/or design).
English Language Proficiency (applicable to international students, and in addition to academic or special entry requirements noted above)	Equivalent IELTS 6.0 (Academic) with no skills band less than 5.5
Applicants with recent secondary education (within the past two years) with ATAR or equivalent* (for applicants who will be selected wholly or partly on the basis of ATAR)	Completed year 12 or equivalent

**ATAR profile for those offered places wholly or partly on the basis of ATAR in T1 2021:*

(ATAR-based offers only, across all offer rounds)	ATAR (OP in QLD) (Excluding adjustment factors) *
Highest rank to receive an offer	N/A
Median rank to receive an offer	N/A
Lowest rank to receive an offer	N/A

*Notes: * "<5" – indicates less than 5 ATAR-based offers were made*

Other admission options

(For applicants who will be selected on a basis other than ATAR)

Special Entry	<p>Applicants in any category whose study, work or life experiences have been impacted by disability, illness or family disruption will be given special consideration for admission. Each application will be considered on its merit, based on the evidence supplied by the applicant attesting to the circumstances of the applicant. Applicants for special entry may need to complete written or numerical tasks to assist with assessing eligibility for admission.</p>
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5. How to apply

Via direct application to the institution

- <https://apply.torrens.edu.au/b2b/fcta/>

6. Advanced standing/academic credit/recognition of prior learning (RPL)

You may be entitled to credit for prior learning, whether formal or informal. Formal learning can include previous study in higher education, vocational education, or adult and community education. Informal learning can include on the job learning or various kinds of work and life experience. Credit can reduce the amount of study needed to complete a degree.

Applicants admitted based on prior higher education study may be eligible for Advanced Standing in the form of credit and/or recognition of prior learning (RPL) under the Torrens University Australia [Credit Policy](https://www.torrens.edu.au/policies-and-forms) - (<https://www.torrens.edu.au/policies-and-forms>).

- Students with completed subjects may be eligible for specified credit and/or elective exemptions
- Students who have completed a qualification at AQF level 5 (diploma) or above may be eligible for block credit (where a block credit agreement exists)
- Students with a mix of formal study and informal and/or non-formal learning may be eligible for recognition of prior learning in addition to any credit approved.

Credit will not be applied automatically. Applicants must apply for credit and/or RPL as early as possible prior to each study period, with applications not accepted after week 2.

For further information about credit and recognition of prior learning please see <http://www.torrens.edu.au/apply-online/course-credits>.

7. Where to get further information

- Torrens University Australia (TUA) Website
 - <https://www.torrens.edu.au/>
- Universities Admissions Centre (UAC) Website
 - <http://www.uac.edu.au/>

- Quality Indicators for Learning and Teaching (QILT) Website
 - <https://www.qilt.edu.au/>

8. Additional Information

Course Structure

The course structure comprises eight common core subjects, 15 specialised and one elective subject in Level 300 as follows:

- Level 100: three common core subjects; five specialised subjects
- Level 200: three common core subjects; five specialised subjects
- Level 300: two common core subjects; five specialised subjects; one elective subject

* Electives available to students in this course may be selected from the elective bank and can be taken from any Torrens University course at the appropriate level with approval from the Program Director (or delegate).

Course Rules

To be awarded the Bachelor of Branded Fashion Design, students will need to complete 240 credit points over 24 subjects as outlined in the Course Structure. Each subject has a value of 10 credit points.

Subjects

SUBJECT DETAILS
SUBJECT TITLE, DESCRIPTOR
Level 100
<p>DCX101- Design Context</p> <p>Design Context is a foundational subject that introduces students to the designed world and their place within it. Students are encouraged to explore the interconnected nature of design and its capacity to inspire change, drive progress and navigate complex challenges. Through observation, research and iterative approach students will develop a series of creative responses that demonstrate an awareness of the value of design and its ability to create meaningful interactions for people, communities and their environments.</p>
<p>FA101A- Fashion Illustration</p> <p>Fashion Illustration introduces students to the skill of visual representation and communication through the art of drawing. It acknowledges drawing as a fundamental skill of the designer, and its importance in communicating design ideas. Students will cultivate an understanding of balance, proportion, and shape through observational drawing skills. Through visual rendering techniques of various surfaces, fabrics and structures, students gain insight into the manner in which different materials and fabrics drape, shape and change on the human body. This subject underpins the development of fundamental principles of fashion design as well as the capacity of the student to visually communicate their designs.</p>
<p>FA110A- Fashion Technical Drawing and CAD</p>

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<p>Fashion Technical Drawing and CAD provides a solid foundation for students to develop the hand drawing and computer drawing skills which will be used throughout their course and their career.</p> <p>Students establish hand-drawing skills to depict and explore technical and construction details for garments. Building upon these hand drawing skills, students are introduced to Computer Aided Design (CAD) methods and folio layouts specific for branded fashion. Students produce a series of digital folios that demonstrate their understanding of garment construction through both hand and digital drawing techniques.</p>
<p>DSO102- Design Studio 1</p> <p>This subject explores the relationship between materials and storytelling. It introduces students to the attributes of materiality and encourages them to re-imagine the possibilities of creating through making. Students will explore the art of paper folding, developing skills and taking creative risks. These results will be captured digitally and altered using the appropriate software. Individual tasks allow students to develop an understanding and appreciation of materials, their many varied uses, properties, and the sustainable manufacturing processes related to them. Students will progress towards determining suitable materials in which to construct their final model with its form and function contextualised and supported by a documented process journal.</p> <p>Their final submission will be a model that reminds us that stories which fill our lives are not only spoken and written but sometimes are best told through craft.</p>
<p>FA111A- Fashion Studio 1: Sewing and Construction</p> <p>Through the exploration of a variety of cutting, sewing and finishing techniques, students are introduced to the importance of shape, form, line, and volume in garment construction. Industry terminology is defined through the execution of a variety of sewing samples and methods. Students familiarise themselves with the various components that make up a garment and the interrelationships between those components. Applying this knowledge, students execute and assemble a self-designed garment and will make decisions about the most appropriate construction techniques for that garment. Throughout their time in the sewing workroom, students will apply Work Health and Safety (WHS) practices in their workroom practice. Students participate in a Sewing Skills program – a series of additional sewing workshops that run concurrently with their formal study. These two-hour workshops provide students with an opportunity to further develop their garment construction skills.</p>
<p>FA112A- Fashion Studio 2: Drape and Design</p> <p>In Fashion Studio 2, students develop foundational design studio practice skills and knowledge. Through idea generation, fabric manipulation and draping students' progress their ideas and translate these into a commercial garment design. Students gain a deeper understanding of design elements and principles as key design concepts by conceptualising and producing 2D and 3D design outcomes. These design outcomes inform the student's final garment production in Fashion Studio 1: Sewing and Construction.</p>
<p>DSO103 Design Studio 2</p> <p>Design Studio 2 offers an introduction to the building blocks of creating and developing brands and is designed to give students a broad understanding of the stages and methodologies adopted in the brand development process. The subject draws on the theory and practice that sits behind brand creation. It covers the broad spectrum of brand</p>

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<p>development, values, trends and branding techniques, as well as fundamentals such as brand positioning and brand architecture.</p> <p>The subject also explores the relationship between branding and audiences, cross-cultural influences and shifts in consumer behaviour. Students must first understand and apply the fundamentals of branding and then go on to use that knowledge as the basis for developing and progressing a brand. This theoretical and practical subject will equip students with the knowledge and insight with which to build their own branding expertise.</p>
<p>FA106A Fashion vs Clothing</p> <p>In this subject, students are introduced to various social, political and design influences that have defined historical fashion periods. Examination of several case studies of fashion occurrences will inform students of the issues, attitudes and foundations that may lead up to the formation of a fashion, the role of the designer in that process and its effect on general dress behaviour as a result. Students will analyse and apply knowledge of the history of fashion to reflect on the fashion design process and the development of their own design handwriting whilst extending technical drawing and illustration skills. Students continue to develop their technical proficiency and ability to accurately communicate their design outcomes as they are introduced to specialist software applications and techniques.</p>
Level 200
<p>DSO201 Design Studio 3</p> <p>The subject introduces business practices such as costing, time management, value engineering and general models of monetising and valuing output typical of a variety of design industries.</p> <p>Case study analyses of a typical design industry business practices, domestic and international, acquaint students with the differences and similarities that exist. Students learn about contractual agreements, and where appropriate become familiar with international shipping and distribution terms as well as an introduction to design copyright laws. Initial overview of time allocation practices and the creation and understanding costing terms such as: Bill of Material (BOM) /Scope of Work / Deliverables used in typical projects is followed by application. Students plan a project from start to finish through to the development of an appropriate project management plan for their industry such as time management charts with typical dependencies highlighted and costed.</p>
<p>FA210A- Global Fashion Systems</p> <p>This subject develops students understanding of the complex inter-relationships that exist within Global Fashion Systems and how brands develop their position within or across market classifications. Students examine the concept of fashion market classification through the analysis of international retail, design, production, and technological system influences upon particular market segments. Students are also engaged in exploring emerging systems that will be the future of the industry. Students are exposed to case studies, cultural readings and analysis of contemporary fashion systems, designers, and brands. Through this investigation, insight is provided into the roles that different consumer segment behaviours have in the development of brand positioning and design outcomes. Producing a series of design folios, students continue to advance their technical drawing, fashion illustration and software skills through the development of design outcomes relevant to defined market segments of the student's choosing.</p>

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<p>FA211A- Digital Print Designs</p> <p>Digital Print Design provides students with the opportunity to develop both their textile knowledge and skills in manually and digitally generating original prints and colours for commercial print. Emphasis will be placed on the relationship between textile type, print design and surface, applying knowledge of fabric composition, properties and performance. Students develop their knowledge of colour theory and its relationship to fabric and fabric designs, integrating colour in the development of a range of print designs (placement and repeat). Students will use both analogue and digital processes to produce their work and develop a portfolio that demonstrates their understanding of the theory and application of colour and print design. Students have the opportunity to develop and print a fabric strike-off of their design. The brief will require students to undertake a small research project to forecast colours and patterns. Importantly this work will be carried out with ongoing reflection on issues of copyright and cultural appropriation and its application to commercial print design.</p>
<p>PBL202 Problem Based Learning Studio</p> <p>The aim of this subject is to trigger student learning with a problem which needs resolution. Students make connections to the challenge by activating their individual and collective prior knowledge and finding resources to make sense of the phenomenon; they also engage in peer learning through small-group discussions and consolidate their learning through reflective writing. Beyond enabling students to make sense of the concepts and subject matter, this learning experience will also help students develop an understanding of themselves and their contexts, and the ways and situations in which they learn effectively.</p>
<p>FA203A- Tech and Specs for Fashion</p> <p>Technical (techs) and specification (specs) packs are essential communication tools for commercial fashion production. This core subject lays the foundation for students to develop and complete documentation required for garment production. These skills will be essential to their final collections and throughout their career. The emphasis of the subject is on accurately detailing and depicting the key details of fashion products in order to facilitate the sampling and manufacture of garments within a collection based on design, size specifications and product details. Students will also be introduced to the product costing process for commercial fashion design and production. Students design a capsule collection based on research into a brand of their choice and the outcome of this project is a portfolio and industry standard tech and spec pack typically used for onshore and offshore production.</p>
<p>FA208A Enterprise Management Systems</p> <p>Enterprise Managements Systems provides a management framework that can be used by a design team to streamline and monitor the product development process from conception through to production and product delivery.</p> <p>Students develop their ability to plan seasonal projects and allocate jobs in a studio setting. Students:</p> <ul style="list-style-type: none"> • Critically analyse the typical production workflow and systems of commercial fashion enterprises • Identify the tasks and functions undertaken by a design team

SUBJECT DETAILS	
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<ul style="list-style-type: none"> • Develop a Gantt chart to timetable and manage project workflow, including allocation of tasks and responsibilities • Build budgets based on forecasts and evaluate performance 	
<p>Students will engage with software that will enable them to develop cost sheets and a Bill of Materials (BoM) relevant to a commercial collection.</p>	
<p>DDD203 Discover, Define, Develop, Deliver</p> <p>The myth of innovation is that brilliant ideas leap fully resolved from the minds of geniuses. The reality is that most innovation comes from a process of rigorous examination through which great ideas are identified and developed before being realised as new offerings and capabilities. This subject introduces Problem Based Learning (PBL), mapped out as the 'Double Diamond', the collaborative process by which the designer's sensibilities and methods are employed to integrate the needs of people, the possibility of technology and the requirement for business success. In this subject, students examine a range of possible ideas – divergent thinking; before refining and narrowing down to the best idea – convergent thinking. To discover which ideas are best, the creative process is iterative. Ideas are developed, tested and refined many times, with weak ideas dropped in the process. This cycle is an essential part of a good design strategy.</p>	
<p>FA212A- Fashion Studio 3 – Shape, Form and Design</p> <p>Fashion Studio 3 continues to develop the students' understanding of garment construction to establish commercial design outcomes. The subject focuses on 3D shape and form and industry recognised technical skills. Through sewing exercises and the process of draping fabric on a dress form, students compile a catalogue of basic shape blocks and construction samples, alongside an industry standard technical pack. Students extend this practice of experimental fabric manipulation to create garments that reflect specific design solutions, developing these ideas into a series of technical drawings. At the conclusion of this design process, students develop and manufacture a sample look from the developed range with an emphasis on technical engineering, innovation, and design structure.</p>	
Level 300	
<p>SEN301 Social Enterprise</p> <p>Social Enterprise is an exciting theoretically-based subject that is driven by the desire to create positive change through entrepreneurial activities. These activities harness design thinking and problem-solving processes in the realisation of pragmatic, viable project proposals from initiation to client presentation. By providing students with a framework to understand business model generation and the skills to source, evaluate, and measure opportunities through systematic research and competitor analysis, Social Enterprise empowers students to conceptualise, develop and propose new ventures and products that focus primarily upon social change for good. In addition, this subject will help students understand and address the practical challenges of working within this environment; to analyse different entrepreneurial business strategies, to explore diverse funding strategies, as well as incorporate theoretical discussions on major trends and issues in the social economy. Social Enterprise enables students to appreciate the power of creativity in problem-solving and the importance of the designer's role in making a difference and precipitating change.</p>	

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<p>FA310A- Major Project 1: Pre-Collection Folio</p> <p>In this subject, students continue to develop their knowledge of digital applications used in the presentation of brand and product. Emphasis is given to the nature and purpose of fashion representation in an evolving digital landscape, including e-commerce and social media. Students will explore the most relevant and effective way to represent the brand that they have created. This will be based on their acquired knowledge of the different aspects of sales, promotional, marketing and technical information employed in the industry. The subject is designed from a professional perspective and addresses key industry requirements. It draws on the student's ability to communicate their brand and designs impactfully in order to generate sales. Major Project 1: Pre-collection Folio is a precursor to the student's final graduate collection.</p>
<p>FA311A- Major Project 1: Pre-Collection & Production</p> <p>This subject provides students with the opportunity to demonstrate and apply their previous learning by designing a co-ordinated seasonal collection for a brand of their own creation. Students will be required to conduct research within a self-identified market of interest to determine needs and opportunities within that market to develop a branded solution. In response to the research findings emphasis is placed upon the relationships of individual pieces, their fabrication and manufacturing techniques and the relevance of the collection to the identified market segment. The subject is also designed to demonstrate the student's ability to visually communicate the technical aspects of the garments they have designed to a production team. The culmination of this subject is a designed seasonal collection curated appropriately to typical industry standards. Students are expected to demonstrate their flexibility and creative problem-solving acumen to execute a minimum of one look from the collection and present it to a panel for critique and feedback. Major Project 1: Pre-collection and production is a precursor to the student's final graduate collection.</p>
<p>FA312A- Major Project 2: Final Collection Design</p> <p>Major Project 2: Final Collection Design is part of the major work series of subjects that make up the student's final year of study and forms the basis of their final graduate collection. Students conduct in-depth research of their fashion market and target segment to further develop their brand and its products. As they design and develop a commercial collection, students will liaise with various sections of the industry relevant to their brand and product. This engagement provides real industry experience and further develops student's problem solving and communication skills. From the collection, students will produce a small group of coordinated garments or products which will be manufactured either physically or in a digital format. At the culmination of this subject, each student will individually present their final collection to an industry panel for critique.</p>
<p>FA313A- Major Project 2: Final Collection Production</p> <p>Major Project 2: Final Collection Production is part of the major work series of subjects that make up the student's final year of study and presentation of their final graduate collection. In this subject, students are required to apply their digital design knowledge to produce a technical portfolio containing CADs, construction methods, size specifications and costings that facilitate communication between the designer and the production team in the manufacture of garments. The outcome is an industry standard technical folio of the product range designed and manufactured in FA307A Major Project 2 Final Collection Design. The</p>

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document will provide evidence of the student's understanding and familiarity with the principles and practices of the industry. Students will be required to manage their own work, including industry liaison, so that production and presentation deadlines can be met.
<p>FA314A- Industry Portfolio</p> <p>Industry Portfolio is part of the major work series of subjects that make up the student's final year of study and presentation of their final graduate collection. The outcome of this subject is the development and production of a digitally produced marketing and merchandising brand pack. Students extend on their brand essence and rationale created in FA307A Major Project 2 Final Collection Design by using photography, graphic design, or digital media design to communicate their brand assets and product line. In addition, this subject prepares students for entry into the workforce by exploring a broader understanding of design portfolios and the presentation of creative works to present a cohesive and authentic personal narrative. Supported by self-directed research, students evaluate contemporary styles, methods, and formats of presentation to deliver a portfolio and suite of materials that can be used to initiate industry connections.</p>
<p>WIL302- Work Integrated Learning OR WIL302B- Work Integrated Learning (Industry Live Brief)</p> <p>This subject is designed to provide students with professional experience in an area related to their field of study or the career they are working towards. There are two work integrated learning options available to students:</p> <p>Option 1: Internship</p> <p>Students are offered the opportunity to work within a professional design environment for an extended period. Students will undertake a series of research tasks, conducting interviews and gathering data in order to understand the key concepts in managing a professional design practice with emphasis placed on the operation of the professional design environment.</p> <p>Option 2: Industry Live Brief</p> <p>This subject requires students to respond to criteria set within the context of an Industry Live Project. An understanding of research methodologies appropriate to professional practice and the documentation of personal creative investigation will be explored. The subject is delivered from a cross discipline perspective and draws on both discipline specific and common design practices.</p>

Locations

The Bachelor of Branded Fashion Design can be studied fully online or at the below Torrens University Campuses:

- Sydney: Level 1, 46-52 Mountain Street, Ultimo NSW Australia 2007
- Melbourne: 196 Flinders St, Melbourne, VIC 3000
- Brisbane: 90 Bowen Terrace, Fortitude Valley, QLD, 4006

Campus Facilities and Services

All campuses are designed to provide students with professional spaces in which to learn and work. They have been planned with student study needs in mind with well-equipped accessible learning spaces as well as student breakout areas for group work and spending time with friends.

Facilities and Services include:

- The Customer Service Hub – our friendly and experienced staff can give help and advice about courses, your enrolment and campus life, including all services and activities on campus.
- Counsellors are available for students to consult with on a range of personal issues
- Student wireless access throughout the Campus
- Student break-out and relaxed study spaces for group work
- Student lounge areas – most with microwaves, kitchenette facilities and vending machines
- The Learning Hub, home to the Learning Support Team, encompasses Learning Skills Advisors, Learning Technology Advisors, and Library & Learning Skills Officers. It provides an integrated, holistic support program for students throughout the study lifecycle within a library/collaborative study environment.

The service includes:

- Support and workshops with highly qualified staff in the areas of Academic skills, Library skills, and Technology skills, both on campus and online.
- Physical and digital resources relevant to studies, such as books, journals, multimedia, databases
- Self-check kiosks for library loans and print and copy facilities

A positive student experience

Torrens University Australia values the importance of a positive student experience, and therefore has robust processes to resolve student complaints. The Student Complaints Policy, and associated procedures, can be accessed from the [website](https://www.torrens.edu.au/policies-and-forms) (<https://www.torrens.edu.au/policies-and-forms>).

Paying for your qualification

We offer two payment options for this course:

- **Upfront payment**
If you want to complete your qualification debt-free you can choose to pay as you go. This means tuition fees will be invoiced each semester and payment is required on or before the due date using EFTPOS, credit card or direct transfer.

- **FEE-HELP**

FEE-HELP is Australian Government's loan scheme for higher education degree courses. It can assist you in paying for all, or part of, your course fees. Repayments commence via the tax system once your income rises above a minimum threshold. Just like with any other debt, a FEE-HELP debt is a real debt that impacts your credit rating.

Further information about FEE-HELP, including eligibility, is available at:

- FEE-HELP website:
<http://studyassist.gov.au/sites/studyassist/help-payingmyfees/fee-help/pages/fee-help->
- FEE-HELP booklets:
<http://studyassist.gov.au/sites/studyassist/helpfulresources/pages/publications>

Austudy and Abstudy

Students enrolled in this course may be eligible for government assistance, such as [Austudy](#) or [Abstudy](#).