

# BBUS\_BBFD15 Bachelor of Business and Bachelor of Branded Fashion Design

## 1. About the Bachelor of Business and Bachelor of Branded Fashion Design

If you're struggling to decide whether to pursue a career in the creative or business industries or have dreams of wanting to start your own creative business, our brand new suite of design and business double degrees are the perfect solution – plus you can graduate in as little as just three years so you can start your career as soon as possible. Studying a double degree gives you a flexible range of skills to explore different career options and obtain a unique and broad set of skills to put you ahead in your career. The combination of a business degree and a degree in design with your preferred specialisation, offers you the flexibility to pursue multiple career paths upon graduation and gives you the skills, knowledge, and confidence to launch your own creative business or go after leading roles in established agencies. Hybrid roles are the way of the future, and the double degree will equip you with the necessary know-how to be able to operate in a business centric role like marketing, however with the skillset to execute and manage creative requirements.

### Graduate employment opportunities

Bachelor of Business + Bachelor of Branded Fashion Design double degree offers graduates broad career opportunities across multiple industries.

Graduate and future roles could include:

- Branded Fashion Designer
- Brand Specialist
- Art Director
- Creative Director
- Business Owner / Manager
- Coordinator or Assistant Manager
- Operations Manager
- Marketing Manager
- Partnership Manager
- Buyer
- Entrepreneur
- General Manager

## Course Overview

|   |  |   |  |
|---|--|---|--|
| <b>Course Title</b>                                   | <b>Bachelor of Business and Bachelor of Branded Fashion Design</b>   |   |  |
| <b>Study Options – Domestic Australian students</b>   | Face to Face delivery<br>Full-time and part-time options available.  | <b>Study Options – International students</b>   | International students on a student visa must not enrol 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.<br><br>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. |
| <b>Start Dates</b>                                    | February, June, September<br>For specific dates visit the <a href="#">website</a>  | <b>Course Length</b>                            | Full-time: 4 years<br>Part-time: 8 years   |
| <b>Payment Options - Domestic Australian students</b> | <b>Upfront payment</b><br>This means tuition fees will be invoiced each trimester and payment is required on or before the due date.<br><br><b>FEE-HELP</b><br>FEE-HELP is Australian Government’s loan scheme for higher education degree courses.<br><br><i>Further information within this Course Information Sheet</i><br><br>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. | <b>Payment Options – International students</b> | This means tuition fees will be invoiced each trimester and payment is required on or before the due date.<br><br><i>Further information within this Course Information Sheet</i>  |
| <b>Course study requirements</b>                      | Each subject involves 10 hours of study per week, comprising 3 hours of facilitated study and 7 hours self-directed study.   | <b>Assessment</b>                               | Practical assignments, research projects, presentations and reports  |
| <b>Locations</b>                                      | Sydney Campus  | <b>Delivered by</b>                             | Torrens University Australia   |

|                             |   |                           |   |
|-----------------------------|---|---------------------------|---|
|                             | Melbourne Campus<br>Brisbane Campus   |                           |   |
| <b>Provider</b>             | Torrens University Australia Ltd is registered as a self-accrediting Australian university by the Tertiary Education Quality and Standards Agency (TEQSA).                                    | <b>CRICOS Course Code</b> | 090255J   |
| <b>Provider obligations</b> | Torrens University is responsible for all aspects of the student experience, including the quality of course delivery, in compliance with the <a href="#">Higher Education Standards 2015</a> | <b>Accrediting body</b>   | Torrens University Australia Ltd                    |
| <b>Course Fees</b>          | For details, refer to the <a href="#">website</a> .   | <b>Any other fees</b>     | For details, refer to the <a href="#">website</a> . |

## 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 [2020] |                            |
|--|---|----------------------------|
|  | Number of students                      | Percentage of all students |
| <b>(A) Higher education study</b><br>(includes a bridging or enabling course)  | N/A                                     | N/A                        |
| <b>(B) Vocational education and training (VET) study</b>   | N/A                                     | N/A                        |
| <b>(C) Work and life experience</b><br>(Admitted on the basis of previous achievement not in the other three categories) | <5                                      | N/P                        |

|   |     |            |
|---|-----|------------|
| <b>(D) Recent secondary education:</b> <ul style="list-style-type: none"> <li>Admitted solely on the basis of ATAR (regardless of whether this includes the consideration of adjustment factors such as equity or subject bonus points)</li> <li>Admitted where both ATAR and additional criteria were considered (e.g. portfolio, audition, extra test, early offer conditional on minimum ATAR)</li> <li>Admitted on the basis of other criteria only and ATAR was <b><i>not</i></b> a factor (e.g. special consideration, audition alone, schools recommendation scheme with no minimum ATAR requirement)</li> </ul> | <5  | N/P        |
| <b>International students</b>   | N/A | N/A        |
| <b>All students</b>   | <5  | <b>N/P</b> |

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

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| <b>Title of course of study</b>  | <b>Bachelor of Business and Bachelor of Branded Fashion Design</b>  |   |  |                                  |    |                                 |    |                                 |    |
|--|---|---|--|----------------------------------|----|---------------------------------|----|---------------------------------|----|
| <b>Applicants with work and life experience</b>  | <p>Demonstrated ability to undertake study at the required level:</p> <ul style="list-style-type: none"> <li>• broadly relevant work experience (documented e.g. CV), demonstrating a reasonable prospect of success; OR</li> <li>• formal, informal or non-formal study, completed or partially completed, demonstrating a reasonable prospect of success; OR</li> <li>• written submission to demonstrate reasonable prospect of success; OR</li> <li>• discipline specific portfolio (art and/or design).</li> </ul> |   |  |                                  |    |                                 |    |                                 |    |
| <b>English Language Proficiency</b><br>(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   |   |  |                                  |    |                                 |    |                                 |    |
| <b>Applicants with recent secondary education (within the past two years) with ATAR or equivalent*</b><br>(for applicants who will be selected wholly or partly on the basis of ATAR)  | Completed year 12 or equivalent   |   |  |                                  |    |                                 |    |                                 |    |
| <p><i>*ATAR profile for those offered places wholly or partly on the basis of ATAR in T1 2020:</i></p> <table border="1"> <thead> <tr> <th>(ATAR-based offers only, across all offer rounds)</th> <th>ATAR (OP in QLD)<br/>(Excluding adjustment factors) *</th> </tr> </thead> <tbody> <tr> <td>Highest rank to receive an offer</td> <td>&lt;5</td> </tr> <tr> <td>Median rank to receive an offer</td> <td>&lt;5</td> </tr> <tr> <td>Lowest rank to receive an offer</td> <td>&lt;5</td> </tr> </tbody> </table> <p><i>Notes: * "&lt;5" – indicates less than 5 ATAR-based offers were made</i></p> |   | (ATAR-based offers only, across all offer rounds) | ATAR (OP in QLD)<br>(Excluding adjustment factors) * | Highest rank to receive an offer | <5 | Median rank to receive an offer | <5 | Lowest rank to receive an offer | <5 |
| (ATAR-based offers only, across all offer rounds)  | ATAR (OP in QLD)<br>(Excluding adjustment factors) *  |   |  |                                  |    |                                 |    |                                 |    |
| Highest rank to receive an offer   | <5  |   |  |                                  |    |                                 |    |                                 |    |
| Median rank to receive an offer  | <5  |   |  |                                  |    |                                 |    |                                 |    |
| Lowest rank to receive an offer  | <5  |   |  |                                  |    |                                 |    |                                 |    |

## Other admission options

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

|                      |  |
|----------------------|--|
| <b>Special Entry</b> | 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. |
|----------------------|--|

## 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 Bachelor of Business and Bachelor of Communication Design is four years in duration for a full time student, or eight years duration for a part time student. The course structure comprises 25 core subjects, and 7 elective subjects over Levels 100, 200, and 300, as follows:

- Level 100: 10 core subjects + 2 electives.
- Level 200: 5 core subjects + 5 electives.
- Level 300: 10 core subjects.

The elective subject can be taken from levels 100 or 200.

\* Electives available to students may be chosen from the elective bank (please refer to the Course Structure on the Student HUB) or 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 Business and Bachelor of Branded Fashion Design, students will need to complete 320 credit points over 32 subjects as outlined in the Course Structure. Each subject has a value of 10 credit points.

### Subjects

| SUBJECT DETAILS   |
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| SUBJECT TITLE, DESCRIPTOR   |
| Level 100   |
| <p><b>DCX101 Design Context</b></p> <p>Design Contexts 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><b>BIZ101 Business Communications</b></p> <p>The aim of this subject is to provide you with the knowledge and skills to enhance your personal effectiveness, employability, and academic success. This subject introduces you to the concepts of business communications and transferable academic skills. You will examine the different stakeholders and communication contexts which occur in the internal and external business environment, developing the skills and knowledge to effectively interpret and deliver messages in a variety of business situations. This subject will provide you with essential business skills in information literacy, presenting, writing, academic integrity and the use of technology.</p> |
| <p><b>BIZ102 Understanding People and Organizations</b></p> <p>The aim of this subject is to develop an understanding of modern organisations, their structure and how people collaborate within these structures to achieve the organisations strategic objectives and deal with the uncertainty of the 21st Century economy. This knowledge will form a foundation of theoretical knowledge about organisational behaviour that will be built on in future subjects. Moreover, it will develop</p>  |

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| <p>the student's emotional intelligence and the understanding of their strengths and their application in the business context. These learning objectives will be achieved through a mixture of theoretical readings, class discussions and group projects focusing on how theoretical concepts apply to the work environment. Additionally, reflective journals will be used to apply theory to develop the students own professional capability.</p>  |
| <p><b>MKT101A Marketing Fundamentals</b></p> <p>Students will gain a solid foundation in the marketing discipline introducing relevant and contemporary concepts, theories and models. The unit magnifies the importance of understanding consumer behaviour, segmentation, targeting and positioning, the extended marketing mix and ethics in marketing. Industry relevance provides students with the opportunity of applying key concepts in practical settings. These marketing foundations are expanded on in other subjects available as electives.</p>  |
| <p><b>BIZ104 Customer Experience Management</b></p> <p>The 21st Century economy is dynamic and driven by customers ever changing wants and needs. To remain competitive businesses need to understand what their customers want and how to deliver a quality customer experience that goes beyond the product or service offering. This subject explores how a customers' perceptions – both conscious and subconscious – effect their relationship with a brand's value proposition. Students will explore how a customer's interactions with a brand during the customer life cycle will determine levels of customer satisfaction. Students will analyze Customer Journey Mapping techniques, Employees engagement in the customer experience strategy and metrics of satisfaction, loyalty and advocacy</p>   |
| <p><b>DSO102 Design Studio 1</b></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. 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><b>FA104A Introduction to Branded Fashion Technology Drawing</b></p> <p>This subject is twofold e.g. hand drawing and computer drawing skills development. Students develop hand-drawing skills to depict, show their understanding as well as explore technical and construction details for apparel. In addition students demonstrate their understanding of clothing history and fashion by isolating key recognisable garment design elements and principles specific to the identified historical periods. In addition to a folio with hand drawings, students develop a digital folio with fully annotated and proportionally correct garment drawings. In order to transfer their hand skill drawings they are introduced to CAD drawing methods and folio layout specific for branded fashion. By analysing and evaluating their hand drawings they select and synthesis these into a computer generated document.</p>   |
| <p><b>DSO103 Design Studio 2</b></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 development, values, trends and branding techniques, as well as fundamentals such as brand positioning and brand architecture. The subject also explores the relationship</p>  |

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| <b>SUBJECT DETAILS</b>   |
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| <b>SUBJECT TITLE, DESCRIPTOR</b>   |
| <p>between branding and audiences, cross-cultural influences and shifts in consumer behavior. 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><b>FA108A Fashion Studio Practice</b></p> <p>In this subject students develop foundational design studio practice skills and knowledge in fashion creation. Students acquire specialist practical and theoretical skills and knowledge such as concept development, fabric manipulation and draping. Throughout the subject, students work to develop their conceptual ideas and translate them into a commercial garment design. At the same time students will broaden their understanding of a design studio environment and the interplay between individual and peer responsibilities in a studio context. In addition, students cultivate a broader comprehension of design studio practice through the exploration of 2D and 3D forms and objects. Students gain a deeper understanding of design elements and principles as key design concepts, by conceptualising and producing 2D and 3D design outcomes. The concepts of thermoplasticity, resiliency, dimensional stability and drape are incorporated into this exploration.</p>  |
| <p><b>FA107A Introduction to Shape and Form</b></p> <p>This unit introduces the importance of clothing structure, shape, form, line and volume. A variety of cutting, sewing and finishing techniques and terminology are introduced through the examination of constructed garments and the execution of a variety of sewing samples. Through the analysis of a manually deconstructed garment, students are able to familiarise themselves with the various components that make up a garment and the interrelationships between those components. Using this knowledge, students execute and assemble a self-designed garment that addresses an understanding of the structural purpose and interrelationships of individual pattern pieces. Students will be required to make decisions about the most appropriate construction techniques to use based on the relevant market position. Throughout their time in the sewing workroom, students will learn the importance of Occupational Health and Safety and apply it to their sewing workroom practice.</p> <p>Students have the option of participating in a Sewing Skills program – a series of additional sewing workshops that run concurrently with their formal study. These weekly two hour workshops provide students with an opportunity to further develop their garment construction skills, should they so choose.</p> |
| <b>Level 200</b>   |
| <p><b>BIZ201 Accounting for Decision Making</b></p> <p>The unit aims to provide non-accounting students with a broad, business-based introduction to the conceptual foundations of accounting and finance and the use of management accounting information to assist in key areas such as planning and decision making. It introduces students to basic accounting concepts and functions such as financial statements, techniques for analysing financial statements, investment decisions, costing and opportunity costing analysis and managing working capital.</p>  |
| <p><b>BIZ202 The Business Environment</b></p> <p>The aim of this subject is to help students develop an understanding of how organisations work and the ability to evaluate factors that influence them. This includes all aspects of modern business and the changing external environmental forces at the micro and macro level. Students should be able to take a strategic view of a business and contribute to the process of developing and implementing strategy. The focus will be on the political, legal, economic, social, cultural and technological environment. Analytical techniques will be used to uncover the opportunities and threats to businesses. An awareness of potential risks and challenges as well as corporate social responsibility of the organisation will be introduced as a key learning goal. This case-based unit is designed to provide an overview of the business</p>  |

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| <b>SUBJECT DETAILS</b>   |
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| <p>environment at the global, market and organisational level. This subject is designed to develop effective problem solving, critical analysis, and communication skills around the contemporary issues challenging the pursuit of sustainable business practice</p>  |
| <p><b>FA203A Techs and Specs for Fashion</b></p> <p>This is a key stone subject. It develops the students’ approach to and the application of knowledge and skills when answering a given brief placed in a commercial context. Students will be required to experiment with the idea of subculture to inform their design starting point. The emphasis of the brief is on shape, proportion and ergonomics as students learn how to measure and accurately depict the key details of fashion products. Students investigate surface design, and a variety of applications, e.g. placement print, embroidery, and repeat print patterns. Students will also be introduced to the product costing process for Branded Fashion Design. Students design a group of garments that relate through style, and usage intended for an identified consumer target market, in response to a given brief. The outcome of this subject is a portfolio and technical pack typical for a “fast fashion” or niche market environment for offshore production to industry standard.</p>  |
| <p><b>FA208A Enterprise Management System</b></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. Students will develop their ability to plan projects over the timeframe of a year and allocate jobs in a studio setting. In addition they will acquire the knowledge to develop the spec-work and cost sheets of design projects and individual products in a garment collection. In this subject, students will critically analyse the typical workflow of several design studios in different settings and evaluate the enterprise management systems that may or may not be applicable for each situation. Students will then develop a series of Excel worksheets that are appropriate to every substructure of the work stream in a variety of design studio settings. To complement this study, students will also be expected to identify the range of tasks and functions undertaken by a design team so that they can learn to develop a Gantt chart to timetable and manage project workflow. Students will be required to produce a Gantt chart for a design project that allocates tasks and responsibilities to relevant members of the studio, and thereby developing their capacity to influence and manage a streamlined design production process.</p>  |
| <p><b>DDD203 Discover, Define, Develop, Deliver</b></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 short, Double Diamond approach converts need into demand. It’s a human-centred approach to problem-solving that focuses thinking about meanings instead of features, searching for radical changes instead of improvements and proposing visions instead of satisfying existing needs. Today, designers across many disciplines share some similar approaches to the creative process. Every design specialist has a different approach and way of working, but there are some commonalities in their creative process. Divided into four distinct phases – Discover, Define, Develop and Deliver – the Double</p> <p>Diamond is a simple visual map which illustrates the PBL approach. 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</p> |

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| <p>essential part of a good design strategy. Students are introduced to practical design methods – like user journeys, empathy mapping, character profiles – and how they can be used to move a project through the four phases of the Double Diamond.</p> <p><b>Discover</b> – The first quarter of the Double Diamond model covers the start of the project. Students look at the world from a fresh perspective; notice new things and gather insights.</p> <p><b>Define</b> – The second quarter represents the definition stage, in which students analyse and synthesise all of the possibilities identified in the Discover phase. Which matters most? Which should we act upon first? What is feasible? The goal here is to develop a clear creative brief that frames the fundamental design challenge.</p> <p><b>Develop</b> – The third quarter marks a period of development where solutions or concepts are created, prototyped, tested and iterated. This process of trial and error helps students to improve and refine their ideas.</p> <p><b>Delivery</b> – The final quarter of the Double Diamond model is the delivery stage, where the resulting project (a product, service or environment, for example) is finalised, produced and launched. Thinking like a designer can transform the way you develop products, services, processes – and even strategy.</p> |
| <b>Level 300</b>   |
| <p><b>BIZ301 Organizational Creativity and Innovation</b></p> <p>This subject seeks to build the knowledge, skills and attitudes required to succeed as an innovator. Students then apply this knowledge to identify and evaluate innovative, high-growth product and service opportunities in the context of a start-up, a corporation, a not-for-profit or a government institution. The subject equips students with practical skills, including creativity tools, cash-flow modelling, business model analysis and lean experimentation.</p>   |
| <p><b>MGT301A Ethics and Sustainability</b></p> <p>This subject is built on broad aspects of sustainable development, corporate responsibility, stakeholder thinking and accountability. It explores how organisations acknowledge their impact of their activities in economic, social and environmental terms. Students will examine why organisations around the world are increasingly moving to reduce the adverse effects of business operations on their stakeholders and local communities. It discusses some of the most common practices associated with environmental ethics evolving to sustainability ethics. It also examines the link between social responsibility and corporate governance. This course will equip you with a set of tools for managing and leading organisations more ethically and sustainably.</p>   |
| <p><b>BIZ304 Business Consulting Project</b></p> <p>This subject is designed to give you the opportunity to apply learning in an industry setting and utilise an array of relevant frameworks, models and other analytical tools. You will have the chance to participate in teams while working on a client case that will simulate an authentic industry project. You will identify the main issues of a business problem/opportunity; formulate sound recommendations to address the problem/opportunity; and communicate these in a concise and clear manner to clients. Students completing the subject are eligible for 60 hours of credit towards the 320 hours of industry placement.</p>  |
| <p><b>IND301A Industry Consulting Project</b></p> <p>In this capstone subject students learn how to maximise continuous learning and experience personal growth through setting career goals, identifying professional development needs, establishing a plan, and accepting responsibility to self for project completion. Students completing the subject are eligible for 120 hours of credit towards the 320 hours of industry placement.</p>  |

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|---|
| <b>SUBJECT TITLE, DESCRIPTOR</b>  |
| <p><b>MGT302A Strategic Management</b></p> <p>Organisations face increasing environmental uncertainty with shortening product and technology life cycles and increasing competition. Managers need to develop an understanding of their organisation’s industry structure, external environment as well as its internal strengths and weaknesses. It is also important that managers are able to think creatively in formulating and implementing their strategies to ensure their organisation’s success in its industry. This subject focuses on providing future managers with relevant strategic management concepts to advance their skills and abilities so that they can contribute towards an organisation’s competitive advantage.</p>   |
| <p><b>WIL302 Work Integrated Learning</b></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. The aim of providing industry-specific opportunities is to enable students to develop skills that will enhance their prospects of gaining meaningful employment and building their career for the future. Much of the benefit of work integrated learning comes from observation, practicing under supervision and reflection. Work Integrated Learning is an excellent way to broaden the students learning environment while they are studying. It allows them to see first-hand how what they are learning in their degree translates into practice, as well as how ‘real world’ practice relates to what they are learning at University. This subject will develop work ready skills and boost students’ employability while they are studying.</p> <p>There are two work integrated learning options available to students:</p> <p><b>Option 1: Internship</b></p> <p>Students are offered the opportunity to work within a professional design environment for an extended period of time. It encourages students to build long-term relationships with the design industry and exposes them to the rigour of applied design practice while building their confidence in adapting to new environments. It also provides a context in which to enhance their communication skills and work collaboratively in a professional arena. 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><b>Option 2: Industry Live Brief</b></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. Students will also further investigate and examine entrepreneurial and commercial opportunities through collaborative work practice. The subject is delivered from a cross discipline perspective and draws on both discipline specific and common design practices. Students are required to work both independently or as part of a collaborative team in order to conduct research, analyse and define project parameters and deliver innovative solutions that expand the notion of an industry live brief.</p> |
| <p><b>FA301A Collection Design</b></p> <p>This unit provides students with the opportunity to design a coordinated group of branded fashion products that clearly exhibits their relationship through design style, fabric choice and manufacturing techniques.</p> <p>Design work in this unit is underpinned by the theory of coordination in garment design, including the formation of a collection and the relationships of individual items.</p>  |

| <b>SUBJECT DETAILS</b>   |
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| <b>SUBJECT TITLE, DESCRIPTOR</b>   |
| <p>Students will be required to conduct research within a given target and niche market to identify needs and opportunities; this research is augmented by a search of materials, accessories, manufacturing techniques and appropriate industry manufacturers.</p> <p>The culmination of this unit is a designed garment collection compiled appropriately to typical industry requirements and within the brand parameters.</p> <p>Students are expected to demonstrate their flexibility and creative problem-solving acumen to build a product line within industry confinements to execute a minimum of 1 look from the garment collection and present it to a panel for critique and feedback.</p>   |
| <p><b>FA305A Portfolio Range</b></p> <p>The outcome of this subject is the development and production of a commercial marketing and merchandising brand pack, which can be fully digitally produced. Students extend on their brand essence and rationale by using photography, graphic design or digital media design to communicate their brand collateral and product line. In a problem based learning scenario, students work together to provide critique and feedback to the design development of the work of the members of their peer group in order to solve their design problems in view of a product showcase presented to an industry panel. This subject is part of the Major Work series of subjects that make up the student's final term of study.</p>  |
| <p><b>FA306A Technical Portfolio Production</b></p> <p>In this subject, students are required to apply their advanced computer design knowledge to produce a technical portfolio to communicate the technical requirements of their garments designed in FA307A Branded Fashion Production. The technical portfolio must facilitate communication between the designer and the production team in the fabrication of garments. The outcome is an industry folio of technical documents containing annotated drawings of the entire product range developed in FA307A. The document will provide evidence of the students' understanding and familiarity with the principles and practices of the industry, specifically in relation to communicating a design with manufacturers and in product costing garments. Students will be required to manage their own work, including industry liaison, so that unit deadlines can be met. In this module students work on their computer mainly and show their computer skills as well as their time management at an advanced level.</p>   |
| <p><b>FA307A Branded Fashion Production</b></p> <p>In collaboration with industry, each student is required to develop a product series in response to a brief. Students will be required to research the market and develop the brand and its products for their target group. Whilst they develop a commercial collection, students will need to liaise with the various sections of the industry pertinent to their chosen design theme or market. They will orchestrate the product development and fine-tune the progress towards a satisfactory outcome. The aim of this subject is for the students to experience a real industry setting and to produce a small range of products showing their ability to see a project through. In addition, students further develop their problem solving ability and communication skills within various segments of the industry. Students are required to produce/manufacture a small group of coordinated garments to dress two people, the combination of which should be decided during the project. Each student's finished product is presented to an industry panel for critique This subject is part of the Major Work series of subjects that make up the student's final term of study</p> |

## Locations

The Associate Degree of Software Engineering (Artificial Intelligence) can be studied fully online or at the below Torrens University Campuses:

*Torrens University Australia Ltd, ABN 99 154 937 005, RTO 41343, CRICOS 03389E. Information provided in this document is current at the time of publishing (Feb 2021).*

- Sydney: Level 1, 46-52 Mountain Street, Ultimo NSW Australia 2007
- Melbourne: 196 Flinders Street, 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 (\$45, 881 in 2019-20). 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](#).