BILLY BLUE
COLLEGE
OF DESIGN

It all starts with an idea.

Create

Do

Think

Rebel

Make

Connect

Learn

Thanks Ross Renwick
& Aaron Kaplan

YOU DON'T HAVE TO BE THE BIGGEST BADDEST WOLF TO LEAD THE PACK EMPOWERED BY THE FORWARD-THINKING SUPPORT

IT ALL STARTS WITH AN IDEA.

At the core of everything we do as humans, whether it's redefining the very concept of art or having another cup of tea, is an idea. Once you get that spark in your brain, it's up to you how it manifests in reality. Is this sounding a bit... you know? Okay, let's get to the point.

Billy Blue College of Design is all about taking those brilliant, exciting, world-changing, pop-the-kettle-on ideas and turning them into something real. More than anything else, we want to give you the ability to bring those mind-babies to life, whether it's in fashion design, interior decoration, magazine art or personalised teacups.

There are two sides to this process. On the one hand, we'll show you how to chase that idea and explore it boldly, challenging tradition and creating something amazing with passion and verve. On the other hand, we'll focus on the commercial side of being a designer – things like connecting with an audience, connecting to industry and connecting with a university qualification when you stride across the stage on graduation day.

Above all, we believe design should be fun as well as useful. With the backing of Torrens University Australia, our aim is to turn you into an innovative, ambitious professional who has the skill, determination and craft to embody the philosophy Billy Blue has had from day one: 'Design education by industry for industry.'

What does that mean? It means we keep our classes small, mentors close and enemies closer. You'll take control of your own development by working in studios and learning spaces built to reflect the real world of professional design. You'll collaborate with practising designers and education leaders to master the craft. You'll explore ideas and different ways of developing them into a finished product.

OF TORRENS UNIVERSITY AUSTRALIA, BILLY BLUE HAS MAINTAINED FOCUS THROUGH A SHARED AMBITION TO GENERATE GRADUATES WHO CAN THINK, MAKE AND DO DESIGN. THE FORMULA IS SIMPLE 'D

Energy and creativity are what drive us. We want to see you reaching into your head, developing those ideas and watching them ripple out into other people's lives, like a teabag in that cup you designed four paragraphs ago. Nothing makes us happier than seeing our students do amazing work with the tools we've provided.

At Billy Blue, you collect all the practical skills you need to back up your imagination. Come to us with ideas and we'll show you how to make them ripple.

FIND YOUR WAY

The proof is in the ripples.

Span the world

BE PART OF THIS BIG BLUE BALL WITH GREEN BITS AND BROWN BITS AND OTHER COLOURS TOO COME TO THINK OF IT. CONNECT WITH GLOBAL PARTNERS IN DIFFERENT TIME ZONES. SET UP ONLINE MEETINGS WHEN YOU'RE ALL TIRED. TAKE ADVANTAGE OF OPPORTUNITIES TO STUDY OVERSEAS.

Learn your way

GET A NEW RULEBOOK BECAUSE WE'RE NOT FOLLOWING THAT OLD ONE WITH ALL THE DOG-EARS AND FORMULAE. INNOVATION, DISRUPTION AND PERSONALISED LEARNING JOURNEYS ARE SOME COOL WORDS WE THOUGHT WOULD LOOK GOOD HERE. WORK WITH INDUSTRY-CONNECTED EDUCATORS AND PEOPLE WHO STILL GET THEIR HANDS DIRTY. LEARN TO INFLUENCE THE PRESENT AND FUTURE THROUGH THE POWER OF EXPLORATION, CULTURE, PLAY AND MORE PLAY.

Close community

DON'T BE A FACE IN THE CROWD. MAKE CONNECTIONS THAT COULD LAST A LIFETIME (OR MAYBE A YEAR-TIME, WHICH IS STILL PRETTY USEFUL.) EVERYONE GETS TO KNOW EVERYONE ELSE BECAUSE WE KEEP CLASS SIZES SMALL. LEARN WITH A SET OF PEERS AND GROW TOGETHER.

By industry for industry

WE SAY THIS A LOT, AS YOU'LL SEE. BILLY BLUE IS ALL ABOUT TEACHING STUDENTS HOW TO FUNCTION IN THE PROFESSIONAL WORLD OF DESIGN. AND BEEN PAID FOR IT. AND WANT YOU TO STICK THINGS TO OTHER THINGS WHICHEVER SPECIALITY YOU GO FOR, YOU'LL BE LEARNING AT THE KNEE OF PEOPLE WHO'VE BEEN THERE AND STUCK THAT TO THAT. AND BE PAID FOR IT IN THE FUTURE. SOUNDS GOOD, RIGHT? READ ON.

Here for good

WE'RE UNITED BY A BELIEF IN THE POWER OF EDUCATION TO DO JUST THAT. HAND ON HEART, WE WANT TO MAKE THE WORLD A BETTER PLACE. AND MAKE SOME BEAUTIFUL THINGS WHILE YOU'RE AT IT. ACROSS OUR NETWORK, WE ARE ANCHORED IN THIS MISSION. TO US, 'HERE FOR GOOD' IS ABOUT PERMANENCE AND PURPOSE. JOIN US AND GET SERIOUS ABOUT MAKING AN ENDURING COMMITMENT TO THE COMMUNITIES WE SERVE.

THE STORY SO FAR...

It began with the theft of some raw sugar, as all great stories do. Caught sweet-handed on the streets of London, our chocolate-making namesake Billy Blue was tried, convicted and – eventually – transported to Australia in chains.

The chatty convict served his time then took a good, hard look at what he thought Sydney needed. That turned out to be the harbour's first ferry service and a pub. (Billy also dabbled in smuggling and harbouring escaped convicts, while remaining good mates with Governor Macquarie. Which works pretty well as a summation of our design philosophy, to be honest.)

Skipping forward from the early 1800s to 1977, Billy Blue's name reappeared in the nation's consciousness, courtesy of a new art magazine with a strong mission statement: 'A monthly journey through the excellent northside establishments.' Getting amongst the culture and battling in the agora of ideas. The magazine begat a design agency, which begat a design college, which begat this course guide, which begat us overusing the word 'begat' for some reason. Begat.

Long story short, we've been teaching this stuff since 1987, and in that time we've maintained our commitment to honouring Billy Blue's reputation for design work that pushes conceptual boundaries while remaining commercially relevant and, above all, exciting.

We've also honoured Billy Blue's reputation for stealing sugar by finding opportunity in places other people wouldn't think to look. (We'll probably stay out of the ferry game, though.)

Since 2016, when we joined Torrens University Australia, Billy Blue has provided all graduates with a university qualification. And since Torrens is part of Laureate International Universities, our students are connected to 60 institutions world-wide, including design schools from around the globe. Together, we're anchored in the mission to be Here For Good – both in permanence and purpose. Above all, we offer an array of qualifications that help you create a career you love.

SHOWED HIS TENACITY IN MAKING HIS LIVING THROUGH A ROW-YOURSELF FERRY SERVICE WHICH CARRIED ALL MANNER OF PRODUCE AND CONTRABAND, UNBEKNOWN TO THE ROWER, UNDER THE HULL. HE HAD

1801
Billy Blue the man arrives in Sydney

1977
First of 106 issues of Billy Blue Magazine

1980
Billy Blue Creative
Ross Renwick &
Aaron Kaplan

THAT'S PROBABLY ALL YOU NEED TO KNOW ABOUT WHERE WE CAME FROM. AS FOR WHERE WE'RE GOING, THAT'S UP TO YOU...

A FIRE IN HIS BELLY. AND WHILE IT MIGHT HAVE BEEN THE BOOTLEGGED RUM, IT POWERED HIM TO BECOME ONE OF THE MOST AUDACIOUS AND EN

2019/20
A career you love

1987
Billy Blue School
of Graphic
Arts opens

2016
Billy Blue College
of Design is
acquired by Torrens
University Australia

BILLY WHO?
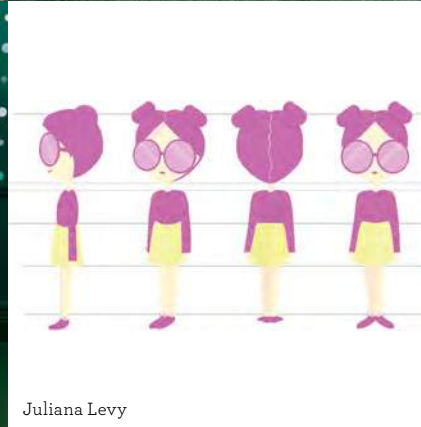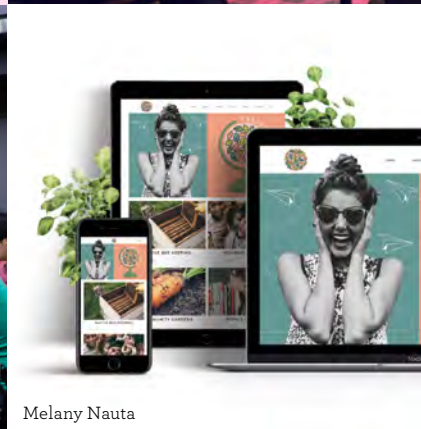
Julz Lane

Rachel Martin

Emily Parker

Juliana Levy
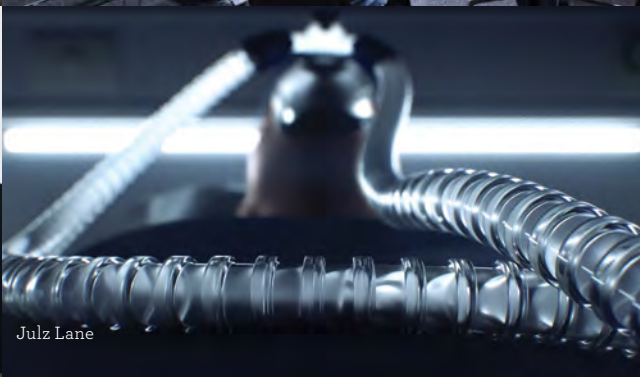

Olivia Gatt

Emily Parker

Melany Nauta
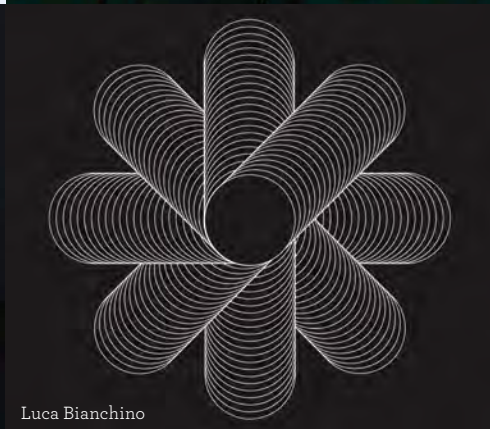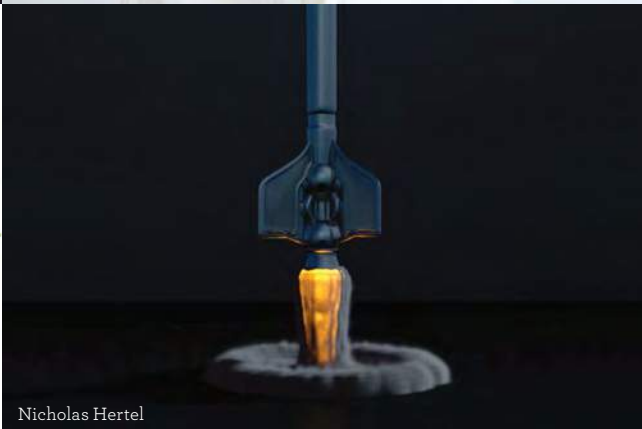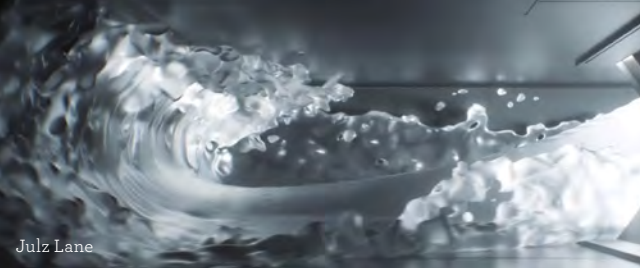

Angela Phu

Julz Lane

Rebekah Galanto

Julz Lane

Ann-Maree Chesters

Raul Ortiz

Bethany Horan

Terri Nguyen

Nicholas Hertel

Luca Bianchino

WHY
BILLY
BLUE?

BILLY BLUE COLLEGE OF DESIGN

WHY
NOT?
NEXT.

Okay, you want more than that before you commit to becoming one of the cool kids. We understand.

Billy Blue College of Design is a name people know. That's because we've been around since Bob Hawke was Prime Minister (and only drank mineral water). But it's also because we aren't interested in churning out graduates on a production line. Our people have a reputation for being ready to function in a professional environment, solve any problem put before them and think creatively when presented with a task or brief.

You could probably pick up some tricks by watching YouTube videos on the 80/20 Rule and Wabi-Sabi, but there's a huge difference between going it alone and being guided through your educational journey by industry leaders. Those hard-won lessons are going to be a huge advantage when you're called on to manage complex projects, use modern tools and function in the real world of design.

Plus, we have university accreditation, connections to industry, a commercially focused educational philosophy and a strong range of vending machines on every campus. We offer flexible learning options to suit your lifestyle and other commitments, and maintain a global perspective while retaining a local focus. There's no cookie-cutter classes here (and even if there were, we'd call them 'biscuit-cutter classes' because we're Australian).

On top of all this, Billy Blue is just an enjoyable place to study. We give you all the skills and knowledge, but we do it with a sense of fun. We want you here, inspired to do great work in a spirit of unconventional innovation.

THAT'S WHY.

Doubting our marketing spin? Read these alumni stories and weep! Here's a hankie...

MEET TODD WATTS

I studied at Billy Blue for a few reasons. Most of my lecturers were working while teaching, this was important for me because it ensured that everything I was being taught had 'real-world' relevancy.

I'm working at the ACTF (Australian Children's Television Foundation) as the communication designer for Children's TV. *actf.com.au*

We currently have two incredible shows in production: *The Inbestigators,* a detective agency run by 11-year-olds and *Hardball,* centred around the ultra-competitive schoolyard game of handball. I can't reveal anything more until they premiere but we can't wait to share them with the world!

Todd Watts – Bachelor of Communication Design

BILLY WHO?

11

CHOOSE YOUR BATTLEGROUND

Where you do something can have a huge effect on how you do that thing. That's especially true when it comes to design, where a person's surroundings can seep into their work, sending it rippling off into different directions. Just as there's a different mood to rugby league, AFL and *Blood Bowl*, our campuses shape the manner in which you explore your craft.

Of course, if you're a Queenslander born and bred, you'll probably want to hang out at our Brisbane campus. And if you live on Mountain St in Ultimo, it's easier to skate to class than relocate to Melbourne. But for everyone else (and the wanderlusters who don't wanna study where they currently live), here are our places of workin' and lurkin'.

BRISBANE
90 Bowen Tce, Fortitude Valley

Looking for a resort-style vibe as you master your craft? This cliff-perched, river-view campus will see you looking out over the city of Brisbane, surrounded by live green walls and light-filled atriums as you play with the latest design technologies. Collaborative learning and business hubs in surroundings that are quintessentially Queensland. There's a fully equipped sewing machine lab, laptop stations and break-out zones, too. Very Gauguin.

MELBOURNE
196 Flinders St, Melbourne

Want to be right in the middle of things? Our Melbourne campus is right next to Federation Square, ACMI and Flinders Street Station – which means you're in the heart of the CBD and have easy access to the rest of the city's galleries, small bars and hidden alleys full of street art and more small bars. Inside this 19th-century building you'll find purpose-built facilities including Mac and PC labs, a fashion sewing room, photography studio with green screen and VR capabilities, as well as a stocked library, internal café and inspirational decor that'll make you feel like you belong here.
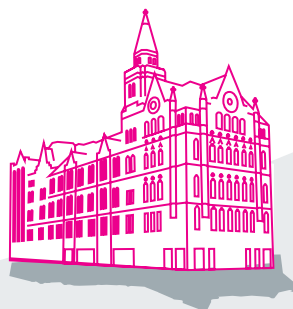
Three campuses, online and blended learning? My influence continues to spread...

SYDNEY
46-52 Mountain St, Ultimo

Ready to feel the creative bustle of Australia's largest city? This converted warehouse is more like an actual studio than a schoolhouse. Filled with the tools you need to design your future and the people you need to help you master those tools, this campus is located within walking distance from Central Station, the newly renovated Broadway Shopping Centre and (not literally) trillions of galleries, pop-ups, bars and green spaces. Simply put, if you're a cutting-edge creative in Sydney, this is where you want to hang your beret.

ONLINE
Cyberpunks need love too

All that talk about physical campuses and actually walking into rooms with other humans is fully 20th century, right? Here in the future, where we're jacked into the grid like all those dubbed-over Japanese cartoons promised we would be (and possibly even living in a green-grid-over-black-background simulation), it's all about plugging that cyberdeck into your neural-implant datajack and directly interfacing with the telecommunications grid.

You know, online learning.

Not everybody can or wants to get their physical body to a physical campus. That's why we've invested our considerable skill, energy and unearthly beauty in the creation of an online learning system that's flexible and dynamic.

You can study when and where suits you, within a structured 12-week trimester that offers the room to manoeuvre within your lifestyle. With on-demand access and personal attention from academics, learning facilitators and success coaches, you'll be powering up your abilities without sacrificing the face-to-face benefits of on-campus study.

Also, if you're straddling the line between centuries – like you love 80s music but it's mostly Kraftwerk and Gary Numan – Billy Blue offers Online Blended Delivery.

That's not a gig-economy smoothie start-up that brings fruity dairy treats to your door. It's the ultimate in flexible learning options, where you can spend some of your time on campus surrounded by fellow designers and designers-in-waiting. The rest of your learning time is done at your convenience, via the aforementioned online delivery option.

It's the ideal way to study if you're an adult person with responsibilities that can't be shifted around at the whim of class schedules. Or if you like to sleep all day and work all night. Or the bus to the big smoke only comes past your wi-fi-enabled cave a few times a week. Or you study at random times each day to confuse the government agents monitoring you. We've got your back.

HOW WE RIPPLE

Connect

SURE IT CAN BE SLEAZY AND GRASPING AND MAKE YOU FEEL USED BY NETWORKING. BUT WHEN IT COMES DOWN TO IT, A NETWORK IS REALLY JUST A COLLECTION OF PEOPLE WHOSE COMPANY YOU ENJOY AND WHOM YOU WOULD LIKE TO WORK WITH? YOUR VERY SOUL MIGHT REVOLT AT THE IDEA OF NETWORKING BUT IT ISN'T WHAT YOU THINK. AND HOW DO YOU MEET PEOPLE WHOSE COMPANY YOU ENJOY AND WHOM YOU WOULD LIKE TO WORK WITH. PEOPLE YOU WOULD LIKE TO WORK WITH

Alumni

WHAT MAKES BILLY BLUE LEGIT? IS IT OUR UNIVERSITY ACCREDITATION? WELL, YES… BUT MORE IMPORTANTLY, IT'S THE SPIRIT OF UNCONVENTIONAL, INNOVATIVE AND INSPIRED FUN. BILLY BLUE HAS MAINTAINED FOCUS THROUGH A SHARED AMBITION. YOU DON'T HAVE TO BE THE BIGGEST BADDEST WOLF TO LEAD THE PACK. OUR COMMERCIALLY FOCUSED EDUCATION WANTS YOU OUT IN THE INDUSTRY CARVING YOUR OWN PATH. AT BILLY BLUE, WE LIKE TO UNDERSCORE OUR CONNECTIONS TO THE LIVING, BREATHING, EARNING DESIGN INDUSTRY. PART OF YOUR LEARNING IS JUST BEING PART OF OUR COMMUNITY. WE ENCOURAGE OUR STUDENTS TO CHALLENGE CONVENTION, TO DESIGN BOLDLY, TO THINK, MAKE AND CONNECT. YOU DON'T HAVE TO EMPOWERED BY THE FORWARD-THINKING SUPPORT OF TORRENS UNIVERSITY AUSTRALIA,

Play

PRODUCING WONDERS AT THE LAST POSSIBLE MOMENT. BUT THAT IS NO WAY TO LIVE LONG-TERM – IF YOU HAVE BEEN SITTING AT YOUR DESK FOR TOO LONG IT'S TIME TO GET UP AND SEE THE WORLD THEN TRANSFORM YOUR PERCEPTION OF THAT WORLD INTO CREATIVE PROJECTS. PASSION INFLUENCES THE END PRODUCTS. STRESS WILL KILL YOUR CREATIVITY OR MAYBE IT WILL FORCE YOU TO FIRE ON ALL CYLINDERS,

Industry

WE DON'T HAVE STUDENTS IN CLASSROOMS; WE HAVE YOUNG DESIGNERS TAKING CONTROL OF THEIR FUTURES. AT COLLEGE BRINGS A CRUCIAL EDGE TO THEIR FUTURE SURVIVAL. IN THE SPACES OF LONGING BETWEEN DREAMING AND REALISATION OF TALENT AND ABILITY. FIRE UP YOUR IMAGINATION AND WORK OUT THE HANDS-ON DESIGN CAPER. AND DO HERE IS CUSTOM-BUILT TO PREPARE YOU FOR THE REAL WORLD. THE ACTUAL UNIVERSE OF DESIGNERS. ABOUT INDUSTRY BY INDUSTRY OH WAIT WE DID THAT ONE. ABSORB THE SEAS BY INDUSTRY FOR INDUSTRY PRACTISE, IT'S BECAUSE EVERYTHING YOU LEARN, WE CAN BE HEARD ON THE TIDES, IN THE STREET, ACROSS THESE CONDITIONS WHILE TO EXPERIENCE THESE CONDITIONS FOR THE YOUNG DESIGNER

Common Core

NO MATTER WHERE YOU END UP DISHING DESIGN – WHETHER IT'S REDEFINING FASHION, REUPHOLSTERING ANTIQUE COUCHES OR REVAMPING IN-FLIGHT MAGAZINES FOR A NEW GENERATION – THERE'S A COMMUNAL FOUNDATION TO WHAT WE DO. A SHARED LANGUAGE, IF YOU WILL. OR EVEN IF YOU WON'T.

THE DESIGN COMMON CORE IS WHERE DISCIPLINES CROSS OVER LIKE SUPERHEROES ARRIVING IN EACH OTHER'S MOVIES.

ESSENTIALLY, YOU'LL BE EXPERIENCING A COMPLETE FRAME OF REFERENCES WITHIN AN INTERDISCIPLINARY CONTEXT. DID WE SAY THAT ALREADY?

ESSENTIALLY, YOU'LL BE EXPERIENCING A COMPLETE FRAME OF REFERENCES WITHIN AN INTERDISCIPLINARY CONTEXT, DEVELOPING SKILLS AND CREATIVE CONTEXT ALONGSIDE YOUR FELLOW STUDENTS.

THERE ARE A FEW BIG IDEAS HERE, SO WE'RE GOING TO GET ALL BULLET LIST ON YOU.

PROBLEM-BASED LEARNING (PBL) WITH AN EMPHASIS ON COLLABORATION.

WORK-INTEGRATED LEARNING (WIL) WE'RE TALKING INDUSTRY INTERNSHIPS AND LIVE INDUSTRY PROJECTS.

VALUE PROPOSITION DESIGN (VPL) CREATING VALUE FOR CUSTOMERS IS ONE OF THE IMPORTANT TENETS OF DESIGN.

FOURTH BULLET POINT (FBP) BECAUSE WE DON'T LIKE ODD NUMBERS.

THIS IS A GREAT WAY TO RETAIN BOTH SKILLS AND INFORMATION.

Around the world

AS HUMANS LIVING ON THIS BIG BLUE BALL (EARTH, YOU WEIRDO) WE BELIEVE SEEING OTHER CULTURES OPENS YOUR EYES, FILLS YOUR HEART AND MAKES LIFE THAT MUCH BETTER.

SHOULD YOU EVER FIND YOURSELF OVERSEAS AND LOOKING FOR CONTACTS, STICK WITH US, KID. OUR INDUSTRY CONSULTANTS CAN PUT YOU IN TOUCH WITH THE RIGHT PEOPLE.

Work-integrated learning

AS A BILLY BLUE STUDENT, YOU WILL DISCOVER HOW TO THINK CREATIVELY TO GENERATE GREAT IDEAS AND OUTCOMES FOR THE REAL WORLD.

BEFORE YOU FINISH YOU WILL HAVE WORKED ON COMMERCIAL JOBS THROUGH INTERNSHIPS, WORK-INTEGRATED LEARNING OR THROUGH LIVE BRIEFS.

YOU CAN TAKE THE OPPORTUNITIES TO WORK ON REAL-WORLD PROJECTS

WE'RE KNOWN FOR OUR EXTREMELY HIGH EMPLOYABILITY RATE.

Zag

WITHIN THE SPIRIT OF BILLY BLUE THERE LIES A KNACK FOR BEING COMFORTABLY CONTROVERSIAL. THAT'S WHERE CREATIVITY AND INSPIRATION CAN BE FOUND.

CREATIVE WORK IS SO MUCH MORE INTERESTING WHEN YOU HAVE AN ACTIVE AUDIENCE TO SHARE IT WITH.

THE MOMENT WE ALL START TREADING CAREFULLY AND GO WITH THE STATUS QUO... I CAN'T EVEN BEAR TO THINK IT.

WHEN EVERYONE ZIGS, WE ZAG.

THE DESIGN COMMON CORE

No matter where you end up dishing design – whether it's redefining fashion, reupholstering antique couches or revamping in-flight magazines for a new generation – there's a communal foundation to what we do. A shared language, if you will. Or even if you won't.

The Design Common Core is where disciplines cross over like superheroes appearing in each other's movies. It's a unique set of subjects that have been developed on a platform of integration, collaboration and a student-direct approach to learning. Essentially, you'll be experiencing a complete frame of references within an interdisciplinary context, developing skills and creative context alongside your fellow students.

There are a few big ideas here, so we're going to get all bullet list on you.

• Value Proposition Design (VPL)
Creating value for customers is one of the important tenets of design. To make this happen, we provide tools, methods and strategy of approach to test design propositions and produce results systematically.

• Problem-based Learning (PBL)
With an emphasis on collaboration, this is a great way to retain both skills and information. Work together to define a design challenge, develop a disruptive hypothesis then iterate development to deliver a solution.

• Work-integrated Learning (WIL)
Part of practical learning is gaining significant exposure to external clients. We're talking industry internships and live industry projects, so your first encounter with the real world of design comes well before you graduate.

• Fourth Bullet Point (FBP)
Because we don't like odd numbers.

The Design Common Core is where disciplines cross over like superheroes appearing in each other's movies.

Customer focused thinking

Industry briefs

Problem solving

Collaboration

Creative thinking

Common Core

Practical learning

Work integrated learning

Interdiscipline

Internships

Industry exposure

Communal foundation

CONNECTIONS TO INDUSTRY

Part of the learning process is dealing with actual clients, coming to terms with actual briefs with actual feedback...

Design is an intensely practical skill. It's about finding solutions to real-world problems, communicating with a specific audience and ensuring your message is delivered with clarity, beauty and probably some sweet typography.

At Billy Blue, we like to underscore our connections to the living, breathing, earning design industry – because it's just as important as knowing that 'appropriating' Barbara Kruger's style is out and Ben-Day dots are making a comeback. [Barbs is back and ben-day have changed... but gradients are in...] Part of the learning process is dealing with

actual clients, coming to terms with actual briefs, with actual feedback that makes you want to cry but secretly you know is right.

In addition to slinging wisdom in class, we maintain a professional design agency – Billy Blue Creative – which means we're living and breathing this stuff in the real world, not clinging to outmoded ideas of what works and telling glory-days stories from the 1990s that have no relevance to your future.

Powered by a network of experts from around the world, Billy Blue has launched the careers of thousands of design graduates. Some are

running their own studios, freelancing or working for top creative agencies and businesses like the ones on the next page.

The connections you'll make through Billy Blue, as a part of your learning and just by being part of our community, will stand you in good stead when it's time to belly-up to job interviews with your portfolio tucked under your sweaty armpit, just like back in 1993 when...

...okay, fine. But it was gonna be a good story.

I've always had an eye for the main chance – and lemme tell ya, there's nothing better than being part of something bigger than yourself.

avanade

ANTHEM

BILLY BLUE
CREATIVE

BLOWFISH

BVN

DDB

Digitas

MARCEL

Marque

vodafone

pollen

brand
collective

SAATCHI & SAATCHI

THE
DESIGN
KIDS

THE RETAIL
DESIGNERS

unity

VOGUE

7

Clarks.

Elka Collective

ELWOOD

GIRRAPHIC

ABC

AGDA

AUSTRALIAN INSTITUTE OF
PROFESSIONAL PHOTOGRAPHY
aipp

Stockland
CARE
FOUNDATION

WHERE ARE YOU TAKING ME BILLY?

We're not here to fill your head with received wisdom then kick you out the door. As a Billy Blue alumnus, you'll be connected to an incredible community that will help you get where you need to go. It's like those movies where a rag-tag bunch of geniuses, rebels and cool guys band together in pursuit of a common goal... only to find the true goal was friendship all along.

Well, that and an amazing future that's lucrative and creatively rewarding.

But forget the Hollywood version – here are some real-world stories about where Billy Blue can guide you, especially if you're willing to put in the effort.

These are Billy Blue Alumni stories.

If you've got the goal,
I've got the oars.

Dan Braga, Motion Designer & Director
Digital Media Design (Motion Design) 2017

Dan Braga pursued his curiosity and wrangled his motivation moving to Australia from Norway. In a new country, Dan committed to 3 years with us at Billy Blue. With a solid foundation, he dug deep and explored digital craft. With a little nudge in the right direction, Dan became part of the Vivid Opera House Lights 2017 team alongside Tim Clapham at Luxx and Mike Tosetto and Alex Barnet at Never Sit Still. Still studying with us, Dan says it was 'HUGE' to be a part of a high profile and massive production alongside top talent. Taking to the freelance life, Dan is now directing films with several production houses.

danbraga.com

Jodie Hilton, Founder of The New Garde
Branded Fashion Design 2016

Hailing from Brisbane, Jodie Hilton doesn't shy away from getting it done. She became job ready super-fast by completing her 4-year Branded Fashion Design degree in 2.5 years. She stepped straight out of her first internship and into the industry, founding The New Garde – an industry-disrupting co-working fashion studio. Too often, designers feel the need to move to Sydney or Melbourne to further their careers and end up struggling in a larger competitive market. The New Garde is a one-stop fashion house that supports designers every step of the way, injecting the Brisbane fashion scene with new life at the same time.

thenewgarde.co

Annette Ruzicka, Photographer
Photo Imaging 2013

Annette Ruzicka faced the fear of the new, jumping from a career in public relations into a competitive and challenging field. After completing the course, with skills in two areas of expertise, Annette sought out photographers and studios to make the transition into full-time photography. It paid off – Annette is an award-winning visual storyteller based in Melbourne. She takes pride in shooting for clients that want to capture the unique diversity of the environment and the people who too, share a connection with the natural world. Annette's work has been published in *Australian Geographic*, the *London Sunday Times* and Fairfax and News Ltd newspapers. Annette was a finalist for the National Portraiture Prize 2016.

annetteruzicka.com.au

Rachelle & Alicia Kutz, Interior Designers
Interior Design (Commercials) 2017

Sisters Rachelle and Alicia Kutz were both creative at school and made the leap into studying something that encompassed all their creative interests: art, graphics and three-dimensional design. Rachelle made the cut at Bayley Ward Architects, turning a 1-week internship into a month, then full-time employment. Alicia was offered a job after graduating, but quickly moved into an experiential design agency, Dot Dot Dash, creating her own position when she reached out. While Rachelle now works in the high-end side of residential interiors, Alicia has made a niche for herself in creating memorable and unique brand experiences in the commercial space.

bayleyward.com dotdotdash.com.au
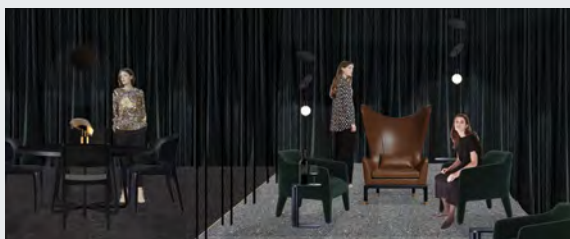
Olivia Gatt, Digital Designer
Communication Design 2016

Straight outta high school Olivia Gatt used her academic strengths, added a dash of Billy Blue support (diploma+degree) and gained the confidence to be a young creative wanting more. Her love and passion for design grew at Billy Blue as she was challenged to make, think and do new things. With opportunities to brush shoulders with interesting and influential people like Stefan Sagmeister and Jessica Walsh and see exclusive exhibitions, she was immersed in culture and led the way for other students. With more skills and now well connected, Olivia made contact with her dream boutique agency and secured a 2-week contract, which turned into 3 months, which turned into 2 years. All through a deep love of creative effort.

oliviagatt.com

Images:
1. A mirror that was hidden – Dan Braga
2. The New Garde – Jodie Hilton
3. Outback stories – Annette Ruzicka
4. Student work – Kutz sisters
5. Miso & Co – Olivia Gatt

Danni Duane

Nadine Wakeling

Andy Roberts

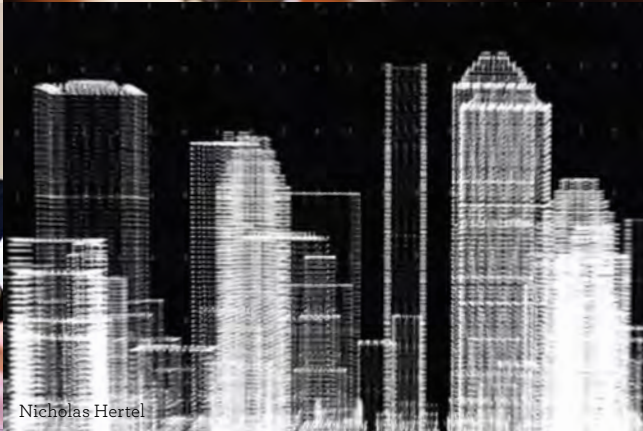Claudia Perry

Julz Lane

Tristan Klein

Malin Lejonklou

Grace West

Ryan Ricketts

Nicholas Hertel

Jeannie Octaviani

Shawnee

WHAT CAREERS CAN I PURSUE?

We don't know. The future isn't written yet. People talk about 'careers', but what does that really mean in this century? Do you picture yourself doing the exact same job from now until retirement? At Billy Blue, our focus isn't on panicking into a job… it's about launching you into the perfect job for right now, and seeing where it leads.

What's the secret?

Here are some stories based on real, influential designers' careers. We've searched for the secret to success and keep finding the same answer: it's a dash of passion and a bottle of effort. Which sounds like a lot of hard work, it's true, but if you love what you do, you're ready to play harder.

Think about what the world needs right now and where your passion lies. Emotional intelligence will supersede IQ at the current rate of automation. Billy Blue proudly produces just that: 'Thinkers who can do'.

Fashion Designer
This designer originally studied civil engineering and architecture, and that thinking has taken his career across a plethora of creative platforms. After interning at Fendi alongside Kanye West, he worked alongside the muso to build artistic and creative visions. After working in the streetwear space through his own companies, and launching concept stores to underscore his fashion philosophy, he made clothing political with a co-designed range of pro-immigration couture. Today, he's an artistic director at Louis Vuitton, but still found time to design an original outfit for Serena Williams to wear at the 2018 US Open.

Interior Designer
Still inspired by markets and vintage shops around the world, this American interior designer started out by learning how things are made. From the mid-90s on, she's (literally) built her name into a global lifestyle brand encompassing lighting, furniture, home accessories, jewellery, and residential and commercial interiors. Sounds impressive, right? Along the way she's waited tables, battled painful shyness and had two sons. The work she does comes from a passion for creating and selling her craft, a joy that started in her youth.

SPECIALIST EDUCATION IS DELIVERED BY DESIGNERS, FOR DESIGNERS. TAPPING INTO YOUR CAREER POTENTIAL, AND OPENING YOUR MIND TO WHAT IS POSSIBLE, IS WHAT EXCITES US MOST. THINKING – AN EMP

Photographer

Creating incredibly meticulous photo manipulations, this photographer crafts surreal worlds from the building blocks of reality. That realism is the most important element of his work, even as he shoots impossible images. Starting with a simple point'n'shoot digital camera at 15, he turned his attention from comics to photos… and digital manipulation of images. Studying computer engineering, with photography as a hobby, he began expanding his experiments before jumping into the freelance world. Today, he moves around the world creating wonders for major clients and his own vision, occasionally pausing for a TED talk or to release a book of images.

Gamer

This game designer wanted to work in games since he was a kid playing his Atari 400. He wrote a letter to a gaming magazine and never got a response. He thought that people who work in games must be the really smart elite. Keeping this in the back of his mind, he studied computer science and creative writing. While studying, he chanced upon a job for programmers who could write at Lucas Arts. He blew the phone interview by naming games that were the pirated versions that he liked, but he still got in. It was just good timing. When he started working, he realised that these guys were just regular people who loved to play games, and made them.
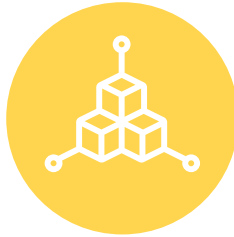
Motion Designer

Originally gaining notice for his work in creating UI graphics for Hollywood films and AAA videogames, this digital media designer moved into directing promos and creating a graphic series. Since 2013, he has co-hosted an industry-focused podcast in order to share his experiences and connect artists from around the world, and in 2015 he founded an online educational platform for creatives. His work is characterised by cyberpunk visions of the future, which are reflected in his reworkings of some classic sci-fi properties for today's audiences.

Graphic Designer

Infamous for creating works that challenge audiences, this designer / art director's creative process is led by passion and known for wit, personality, beauty and shock value. Notable pieces include a photographic poster featuring words cut into his torso, an exhibition on happiness, and a subsequent film and 200-page self-indulgent book about life lessons he'd learned. To rise to the top, this designer worked his way through university in Vienna, later receiving a scholarship to study at Pratt Institute in New York. After graduating, he moved to Hong Kong to work with Leo Burnett, then back to New York to work for another agency until he opened his own studio in 1993.

Programmer

More Bond villain than man, this mad genius strode out of South Africa and into the technology sector, reshaping it in his own image. In addition to working with electric cars, spaceships and submarine tech, he's obsessed with the idea of Artificial Intelligence – and ensuring it turns out to be safe, benevolent and evenly distributed. If you really want to know how eccentric billionaires think about the future, Google 'Roko's Basilisk', then lie down on the kitchen floor for a little while…

HASIS ON INNOVATION.

BILLY BLUE CELEBRATES CREATIVITY, INDIVIDUA

BY INDUSTRY FOR INDUSTRY ABOUT INDUSTRY WITH INDUSTRY BY INDUSTRY OH WAIT WE DID THAT ONE

You know when you say the same word over and over again it sounds weird? Like in Year 1 when Mum said if you wanted to take one of your possessions in for news it had to be something special and you wandered around your bedroom saying 'something special, something special...' over and over again until the words had no meaning and now you're an adult wondering how to get things back on track?

Here's the secret: *something special*.

At Billy Blue, we talk about the 'industry' a lot, and not just because we had that Nine Inch Nails phase. It's because everything you learn, practise, absorb and do here is custom-built to prepare you for the real world. The actual universe of designers where you get paid money to turn briefs into beauty by clients with a dream in their hearts and a recognition of your talent.

What does that mean? It means all our lecturers are working professionals who are still involved with the day-to-day of the industry. They're not going to be giving outdated examples or sharing tips on InDesign 5.5 when everyone else is using CC. If you're looking at ripples, they're the ones doing bombs.

We also have that sweet focus on Work-integrated Learning (WIL). That means honing your skills on live industry briefs and the option for internships in that real world we mentioned earlier.

You know what it'll be? *Something special*.

Unlike that boring teddy bear you grabbed at the last second, only to realise – when you stood up in front of your expectant classmates – that Teddy has no story attached to him. Certainly no current affairs.

MEET CHARLOTTE DAVEY

I really enjoyed my time interning at Billy Blue Creative. It was an immensely valuable experience and was the perfect way to end my degree. It was also a great break from the regular class environment.

After learning how to respond to a design brief and how to pitch my ideas to a client, the internship allowed me to take my understanding to another level. I loved watching how each person on the team interpreted the same brief differently, resulting in 3–4 completely different creative outcomes. When they gave each other feedback, it focused on the client and the audience. It was amazing to witness how they conveyed the client's intentions without telling the audience how to feel and what to see!

Charlotte Davey – Diploma of Design

Tell brands how you feel

HERE
FOR
GOOD

When we say we're here for good, we really mean it. We were hunting for a not-for-profit to donate our time, money and passion to in a meaningful way at the 2019 Laureate Leadership Summit in Melbourne. We could have spent the time with doggos at a rescue shelter #adoptdontshop, but that would only be for one day. So we looked within our network to see how we could contribute to change for good.

We didn't have to look far. Robyn Latimer OAM, our Associate Dean, Design and Creative Technology, had been working with students on a live brief for Work-integrated Learning (WIL). Stepping out of her teaching role and into her client role as President of the Tourette Syndrome Association of Australia Inc. (TSAA)

The Brief
Leverage technology and create a virtual / digital solution to implement a game to generate awareness within schools nationwide to overcome TSAA's need to scale with limited resources and capacity.

The aim was to develop an event to run in schools as an educational tool to engage ALL students while supporting those in their school community affected by Tourette Syndrome (TS).

The Solution
TAC'TICS is an immersive digital scavenger hunt with purpose, delivered via an app – to raise awareness of TS within the education sector in a positive, engaging way.

Aim
To establish national acceptance and understanding of TS – to generate insight, empathy, discussion and provide resources.

Event
The scavenger hunt is a fun way to get people with and without TS involved in learning more about the condition for which there is no cure – for now the best treatment is community awareness, understanding and acceptance.

With an audience of 220 Laureate Australia and New Zealand employees, students Andy Lee, Ruby Trennery, Robyn Latimer OAM and TSSA Ambassador Adam Ladell (Channel Nine's *The Voice* runner up, Season 5) were able to gather important data and road test their app and event. In total $12,761.00 was raised for the TSAA.

Like we said, real money to turn briefs into beauty by clients with a dream in their hearts and a recognition of your talent.
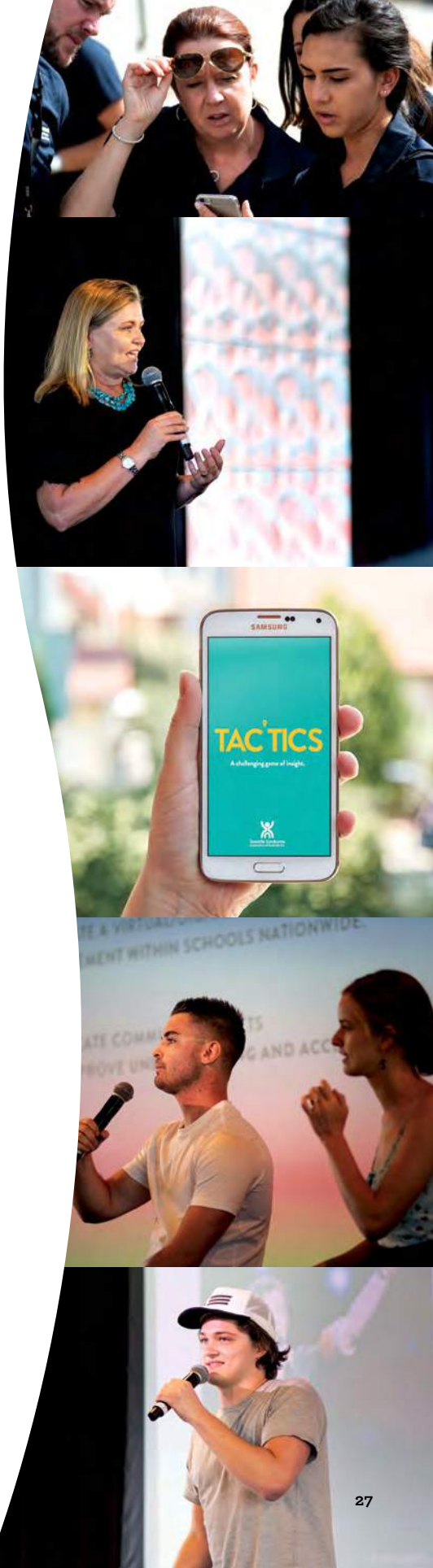
SPEND SOME TIME OVERSEAS

Remember earlier when we mentioned our global connections? Well... here's your chance to get in on a good thing. As humans living on this big blue ball (Earth, you weirdo) we believe seeing other cultures opens your eyes, fills your heart and makes life that much better. We offer a variety of immersive overseas experiences. Stick with us, kid.

STUDY TOURS

Every year we find a new city to explore, arranging tours with industry for up to 20 proactive students bitten by the travel bug. For a reasonable cost, we arrange accommodation, flights, transfers, most meals and cream for that bug bite. Connect with big international names and explore years of craft in ateliers you've only seen through a screen.

STUDY ABROAD

As part of the Laureate International Universities network, we have set up partnerships with our sister schools to offer immersive overseas experiences. Across Europe, America and Asia, you could gain intercultural awareness and international exposure. You'll study (in English) in a whole new environment. Best of all, your study credits apply to your subjects back in Australia.

EXCHANGE

Unlike Study Abroad, where you defer a trimester at Billy Blue, our Student Exchange program means you stay enrolled with us while you study OS. There are a few factors, so hit us up for more info.

PARTNER SCHOOLS

Europe
Nuova Accademia di Belle Arti (NABA) – Milan

Istituto Marangoni – Milan, Paris, London, Florence

University of Applied Sciences – Berlin

Universidad Europea de Madrid – Madrid

Americas
NewSchool of Architecture & Design – San Diego

Universidade Anhembi Morumbi – Sao Paolo

Universidad Peruana de Ciencias Aplicadas – Lima

Universidad del Valle de Mexico – Mexico City

Asia
Stamford International University – Bangkok

Pearl Academy – Mumbai and New Delhi

ONLINE ANYTIME ANYWHERE

We all like to eat food and make sure our bills are paid (or at least have an extension until payday), and often people think that means you have to put your passions on the backburner. It's not even true. You can totally access your passions online.

And… ON DEMAND.

Fits into your lifestyle
Get around your pesky work commitments with minimum impact on your precious lifestyle. Studying online works around your life, not the other way around. Because of this lot below.

Study anywhere
No set spot to study. You could get learnin' at work, on a train, on your phone, on someone else's laptop, in a park, interstate, on a yacht, on a plane if it's one of those ones with wi-fi…

More or less
You can increase or decrease your study load depending on how much time you have.

Your own pace
Put in a whole day, do an hour or leave it for a week. Study when you can.
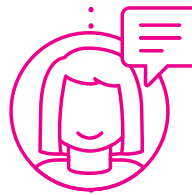
Personalised
It's personalised with access to mentors, lecturers, success coaches and your peers.

Video calls!
Hello camera angle to hide trackpants (or no pants).
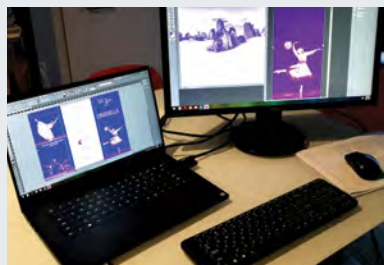
Easy access
All our study materials are given to students from our vastly connected cloud services, the same services students on campus use.

MEET KATRINA BINGER

Over the course of the semester, with thanks to my lecturer and other classmates during the collaborate sessions, I have developed creative work into something that I'm really proud of and that I think strongly conveys my desired themes. So even though I study online, feedback from my peers and lecturers has been a really important aspect of my learning process.

Katrina Binger – Diploma of Graphic Design

MEET THE RIPPLERS

Inspire

TO WORK IN DESIGN YOU HAVE TO LEARN TO WORK WITH, AND FOR, PEOPLE IN NUMEROUS CONTEXTS AND TIGHT SPOTS. TEMPERS GET RAISED, TIMEFRAMES ARE URGENT AND PEOPLE GET FRAZZLED AND TESTY.

FOR THE YOUNG DESIGNER TO EXPERIENCE THESE CONDITIONS WHILE AT COLLEGE BRINGS A CRUCIAL EDGE TO THEIR FUTURE SURVIVAL.

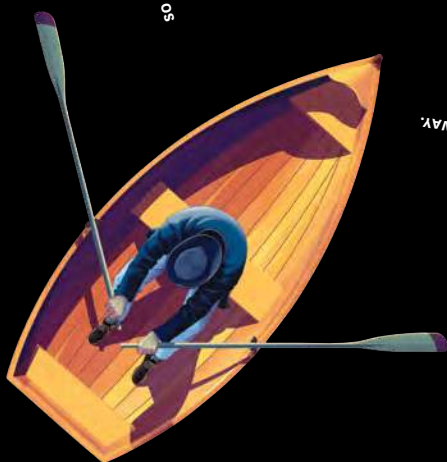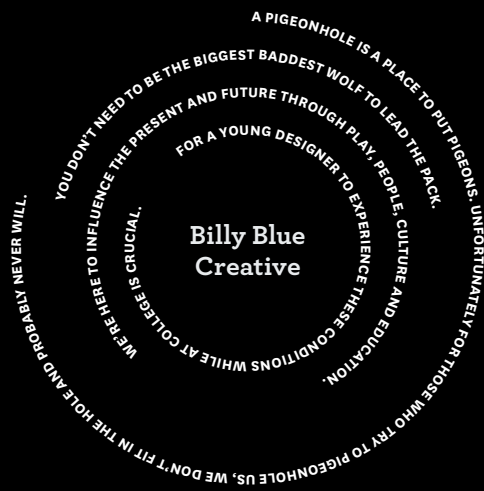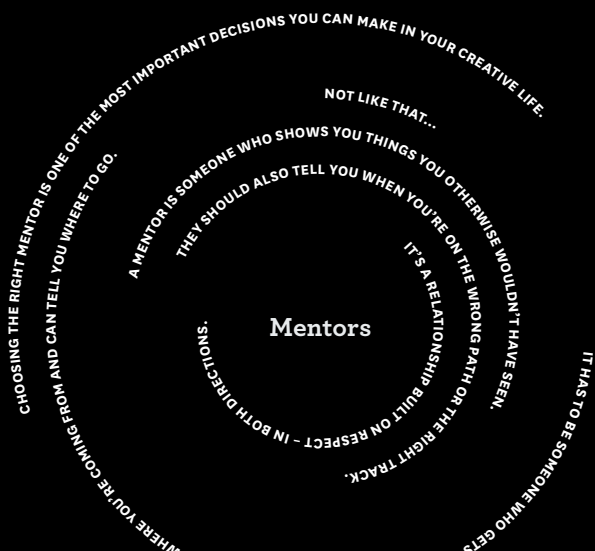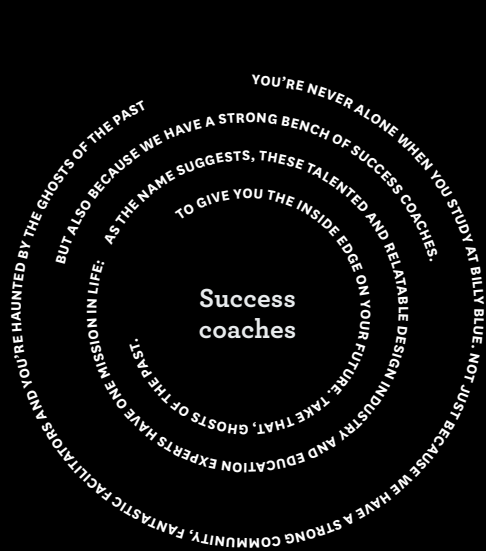THESE ELEMENTS EMBODY THE ADVENTURE OF DESIGN: FLORID, DETAILED, PASSIONATE, CRAZED WITH COLOUR, GOING OUT ON A LIMB OF BELIEF TO BREAK RULES, TEST THE BOUNDARIES OF ACCEPTANCE, AND BOLDLY CHANGE THE WORLD WITH A SHAPE, IMAGE OR EXPERIENCE.

THE FRONTIERS OF CHANGE CAN BE COLD, HEADING FOR THE ROCKS BUT BEING RESCUED THROUGH ARTISTRY AT THE ELEVENTH HOUR.

BB STUDENTS COME LOOKING FOR A SCRAP WITH OTHER SCABBY CREATIVES CARRYING BURNT STICKS TO MAKE A MARK.

THIS BE YOUR STICK.

Leaders

AT BILLY BLUE WE TEACH YOU MORE THAN SKILLS. THIS IS ONE OF THE REASONS WHY THE BILLY BLUE PENCIL IS SO SHORT: 30 YEARS OF SPIRITED IDEAS.

FASHION AFTER ALL IS A PADDOCK WHERE THEY KEEP THE SHEEPISH. AND DIVERSITY KEEPS THE SHIP AT SEA. BUT ONLY FOR THOSE WHO HAVE THEIR EAR TO THE GROUND.

WE EVOLVE INTO INNOVATIVE THINKERS, AMBITIOUS NEW DESIGN LEADERS, AGITATORS AND GAME-CHANGERS.

WE ALSO LOOK GREAT IN PINK.

WHEN NEARLY EVERYONE IS WEARING FAST FASHION WE'VE ALREADY MOVED ON.

IF YOU DON'T HAVE YOUR OWN IDENTITY THEN YOU LOOK LIKE ALL THE OTHER RED BRICK HOUSES,

Success coaches

YOU'RE NEVER ALONE WHEN YOU STUDY AT BILLY BLUE, NOT JUST BECAUSE WE HAVE A STRONG BENCH OF SUCCESS COACHES. AS THE NAME SUGGESTS, THESE TALENTED AND RELATABLE DESIGN INDUSTRY AND EDUCATION EXPERTS HAVE ONE MISSION IN LIFE: TO GIVE YOU THE INSIDE EDGE ON YOUR FUTURE. TAKE THAT, GHOSTS OF THE PAST. BUT ALSO BECAUSE WE HAVE A STRONG COMMUNITY, FANTASTIC FACILITATORS AND YOU'RE HAUNTED BY THE GHOSTS OF THE PAST.

Mentors

CHOOSING THE RIGHT MENTOR IS ONE OF THE MOST IMPORTANT DECISIONS YOU CAN MAKE IN YOUR CREATIVE LIFE. A MENTOR IS SOMEONE WHO SHOWS YOU THINGS YOU OTHERWISE WOULDN'T HAVE SEEN. NOT LIKE THAT... THEY SHOULD ALSO TELL YOU WHEN YOU'RE ON THE WRONG PATH OR THE RIGHT TRACK. IT'S A RELATIONSHIP BUILT ON RESPECT – IN BOTH DIRECTIONS. IT HAS TO BE SOMEONE WHO GETS YOU, WHO CAN GUIDE YOU, WHO KNOWS WHERE YOU'RE COMING FROM AND CAN TELL YOU WHERE TO GO.

Academics

OUR LECTURERS ARE EXPERTS FROM AROUND THE WORLD, AND BY STUDYING WITH THEM YOU'LL BE BUILDING A NETWORK OF CONTACTS, MENTORS AND INDUSTRY LEADERS. EVEN WHILE YOU'RE LEARNING YOUR CRAFT, YOU'LL BE WORKING ON REAL-WORLD PROJECTS. SO EVERYTHING YOU DO IN THE CLASSROOM HAS A GLOBAL RELEVANCE. NOT THAT YOU'LL BE BOUND TO THE CLASSROOM, LIKE A KINDERGARTENER FORCED TO FINGER-PAINT WHEN THEY JUST WANT TO COLLECT INTERESTING ROCKS FROM THE PLAYGROUND. BILLY BLUE PRODUCES CREATIVE THINKERS WHO CAN DO – GIVING STUDENTS THE CHANCE TO ACQUIRE THE RELEVANT DESIGN SKILLS, AND GAIN PRACTICAL EXPERIENCE ALONG THE WAY. COLLABORATE WITH THE DESIGN INDUSTRY'S LEADING TALENTS. IT'S NOT WHAT YOU KNOW, IT'S WHO YOU KNOW.

Billy Blue Creative

A PIGEONHOLE IS A PLACE TO PUT PIGEONS. UNFORTUNATELY FOR THOSE WHO TRY TO PIGEONHOLE US, WE DON'T FIT IN THE HOLE AND PROBABLY NEVER WILL. YOU DON'T NEED TO BE THE BIGGEST BADDEST WOLF TO LEAD THE PACK. WE'RE HERE TO INFLUENCE THE PRESENT AND FUTURE THROUGH PLAY, PEOPLE, CULTURE AND EDUCATION. FOR A YOUNG DESIGNER TO EXPERIENCE THESE CONDITIONS WHILE AT COLLEGE IS CRUCIAL.

OUR LEADERS

Mieke Leppens, Dean

Mieke's 30 years' expertise from both academia and design practise have been instrumental in developing and launching courses, leading international academic teams as well as developing external industry and academic community relationships.

Program Director of Branded Fashion Design since 2010, Mieke became Dean in 2016 and has led the design faculty through several changes, including developing and establishing both the Branded Fashion Design Degree and the Master of Design, the accreditation of the undergraduate and postgraduate Software Engineering degrees and the Design and Creative Technology Research Centre. She introduced Problem-based learning into the new Common Core curriculum, leading design practice and industry by enabling students in all areas of design to cultivate, in this computer age, highly valued soft skills such as empathy, collaboration, research and negotiation.

Ensuring the highest standard in teaching, scholarship and research, Mieke continues to lead an international academic team to teaching excellence and research, all while developing external industry and community relationships. She is actively working towards the internationalisation of the Australian design industry, using her unique understanding of cultural exchanges and value added to the country of origin and profession of design at large.

Having worked in many aspects of product design, from designing and the creation of meaning through branding, technological innovations in design and applied research, her interest lies in furthering design education through the adoption of emerging creative technologies, design-in-practice and design-as-practice to drive innovation in curriculum beneficial for the students – their career opportunities and their lifelong professional endeavours.

I've always cosied up to the top brass – it's the best way to get things done – but our leaders make it easy... I'm not just saying that, I swear.

'You could be part of a small elite in the world that has the opportunity and means to do what you want to with your lives. Embarking on careers in which your working lives will also be your hobbies – that's an enormously privileged and fascinating way to live and work.'

Mieke Leppens

These are the most inspiring people we know, with amazing stories to tell. Our academics have not only the correct qualifications, they have a wealth of experience in the creative industry and well, in lives that are enviable. Let's learn a little about them before you learn a lot from them.

**Paul Brafield,
General Manager**

Bringing 23 years of industry, academic, business and leadership experience in the design and creative technology sector, Paul has worked across 3 nations and many disciplines.

Paul has worked previously as director of product innovation for Laureate Australia, driving innovation in the use of media design and creative technology, and as head of learning and teaching at Billy Blue from 2013–2015, working in both roles to lead the creation of best-in-show student learning experiences.

In his 9-year stint at Auckland University of Technology, as program leader – digital media, he was responsible for implementing a wide range of new design courses in areas including motion graphics, post-production, visual communication and research methods. He coordinated the development of an interdisciplinary program in creative technologies, combining design, media, computing and engineering disciplines; established industry advisory groups for digital media and creative technologies; and implemented new postgraduate study pathways in digital media design. During a 2007 sabbatical, Paul worked for The University of London, implementing a new work-integrated learning program for the London Metropolitan Police, as well as managing a number of programs geared towards part-time and evening access to education for non-traditional student groups at Birkbeck College.

Alongside his NZ-based educational career, Paul was broadcast graphic designer and art director for a range of major television networks including TVNZ, CanWest and Sky, as well as a freelance designer and consultant on broadcast, film and web projects. He has presented research papers on digital interaction and creativity at a number of international conferences, and his research has been published in *Digital Creativity*.

**Himanshu Khanna,
Director of Innovation,
Industry & Employability**

Himanshu brings close to 15 years' experience from the Creative Technology sector. He was the program director of games and creative technology and led the introduction of the games programs in Torrens from Media Design School (Billy Blue's sister school) New Zealand and followed it up with the creative technology suite of courses.

He worked in a range of roles throughout his career ranging from engineering, design and product. Himanshu is passionate about the confluence of arts and technology and believes the ever-evolving field of creative technology will power the jobs of tomorrow. He is a global citizen having lived in 7 cities so far and holds a masters degree in Computer Science.

Robyn Latimer OAM, Associate Dean

Practising design in multiple sectors for 25 years, Robyn is passionate about using design for 'good and not evil'. She has owned a studio, directed a company, managed and designed countless community projects and for the past 15 years has maintained a governance role at Tourette Syndrome Association of Australia – pro bono. Starting in magazines, advertising and establishing her area of expertise at HarperCollins, Robyn's progression into education was natural. She advocates for equity of access to lifelong learning through online education, and attaches importance to global perspectives and transferable knowledge. She received a 2010 NSW Volunteer of the Year Award and Order of Australia Medal in 2018.

Debra Hunter, Senior Learning Facilitator

Debra's professional practise includes work in both communication design and as a digital artist, developing characters, symbols, interfaces and layouts for internet applications. She enjoys the challenge of engaging with the boundaries of the design disciplines and with the possibilities of applying creative thinking to a range of contemporary problems. Since 2016, Debra has managed postgraduate coursework programs including the Master of Design and the Graduate Certificate in UX and Web Design. She has a Master of Cross-Disciplinary Art and Design (MCDAD) from the University of New South Wales (College of Fine Arts). Her research is focused on exploring design in a narrative context in response to emerging technologies.

Trent Naylor, Senior Learning Facilitator

Trent is a game designer and software engineer. He has been designing, creating and studying game development for over 20 years. In that time, he co-founded and ran a Sydney-based game development studio, developed a passion for education and moved from a specialisation in theology to interactive entertainment and software development. Working with high school and university students for nearly 12 years, Trent's goal is to inspire and facilitate a passion in his students for experiential game design while equipping them with an industry-level skill set in game development. Trent continues to pursue his own love of Creative Technology by engaging in games, AI and interactive story-telling research.

Fawad Zaidi, Program Coordinator Media Design School (Billy Blue College of Design's sister school)

After graduating from Max-Planck-Institut für Informatik, University of Saarland, Germany, Fawad has worked as a senior lecturer, researcher, program coordinator and director of studies at several universities, including in New Zealand and China. He has published and presented research papers at reputable international conferences and has been part of various technical review committees. His areas of interest include computer graphics, virtual reality, AI and cloud computing. Fawad loves learning new languages. He speaks English, Urdu, Hindi, Arabic, German and Chinese.

Mark O'Dwyer, Program Director

Joining Billy Blue in 2007, Mark specialises in design thinking, business and Common Core. Mark believes in the power that design thinking has to transform out-moded business models and is constantly expanding the role design entrepreneurship plays within the community at Billy Blue. Former creative director at renowned design and branding agencies including Enterprise IG, Armstrong Miller & McLaren and The Ball Group, Mark has over 20 years' industry experience directing brand strategy and identity projects from corporate to retail across both print and digital. Mark is a member of the Design Management Institute and has received multiple Australian National Print Awards since 2004.

Nathan Scoular, Program Director

The power of collaborative creativity is what drives Nathan and how he uses 20 years of experience in communication, design and education sectors to help empower individuals and organisations to achieve results. Former designer, creative and art director for prominent design and advertising agencies including XOU, Pearshop and Jack Watts Currie, Nathan leads a team of industry-focused educators in the discipline areas of Interaction Design, Film and Video, 3D Design and Animation, Media Design and Photo Imaging.

Russell Ponting, Program Director

Specialising in fashion marketing and branding, Russell has spent more than 20 years in the fashion industry, using his skills as a designer and educator to empower individuals and organisations to achieve results. Along the way, he has worked with companies such as Globe International and Pacific Brands, managing marketing for an array of youth fashion brands including Stussy, Superdry, Mossimo and Mooks. Russell is passionate about fashion brand development and strategically aligning product and brand to meet consumer need. He is keenly interested in the impact that technology and questions of ethical production and sustainable practice will have for emerging fashion designers as they enter and transform the industry.

Scott Skipworth, Program Director

After graduating from Chicago's Illinois Institute of Technology, Scott worked with Gwathmey Siegel and Ike Kligerman Barkley in New York City and fjmt Studio in Sydney. Scott's publications include a Japan Foundation grant-funded book, *Architectural Spies – Japan*, co-authored with Bulgarian architect Nadya Stamatova. Scott was project architect for a collaborative submission to the NYC LMDC's World Trade Center Site competition by Peter Eisenman, Charles Gwathmey, Steven Holl and Richard Meier. Scott's current research advances Henri Bergson's 19th-century philosophy, as informed by 20th century's Gilles Deleuze, for our embodied experience of the 21st century's digitally augmented built environment.

OUR STUDIO – BILLY BLUE CREATIVE

Look, we could talk your ears off about our creative legacy... magazine turned agency turned college... but those creative geniuses (Ross Renwick & Aaron Kaplan) who left the world in shaken awe? They believed in clear communication, so we'll get right to it. Today, we live in the spirit of the original Billy Blue: unconventional, innovative, inspired, fun. We influence the present and future through play, education, culture and people.

Okay. But what does that mean?

COLLABORATIVE CREATION

We work with internal clients and industry partners on brand experiences, design solutions and vibrant visual communication. We think big, find the right collaborators or furiously learn new skills and information to make sure our work resonates with audiences. (We're not that furious, to be honest.)

WORK-INTEGRATED LEARNING

Internships are essential to learning the ropes of a working studio and having the experience to find that dream job. Our doors are open to give students access to a working creative environment, connecting mentees to mentors. Say it with us: 'Design education by industry for industry.'

STRATEGIC PROJECTS

We don't follow – we create the change we want to see in our community. Recent strategic projects include the Billy Blue *Hallo Ffame*, showcasing the best of the best of our alumni and the *INTRO* Graduate exhibition, which introduces graduating students' creative genius in a gallery setting to industry looking to hire.

EXTERNAL CLIENTS

Did we mention industry? We're out there delivering creative solutions to external client briefs – maintaining our connection and relevance. Most recently we've been working with publisher Pan Macmillan Australia on several children's books, small business brands, and a few projects in the cultural arts space.

Want to see more of our work?

You're looking at it. We worked closely with teams at Billy Blue College of Design and Torrens University Australia, several industry collaborators and 75+ alumni to design, write, photograph, illustrate, collect, interview, review and share the love.
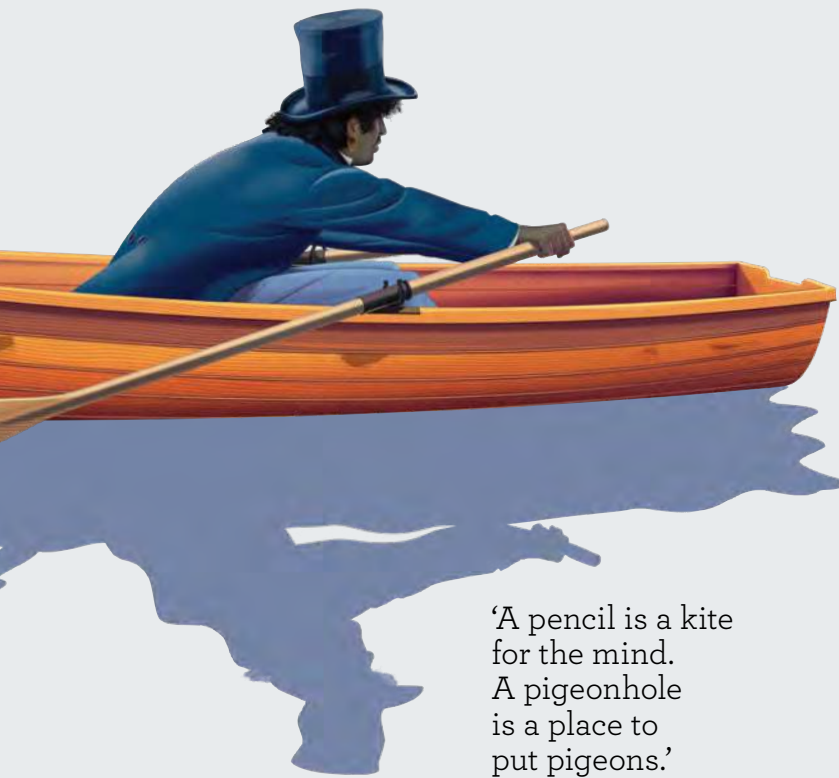
'A pencil is a kite for the mind. A pigeonhole is a place to put pigeons.'

Ross Renwick

OUR SUCCESS COACHES

You're never alone when you study at Billy Blue. Not just because we have a strong community, fantastic facilitators and you're haunted by the ghosts of the past – but also because we have a strong bench of success coaches. As the name suggests, these talented and relatable design industry and education experts have one sole mission in life: to align your learning with your broader life purpose. Whether you're studying on campus or online, they'll partner up with you for the duration of your Billy Blue journey, making sense of the stuff you're learning and playing to your strengths as they give you the inside edge on your future. Take that, ghosts of the past.

Jock Boyd,
Academic Skills
Facilitator / Senior
Success Coach
My creative approach to coaching is most apparent in my skills to design, plan and facilitate exciting experiences, which stimulate creative and innovative thinking and encourage students to take ownership of their own talents and strengths. The focus is always on the experience of the individual and the value that they get from my involvement in their learning journey.

'I'm still a photographer: mostly portrait and lifestyle shoots for national magazines. I still get a tremendous buzz from shooting and the amazing people I get to photograph. I've photographed people as inspiring as Richard Branson, but equally inspiring, ordinary people who had extraordinary things happen in their life. It's a great background for success coaching!'

Richard Whitfield – Design and Creative Technology Success Coach

Whether you're riding the swells or bogged at low tide, a support team is worth its weight in ballast.

HOW/ WHEN/ WHERE TO SEE US

Because we're such people people, we make as many opportunities as possible to meet up with potential students and show them what Billy Blue has to offer. And just, you know, talk about stuff. If you're going to need some more info on this design bizzo before signing up, here are some of the ways to get the goss:

OPEN DAYS

We have three of these per year – in January, May and August. It's the perfect opportunity to see the campus in full swing, with lecturers and students swapping it back and forth, graduates telling you about the things they've seen and done, and free food. You can even bring your friends and family to see us on our best behaviour.

OPEN NIGHTS

For vampires, night owls and people who work 9–5, we also have three of these. They're a lot like the open days, but in the dark.

VIRTUAL OPEN DAY

You don't even need to leave your chair to explore our campuses thanks to VR walkthroughs. Even more useful: an online chat platform showing presentations on available courses, videos and convos with course and career advisors.

WORKSHOPS

Spend the day at uni with a lecturer in a classroom, getting a sense of what you may or may not be in for.

It's free, and the ideal way to get a feel for design before committing to a full courseload.

EXHIBITION

Once per year, when the stars are right, graduating students and recent graduates display their work in a summoning ritual that will bring forth an appreciative audience to marvel at the high standards at Billy Blue. High school groups are welcome to view, and you are, too.

CAMPUS TOURS

We're open Monday to Friday, so if none of the above options suits your style, contact us for a guided tour of the campus, complete with custom anecdotes.

MEET BETHANY LA PAGLIA

Out of all the universities I looked at, Billy Blue sold me with their small class sizes, friendly lecturers and beautiful campus. There's a strong sense of support and community that I haven't felt anywhere else – even the students who have graduated drop by occasionally! You'll always be given opportunities to grow and receive endless support from peers and lecturers.

I am currently applying for internships at User Experience (UX) consultancies in Brisbane. I wish to begin a career in this industry after I graduate, and gaining industry experience in something I am passionate about is something I never thought I'd be able to gain while studying full-time.

I'm on my last year of studies, so most of my projects will consist of commissions and small digital art projects to sell on RedBubble.

Bethany La Paglia – Bachelor of Digital Media

DEAR

NOTHING
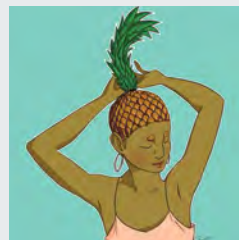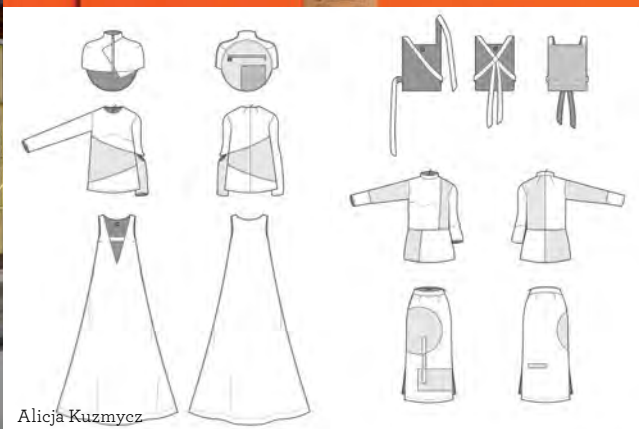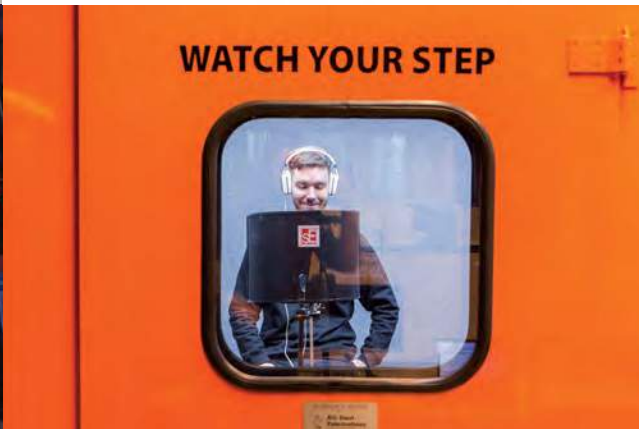
Claudia Perry

beyondthedeep.org

WATCH YOUR STEP

Rebekah Galanto

Alicja Kuzmycz

Oscar Giraldo

Dan Braga

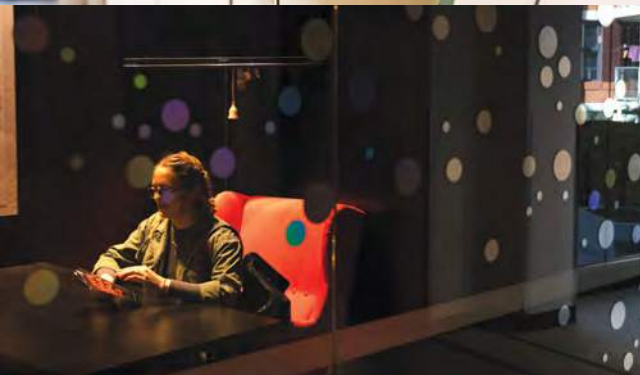Terri Nguyen

Danni Duanne

Raúl Ortiz de Lejarazu Machin

Emily Parker

Chloe Buisson

BILLY BLUE COURSES

Photo Imaging

YOU MIGHT THINK THAT STUDYING ANYTHING TO DO WITH PHOTOGRAPHY IS A THING OF THE PAST. NOW THAT WE ALL HAVE MILLIONS OF SWEET FILTERS AND OUR PHONES DO ALL THE HEAVY LIFTING. WELL, YOU'RE WRONG AND YOU SHOULD FEEL BAD. THE DIPLOMA OF PHOTO IMAGING IS ABOUT SO MUCH MORE THAN GATHERING LIKES. WE'LL OUTLAST THE CASUALS WITH THEIR HANDHELD MEGAPIXELS.

Creative Tech

DEVELOPING AI TECHNOLOGY ISN'T JUST FOR TAKING OVER THE WORLD. IT CAN ALSO BE A WAY TO DESIGN YOUR OWN BEST FRIEND. AND AN OPPORTUNITY TO MAKE JOKES ABOUT HAVING YOUR HEAD IN THE CLOUDS WHEN YOU'RE REALLY MORE OF AN ENGINEER THAN A DREAMER. OR BOTH. THAT'S PROBABLY THE BEST MIX FOR CREATIVE TECH, ISN'T IT? THE BRAIN OF A SCIENTIST AND THE HEART OF A POET. MAYBE AN AI THAT CAN CODE SWITCH BETWEEN THEM.

Graphic Design

YOU MIGHT THINK GRAPHIC DESIGN. IT'S EVERYWHERE. FROM THE REVAMPED LABEL ON YOUR CAN OF COLA TO THE EMOJIS ON YOUR PHONE. EVEN THESE WORDS YOU'RE READING NOW WERE PUT IN A SPECIFIC FONT FOR A SPECIFIC REASON. IT'S NOT SOMETHING WE REALLY THINK ABOUT, BUT ALL OF US WERE BORN SURROUNDED BY THE FRUITS OF GRAPHIC DESIGN. ALL THAT STUFF INFLUENCES THE WAY WE THINK AND ACT... AND WE DON'T EVEN REALISE IT. WANNA KNOW WHAT THAT REASON IS? KEY CONCEPTUAL AND TECHNICAL SKILLS TO TRANSFORM FANTASTIC CONCEPTS INTO VISUAL REALITY. BY ENHANCING YOUR DESIGN AWARENESS AND COMBING PROBLEM-SOLVING AND TECHNICAL SKILLS YOU'LL BE EQUIPPED TO RESPOND IN OUR FAST-PACED, VISUALLY LITERATE SOCIETY. MAKING ONLOOKERS GO, 'HOW DID YOU DO THAT?' AND YOU JUST NOD SLOWLY, FULL OF SMUG WISDOM. AND SHAKE YOUR HEAD AT POORLY DESIGNED MENUS.

Digital Media

THE FIRST THING YOU'LL LEARN IS NOT TO CALL IT 'THE CARTOON SPACE'. WHICH MEANS SCREENS. THIS ISN'T MACHINE PSYCHOLOGY. YOU PASSED THE VOIGHT-KAMPFF TEST. FILM & VIDEO DESIGN – GUARANTEED TO IMPRESS PEOPLE WHEN YOU CASUALLY DROP IT INTO CONVERSATION AT PARTIES. DO YOU FEEL ANYTHING ABOUT THE WAY HUMANS INTERACT WITH MACHINES? OKAY, AS YOU MAY HAVE GUESSED FROM THE NAME, THIS BRANCH OF DESIGN IS ALL ABOUT DIGITAL MEDIA, WHICH IS BASICALLY 83 PER CENT SCREENS THESE DAYS. YOU MIGHT HAVE NOTICED THEY'RE DOING SOME FAIRLY INCREDIBLE THINGS IN THE CARTOON SPACE THESE DAYS, AND YOU COULD JOIN THEM! WHICH MEANS IT'S BECOMING MORE AND MORE RELEVANT TO THE WORLD WE ALL LIVE IN.

Branded Fashion

MORE THAN MERELY PUTTING FLAMINGOES ONTO HAWAIIAN SHIRTS, AN ALL-INCLUSIVE QUALIFICATION THAT TEACHES YOU THE BUSINESS OF WHAT WE WEAR AS WELL AS ACTUALLY MAKING THE OUTFITS. THAT MEANS YOU'LL BE CALLED UPON TO CREATE INSPIRING DESIGNS, DEVELOP AND PRODUCE THEM FOR MARKET... AND DEAL WITH ALL THE OTHER PEOPLE YOU'LL NEED TO TAKE THOSE PINK BIRDS IN YOUR HEAD AND MAKE THEM A GAUDY REALITY. PATTERN-MAKERS, GARMENT CONSTRUCTORS AND THE CATWALK-DOMINATING FASHIONISTAS.

Games

EVEN IF THEY WEREN'T VERY GOOD BY ADULT STANDARDS. NOW YOU CAN TAKE THOSE RULES AND ADD SOME FANCY ART AND SOLID GAMEPLAY AND CREATE SOMETHING MAGICAL. YOU'VE BEEN BUILDING GAMES SINCE YOU WERE A KID. WE'RE NOT THE BOSS OF YOU. HAVE A PLAN TO PORT IT TO MOBILE SO WE CAN PLAY IT ON THE TRAIN. OR MAYBE IT'S SCIENCE-FICTIONAL – COME ON – WHATEVER IT IS, MAKE SURE YOU HAVE A... ONE-HANDED, IDEALLY.

Interior Design

COMMERCIAL OR RESIDENTIAL? OR SOMEWHERE IN-BETWEEN? TAKE THE FIRST OPTION AND YOU'RE GIVING A COMMERCIAL FOCUS TO YOUR INTERIOR DESIGN. SOMEBODY – OR SOME TEAM – PUT TOGETHER THE FURNISHINGS YOU'RE... THE SECOND OPTION WILL HAVE YOU EXPLORING AND RESPONDING TO ISSUES IMPACTING PEOPLE. IF YOU'RE... LUCKING BACK IN. THIS IN A CAFÉ OR PUB, LOOK AROUND.

Communication Design

GRAPHIC DESIGN IS EVERYWHERE YOU LOOK (EXCEPT MAYBE A TREE) AND ONE OF THE MOST IMPORTANT FACTORS IN SUCCESSFUL WORK IS THE ABILITY TO TALK TO YOUR AUDIENCE. THE HUGE AMOUNT OF VISUAL MATERIAL MADE FOR COMMERCIAL AND CULTURAL PURPOSES MEANS THERE'S PLENTY OF WORK IN COMMUNICATION DESIGN. FIRE UP YOUR IMAGINATION, CHECK YOUR MIRRORS AND POWER INTO A REWARDING CAREER. YOU CAN BORE MOST OF THE PEOPLE MOST OF THE TIME, BUT YOU CAN'T BORE ALL OF THE PEOPLE ALL OF THE TIME. THERE'S NO NEED TO TRY APPEALING TO EVERYONE... THERE ARE PLENTY OF OTHER BIG WIGS OUT THERE PUSHING GENERIC POP CULTURE, WE OPT FOR BELIEVABLE. WELL... MAYBE BELIEVABLE IS THE WRONG WORD IF YOU'VE READ THIS FAR. IT'S ABOUT THE FUN. HONESTY, HUMOUR AND INTRIGUE ARE GREAT INGREDIENTS FOR ENTICING AUDIENCES. GET OUT THERE IN THE WORLD. GIVE AUDIENCES THE FUN. PEOPLE LOVE FUN.

UX & Web

UX HAS BECOME SO IMPORTANT TO SO MANY INDUSTRIES IN THE PAST FEW YEARS. IT'S AMAZING THAT IT WASN'T ALWAYS AT THE TOP OF EVERY WITH-IT EMPLOYER'S LIST OF REQUIREMENTS IN AN APPLICANT. THESE DAYS EVEN THE CHICKEN-FLIPPERS AT YOUR LOCAL FAST FOOD JOINT ARE EXPECTED TO BE ACROSS THE BASICS. OF COURSE, IT'S MORE THAN JUST A BUZZWORD.

Masters

OH, AND TO CREATIVELY SHAPE TECHNOLOGIES. BUILT TO ENGAGE DESIGNERS, DEVELOPERS, TECHNOLOGISTS, PROGRAMMERS, ARTISTS AND TEACHERS, SYSTEMS AND APPLICATIONS. THAT'S THE GOOD STUFF. DESIGN THINKING IS BEING USED IN ALMOST EVERY INDUSTRY YOU CAN IMAGINE. BETTER YET – THE MASTER (ADVANCED). THE MASTER. NOW WE COME TO IT. THE MASTER. TO EXPLORE THE CONVERGENT SPACE BETWEEN DESIGN AND BUSINESS.

BRANDED FASHION
DESIGN

BACHELOR OF
BRANDED
FASHION
DESIGN

More than merely putting flamingoes onto Hawaiian shirts, the Bachelor of Branded Fashion Design is an all-inclusive qualification that teaches you the business of what we wear as well as actually making the outfits. That means you'll be called upon to create inspiring designs, develop and produce them for market... and deal with all the other people you'll need to take those pink birds in your head and make them a gaudy reality. Pattern-makers, garment constructors and the catwalk-dominating fashionistas we count as friends and fashion industry partners.

If you'd like to create your own label, learn the role of strategy in fashion design and / or use clothes as a force for good in a world of sweatshops, this is a serious and exciting course. (It's also good if you're writing *The Devil Wears Prada* fanfic.)

POTENTIAL FUTURES
- Branded Fashion Designer
- Fashion Buyer
- Merchandise Planner
- Product Developer
- Production Manager
- Digital Print Designer
- Trend Forecaster
- Brand Manager
- Tech and Spec Designer
- Start-up Fashion Designer with own brand
- Fashion Marketing, Social Media and PR
- Fashion Sales Agency Rep
- Design Room Coordinator in charge of technical and specification for production
- Design Room Coordinator in creation of Bill of Materials
- Textile Designer

ENTRY REQUIREMENTS

General

Year 12 with minimum ATAR 60 or equivalent.

Special

Demonstrated ability to undertake study at this level:

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) – applicable to Design only.

Extra Entry Requirements for Overseas Students

IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Branded Fashion Design course page: *billyblue.edu.au/courses*

LEVEL 100

Design Context
Fashion Illustration
Introduction to Branded
    Fashion Technical
    Drawing
Design Studio 1
Design Studio 2
Fashion versus Clothing
Introduction to Shape
    & Form
Fashion Studio Practice

LEVEL 200

Digital Print & Theory
International Fashion
    Systems
Design Studio 3
Techs & Specs for Fashion
Enterprise Management
Problem-based Learning
    Studio
Discover, Define, Develop,
    Deliver
Advanced Draping &
    Sewing

LEVEL 300

Professional Portfolio
    Production
Collection Design
Elective 1 (Level 300
    Subject)
Social Enterprise
Work-integrated Learning
Branded Fashion
    Production
    (Major Work)
Technical Portfolio
    Production
    (Major Work)
Portfolio Range
    (Major Work)

ny Horan

COURSE DETAILS

Provider
Billy Blue College of Design at Torrens University Australia

CRICOS
090293C

Duration
Full-time: 3 years
Full-time accelerated: 2 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
*Blended – face to face on campus plus facilitated Online

Location
Sydney, Melbourne and Brisbane

Fee-Help
Available for eligible Australian students.

MEET AARON McDOWELL

I chose Billy Blue for its streamlined and practical approach to its curriculum; every subject is built upon real industry skills and delivered by lecturers with real industry experience. I also felt that the Bachelor of Branded Fashion Design offered the best intersection of commercial design and business-relevant activities that would allow me to understand not only how a fashion business works, but how I could later start my own brand.

I'm currently working as a design assistant at Assembly Label. You can visit our website at *assemblylabel.com.*

I'm working on the design and development of Assembly Label's next High Summer 2019 collection, including creating a set of branded accessories and leather goods. I'm also working on a personal project wherein the skills and learnings that I have taken from the Bachelor of Branded Fashion Design course have been highly transferable.

Aaron McDowell – Bachelor of Branded Fashion Design

Angela Phu

Bethany Horan

To support.

insert unnecessary comment about how breastfeeding affects you.

30% of women feel embarrassed or uncomfortable breastfeeding outside the home.

The basic purpose of the bra is to distribute and support the weight of the breast in order to make a woman feel comfortable. Like the bra, a woman in herself is a supportive figure to anyone she's around. When it comes to breastfeeding, she should be supported instead of being made to feel embarrassed.

She needs support.

Student work: Rylka Kedwell

COMMUNICATION & GRAPHIC DESIGN

BACHELOR OF COMMUNICATION DESIGN

Design has been a form of communication since the first cave painting depicting some badass warriors taking on a mammoth for pride, glory and probably some meat and furs. This degree continues that ancient tradition (communication design, not mammoth hunting) by focusing on the creation of visual messages, ideas and information for a range of audiences.

For example, this page you're reading right now isn't just for you. It's for a broad range of applicants who appreciate the idea of exploring essential communication techniques, such as typography, image generation, branding, information design, packaging and branded environments. And lists. And cave-painting references as a subtle contrast between the distant past and bright future you're about to embark upon. And subtle flattery. And...

Okay, that's enough of that. This course has an emphasis on creativity, design thinking, collaborative practice and problem solving. You'll also have the opportunity to complete a work placement before you graduate, we'll even help introduce you to some of our industry partners, none of whom are headquartered in a cave. Yet.

POTENTIAL FUTURES
- Graphic Designer
- Art Director
- Print Media
- Illustrator
- Advertising
- Magazine and Publishing Designer
- Book Designer
- Typographer
- Package Designer
- Information Architect
- Interactive Designer
- Brand and Identity Designer
- Environmental and Wayfinding Designer

ENTRY REQUIREMENTS

General

Year 12 with minimum ATAR 60 or equivalent.

Special

Demonstrated ability to undertake study at this level:

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) – applicable to Design only.

Extra Entry Requirements for Overseas Students

IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Communication Design course page: *billyblue. edu.au/courses*

LEVEL 100

Design Context
Typographic
    Fundamentals
Thinking Visually
Design Studio 1
Elective 1 (Level 100)
Data Visualisation
Design Studio 2
Typography 2

LEVEL 200

Design Studio 3
Message, Meaning, Media
Elective 2 (Level 100
    or 200)
Problem-based Learning
Typographic Systems
Elective 3 (Level 200)
Discover, Define,
    Develop, Deliver
Elective 4 (Level 200)

LEVEL 300

Social Enterprise
Culture of Change
Elective 5 (Level 300)
Major Project
Packaging & Branding
Business by Design
Work-integrated Learning
Portfolio
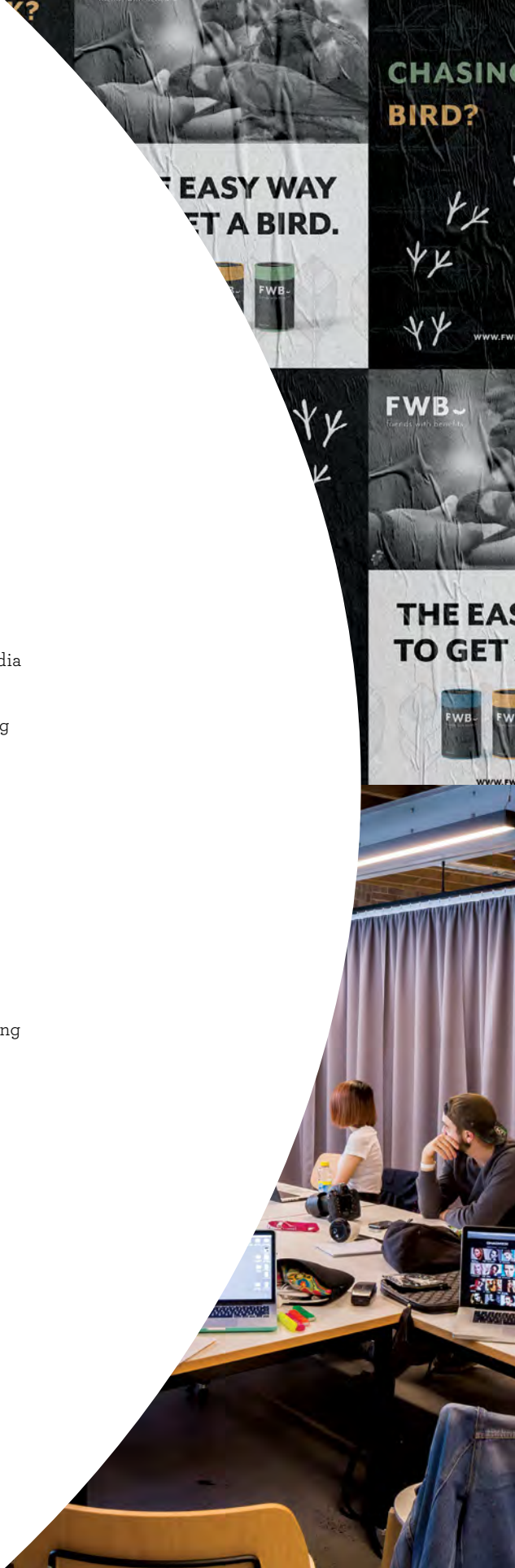
COURSE DETAILS

Provider
Billy Blue College
of Design at Torrens
University Australia

CRICOS
090295A

Duration
Full-time: 3 years
Full-time accelerated:
2 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
*Blended – face to face
on campus plus
facilitated Online

Location
Sydney, Melbourne
and Brisbane

Fee-Help
Available for eligible
Australian students.

'Billy Blue taught me how to be a lifelong
learner, a jack-of-all-trades and a master of some.
Specifically, communicating messages with
visual cues and enough pluck to figure out how
to do things I've never done before. Cash in on
this wealth of knowledge friends.'

Jeremy How – Bachelor of Communication Design

MEET EMMA NEWNES

Billy Blue has a great reputation in Sydney. The fact the lecturers are still in the industry also attracted me. Plus. my roommate was studying there at the time and loved it!

Until recently I worked at The Creative Method as a designer across food / beverage packaging and restaurant branding. They came to the portfolio review at Billy Blue when I finished studying and I started freelancing with them, which turned into a full-time position soon after. I've just jumped the pond to London where I'm living and working! thecreativemethod.com

Some highlights of 2018 have been working on rebranding Doyles Seafood, creating the identity for Soo Zee 23, packaging for Guzman Y Gomez Little G's Kids Box and temporary tattoos.

Emma Newnes – Bachelor of Communication Design
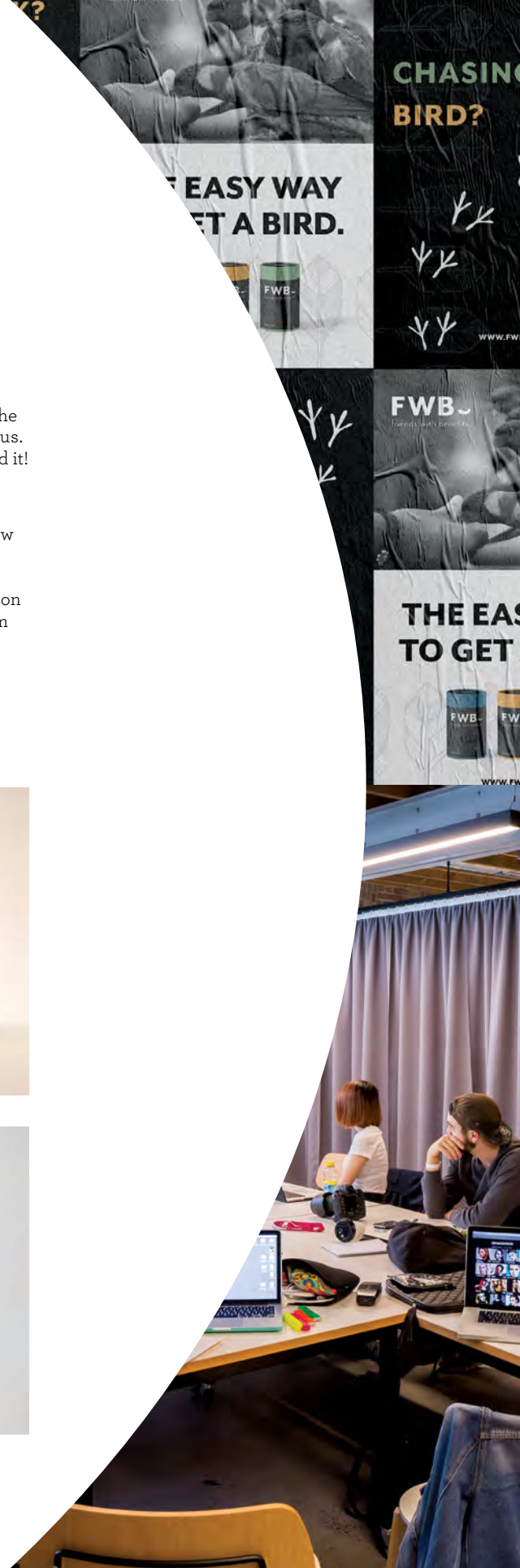
DIPLOMA OF
GRAPHIC
DESIGN

It's not something we really think about, but all of us were born surrounded by the fruits of graphic design. It's everywhere, from the revamped label on your can of cola to the emojis on your phone. All that stuff influences the way we think and act… and we don't even realise it. Even these words you're reading now were put in a specific font for a specific reason.

Wanna know what it is? Sign up and become one of us – the shadowy cabal of graphic designers who wield typography, branding, publication design, advertising, image-making, packaging, web design and information design like weapons. Turning the ideas in your head into real stuff on a page or screen is pretty fun.

POTENTIAL FUTURES
• Graphic Designer
• Packaging Designer
• Junior Art Director
• Computer Finished Artist
• Web Designer
• Branding and Identity Designer
• Environmental and Wayfinding Designer
• Advertising
• Magazine and Publishing Designer

ENTRY REQUIREMENTS

General

Year 12 or equivalent.

Special

Demonstrated ability to undertake study at the required level:
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).

Extra Entry Requirements for Overseas Students

IELTS 5.5 with no skills band less than 5.

For subject descriptors and electives, refer to the Diploma of Graphic Design course page: *billyblue.edu.au/courses*

LEVEL 100

Design Context
Design Software
Typography
Illustration or Camera & Capture
Finished Art
Symbols & Branding
Design Industry
Typography 2
Interaction Design
Design Thinking 1
Specialisation
Career Preparation

COURSE DETAILS

Provider

Billy Blue College of Design at Torrens University Australia

Duration

Full-time: 1 year (3 trimesters)
Part-time available

CRICOS

092483C

Delivery

Full-time Blended*
Part-time Blended*
Full-time Online
Part-time Online
*Blended – face to face on campus plus facilitated Online

Location

Sydney, Melbourne, Brisbane and Online

Fee-Help

Available for eligible Australian students.

MEET DANIEL CLARKE

I chose to do my Diploma of Graphic Design at Billy Blue because it allowed me to study nights while working full-time, as well as the fact that the excellent campus was accessible, modern and inspiring, and that the teachers were industry professionals, not just teaching theory.

I'm currently working as a mid-weight graphic designer as part of a cross-channel marketing design team, specialising in marketing design at a company called Crimson Education – *crimsoneducation.org.*

Having finished some mammoth projects last year, in 2019 I'm going to be working (collaboratively) on more digital-focused expo experiences for lead generation, web and app screen designs for existing customers, and ongoing print and advertorial design work.

Daniel Clarke – Diploma of Graphic Design

THE EASY WAY
TO GET A BIRD.

WWW.FWB.COM

WWW.FWB.COM

CHASING A
BIRD?

Nick James

SOUTHERN HIGHLANDS

DAINTREE RAINFOREST

MARGARET RIVER

ALICE SPRINGS

Anni Grindrod

BEGIN YOUR JOURNEY

CREATIVE TECHNOLOGY

To Your Brother

To Your Mum

To Him

Say Hello   Facts   Gallery   Locations   Women's Refuge

Domestic abuse can and does effec

Starting to solve these problems is as simple as making a phone call.

OVER 8,000 WOMEN USED
OUR SHELTERS LAST YEAR

FORTY PERCENT OF VICTIMS
IDENTIFY AS MAORI

ONLY 2
REFERRE

Gemma Barrows, Chantelle Spiller, Sherylene Chan

BACHELOR OF SOFTWARE ENGINEERING (ARTIFICIAL INTELLIGENCE)

aws academy

IBM

To learn more about our collaborations with IBM and Amazon (AWS Academy) refer to pages 107 and 109.

Funny story: this blurb was written by a network of AI spiders crawling the web for the best way to convince you to do a Bachelor of Software Engineering. Nah, not really. But one day that could be a reality. You could build a system that generates course guide information, putting the human writer out of work and – WAIT A MINUTE.

Ahem. What you'll actually be doing, you monster, is a combination of technical stuff like computer vision, natural language processing, speech recognition and machine learning, as well as the more 'human' topics including ideation, design thinking, project management and interpersonal communication.

POTENTIAL FUTURES
- Assistant Software Engineer
- Associate Software Engineer
- Junior Software Developer
- Junior Data Scientist
- Business Intelligence Developer
- Junior Machine Learning Engineer
- Junior Computer Vision Engineer
- Software Engineer
- Software Developer

'Our AI program has a strong focus on soft skills, to ensure students graduate with not only the required knowledge, but also the in-demand skills of ideation, design thinking, project and time management and interpersonal communication.'

Himanshu Khanna – Director of Innovation, Industry & Employability

ENTRY REQUIREMENTS

General

Year 12 with minimum ATAR 60 or equivalent.

Special

Demonstrated ability to undertake study at this level:

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) – applicable to Design only.

Entry Requirements for Overseas Students

IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Software Engineering (Artificial Intelligence) course page: *torrens.edu.au/courses*

LEVEL 100

Maths 1

Introduction to Software Engineering

Concepts in Artificial Intelligence

Algorithms & Data Structures

Microservices Architecture

Probabilities & Statistics

LEVEL 200

Introduction to Computer Graphics

Introduction to Data Science

Applications of Artificial Intelligence

Classification & Regression

Project Based Learning Studio: Technology

Networking & Database Systems

Human-centred Design

Creative Enterprise

LEVEL 300

Machine Learning Principles

Data Mining & Visualisation

Natural Language Processing & Speech Recognition

Deep Learning

Advanced Technology – Work-integrated Learning

Gemma Barrows, Chantelle Spiller, Sherylene Chan

COURSE DETAILS

Provider
Torrens University
Australia

CRICOS
099352B

Duration
Full-time: 3 years
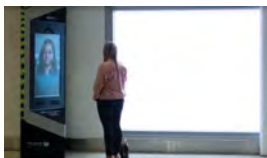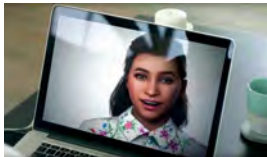Full-time accelerated:
2 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
*Blended – face to face
on campus plus
facilitated Online

Location
Sydney, Melbourne
and Online

Fee-Help
Available for eligible
Australian students.

MEET HANS COLTON
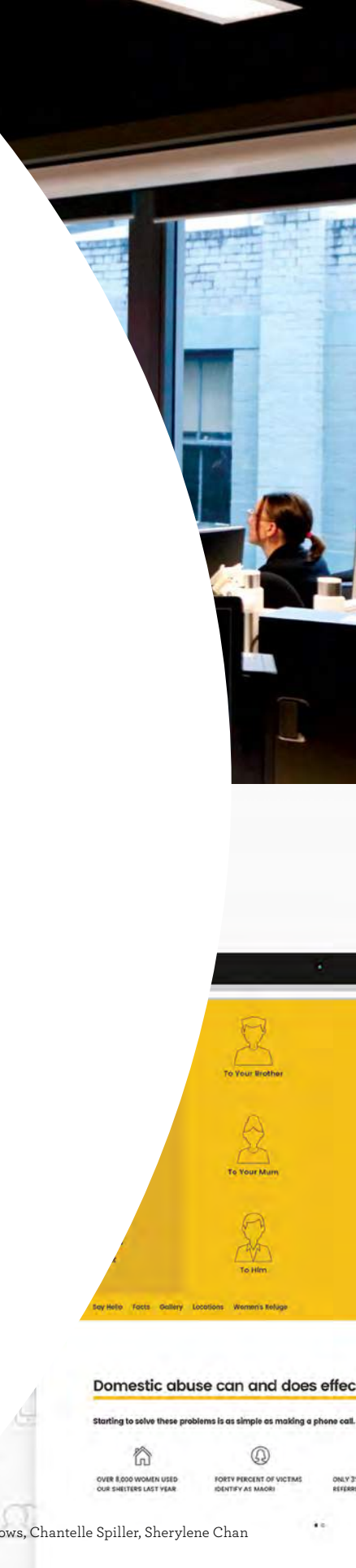
I study the Bachelor of Software Engineering and I am simultaneously interning at Face Me.

Face Me is a start-up that creates digital humans to revolutionise how people get in contact with a company. The digital humans are capable of actually showing and understanding the user's emotion and that allows them to do so much more.

As an intern at Face Me I get to work on these crazy out-there experimental features that may not work but if they do, they're going to add a whole extra level of immersion to this awesome digital human.

Hans Colton – Bachelor of Software Engineering (Artificial Intelligence)

'What we're studying here is truly at the core of the creative technological revolution. With the continuous advancement in AI, we have seen a paradigm shift from what was there a few decades ago. Same can easily be said for cloud computing. Gone are the days when local physical set-up was the only solution for all IT services. Emerging sectors are practically required to have cloud-based processes intact, including adding data migration, access and security as top priorities. By merging AI or CC with creative technology concepts, we have brought a new angle to learning where our students are not only benefitting from the program but are bringing innovative skill sets to the world of science and technology.'

Fawad Zaidi – Program Coordinator

Gemma Barrows, Chantelle Spiller, Sherylene Chan

BACHELOR OF
SOFTWARE ENGINEERING
(CLOUD COMPUTING)

Have you always wanted to apply creative skills to identify and solve complex commercial software engineering problems innovatively with independence? You're in luck, because that's totally one of the learning outcomes of this course, which was built with the input of IBM and involves a collaboration with Amazon Web Services.

Work across a variety of services and platforms to build a comprehensive, industry-aligned understanding of cloud computing and devops. Hmm. We decided to leave the capital letters off 'Cloud Computing', but it looks weird when it's not written like 'DevOps', doesn't it? Ahhhh, that's really gonna bother us now.

Anyway, you'll explore the intricacies of cloud infrastructure, master the fundamentals of CI / CD, and explore the in-demand field of microservices architecture.

aws academy

IBM

To learn more about our collaborations with IBM and Amazon (AWS Academy) refer to pages 107 and 109.

POTENTIAL FUTURES
- Assistant Software Engineer
- Associate Software Engineer
- Junior Software Developer
- Junior Data Scientist
- Business Intelligence Developer
- Junior DevOps Engineer
- Junior Infrastructure Engineer
- Full Stack Software Engineer
- Software Engineer
- Software Developer

ENTRY REQUIREMENTS

General

Year 12 with minimum ATAR 60 or equivalent.

Special

Demonstrated ability to undertake study at this level:

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) – applicable to Design only.

Entry Requirements for Overseas Students

IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Software Engineering (Cloud Computing) course page: *torrens.edu.au/courses*

LEVEL 100

Maths 1

Introduction to Software Engineering

Introduction to Cloud Computing

Algorithms & Data Structures

Microservices Architecture

Introduction to DevOps

LEVEL 200

Introduction to Computer Graphics

Introduction to Data Science

Cloud Application Development

Networking & Database Systems

Network Design

Project-based Learning Studio: Technology

Human-centred Design

Creative Enterprise

LEVEL 300

Tools for DevOps

Data Mining & Visualisation

Secure by Design

Scaling & Monitoring

Advanced Technology – Work-integrated Learning

Domestic abuse can and does effec

Starting to solve these problems is as simple as making a phone call.

OVER 8,000 WOMEN USED OUR SHELTERS LAST YEAR

FORTY PERCENT OF VICTIMS IDENTIFY AS MAORI

ONLY 3
REFERR

Gemma Barrows, Chantelle Spiller, Sherylene Chan

'We have been hiring Torrens graduates for the past few years and we're extremely excited about their new artificial intelligence and cloud computing degrees. We were actively consulted during the program development and we're really looking forward to their design-based approach to technology showing through future graduates.'

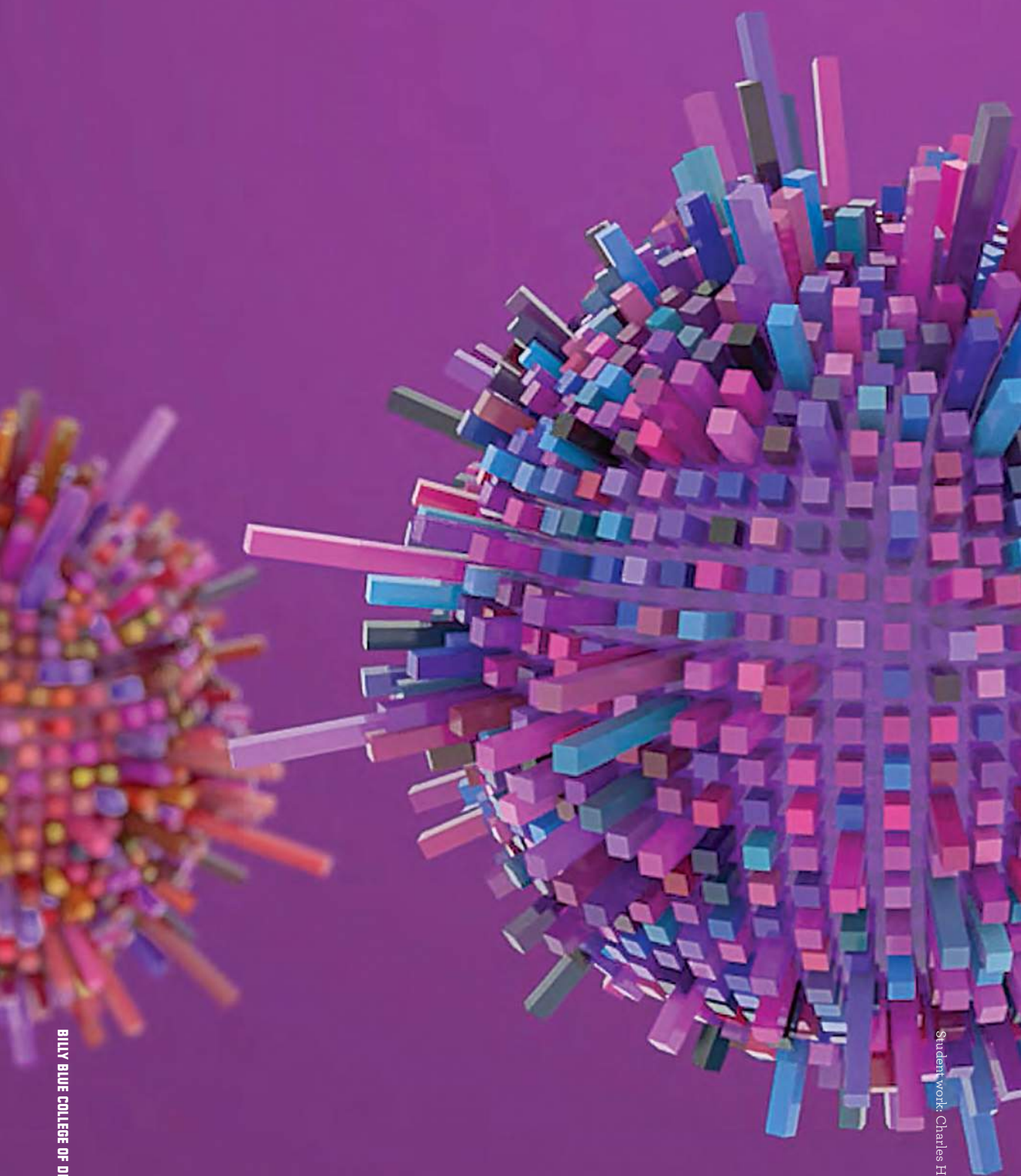*Husain Al-Badry – General Manager Innovation and CX, Datacom*

Trent Naylor

69

Student Team: Gemma Barrows, Chantelle Spiller, Sherylene Chan

Student work: Charles Huynh

DIGITAL MEDIA

DESIGN

BACHELOR OF
DIGITAL MEDIA
(3D DESIGN AND
ANIMATION)

You might have noticed they're doing some fairly incredible things in the cartoon space these days, and you could join them! The first thing you'll learn is not to call it 'the cartoon space'. After that, you'll be invited into a cartoon space of modelling, rigging, giant mallets, animation, texturing, dropping safes on people, lighting, composition and rolling your eyes at dusty old gags. In addition, you'll be at the edge's edge of what's happening in VR / AR – which, between us, is so exciting you won't be able to keep up your cool retro-mirrorshades attitude. We see you, Spike Spiegel.

All that, and in your final year you can apply for an internship with a professional 3D design and animation studio, with the chance to work on live projects for a real-world client. Not a cartoon client.

POTENTIAL FUTURES
- 3D Animator
- 3D Concept Artist
- 3D Generalist
- 3D Specialist (e.g. modelling / rigging / texturing / lighting)
- 3D Visualisation Artist
- 3D Tracker / Matchmover
- Character Designer
- Compositor
- Concept Artist
- Digital Designer
- Digital Matte Artist
- Environment Designer
- Game Artist
- Previsualisation (previz) Artist
- Visual Effects (VFX) Artist

ENTRY REQUIREMENTS

General
Year 12 with minimum ATAR 60 or equivalent.

Special
Demonstrated ability to undertake study at this level: 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) – applicable to Design only.

Extra Entry Requirements for Overseas Students
IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Digital Media (3D Design & Animation) course page: *billyblue.edu.au/courses*

LEVEL 100
Design Context
Design Studio 1
Experience, Interface, Interaction
Time, Space, Motion
Design Studio 2
Interaction Design
Motion Design
3D Design & Animation
Drawing for Concept Development

LEVEL 200
Design Studio 3
Character Modelling
Character Animation
Problem-based Learning Studio
Discover, Define, Develop, Deliver
Modelling & Visualisation
Character Animation 2

LEVEL 300
Social Enterprise
3D Visualisation, Compositing & Effects
Animation Production
Elective 1 (Level 200 or 300 Subject)
Work-integrated Learning
Portfolio Development
Emerging Practice in 3D Design & Animation
Elective 2 (Level 300 subject)

COURSE DETAILS

Provider
Billy Blue College of Design at Torrens University Australia

CRICOS
090297K

Duration
Full-time: 3 years
Full-time accelerated: 2 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
*Blended – face to face on campus plus facilitated Online

Location
Sydney and Melbourne

Fee-Help
Available for eligible Australian students.

BACHELOR OF
DIGITAL
MEDIA
(INTERACTION
DESIGN)

How do you feel about human-computer interaction? How about graphic and interface design or information architecture or non-linear storytelling? Do you feel anything about the way humans interact with machines? Okay, you passed the Voight-Kampff test. This is the path for you if you're passionate about things like the role of human psychology in designing user interfaces.

As opposed to machine psychology, which… isn't a thing.

Interaction Design is extremely relevant to anything happening across web, mobile, social and online. You'll learn strategic thinking, user-experience design and development – and have the opportunity to apply for an internship in a professional studio, working on live projects.

POTENTIAL FUTURES
- User Experience Designer
- Web Designer
- Art Director
- Creative Director
- Business Owner / Manager
- Coordinator or Assistant Manager
- Operations Manager
- Marketing Manager
- Partnership Manager
- Buyer
- Entrepreneur
- General Manager

ENTRY REQUIREMENTS

General
Year 12 with minimum ATAR 60
or equivalent.

Special
Demonstrated ability to undertake study at this level:
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) – applicable to Design only.

Entry Requirements for Overseas Students
IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

LEVEL 100
Design Context
Design Studio 1
Experience, Interface, Interaction
Time, Space, Motion
Design Studio 2
Interaction Design
Motion Design
3D Design & Animation
Drawing for Concept Development

LEVEL 200
Design Studio 3
Character Modelling
Character Animation
Interface Development
Content & Technology Systems
Problem-based Learning Studio
Discover, Define, Develop, Deliver
Interface Development 2
Experience Design 1

LEVEL 300
Social Enterprise
Interface Development 3
Experience Design 2
Elective 1
    (Level 200 or 300 Subject)
Work-integrated Learning
Portfolio Development
Emerging Practice in Interaction Design
Elective 2
    (Level 200 or 300 Subject)

COURSE DETAILS

Provider
Billy Blue College of Design at Torrens University Australia

CRICOS
090299G

Duration
Full-time: 3 years
Full-time accelerated: 2 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
*Blended – face to face on campus plus facilitated Online

Location
Sydney and Brisbane

Fee-Help
Available for eligible Australian students.

MEET TRISTAN KLEIN

Billy Blue changed my life through the internship program. Before study, I worked an average job that I didn't enjoy much and didn't get paid much either. Then through one of my teachers at uni I was offered an internship at his workplace. I managed to impress them so much I was offered a job there while I was still studying.

Now I go to work every day and have a blast. I get paid really well and the work excites me.

I stopped feeling like a student and started to feel like a professional in training probably when I was interning. It was the beginning of my second-last trimester. It was then I could see the relevance of what we were being taught and I could relate the lessons to real-life work.

Tristan Klein – Bachelor of Digital Media Design

MEET BRYCE COX

The course changed my life in the sense that I was working in a job that wasn't really for me. In my area, people tend to do more labour-based work. College really opened up my opportunities to begin a creative career, which was better suited to me.

Getting a job was pretty cool. That's always nice. Actually, CYMATIC MEDIUM was the highlight — I received really positive feedback from talented people I really respect. One stand-out designer asked if I was a magician and had I ever done this before. From my designs, the work exceeded my expectations; as I was putting it together it got better and better.

I had major anxieties about jobs, I still haven't had an interview yet, I got my job through contacts. Now I'm putting the skills I learned into practice, I feel fully formed, in a place where these skills have impact.

Bryce Cox – Bachelor of Digital Media Design

BACHELOR OF
DIGITAL MEDIA (FILM AND VIDEO DESIGN)

Guaranteed to impress people when you casually drop it into conversation at parties, Film & Video Design is also a brilliant qualification to have if you'd like to spend your work time doing things with motion graphic design, digital video production, editing and post-production, sound design, concept design, pre-production planning, cinematography, compositing and visual effects. Or if you're just into solving problems that other people probably don't even know exist.

In addition to working through briefs and creative processes that get used by professionals, in your final year you'll have the chance to apply for an internship with a professional motion design studio or production house, where you'll potentially be working on real-world clients' live projects.

POTENTIAL FUTURES
- Animation Director
- 2D Animator
- Character Designer
- Colour Grader
- Concept / Storyboard Artist
- Compositor
- Creative Director
- Digital Designer
- Digital Matte Artist
- Digital Video Producer
- Broadcast Designer
- Motion Graphic Designer
- Previsualisation (previz) Artist
- Titles Designer
- Video Editor

ENTRY REQUIREMENTS

General
Year 12 with minimum ATAR 60
or equivalent.

Special
Demonstrated ability to undertake study at this level:
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) – applicable to Design only.

Entry Requirements for Overseas Students
IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Digital Media (Film & Video Design) course page: *billyblue. edu.au/courses*

LEVEL 100
Design Context
Design Studio 1
Experience, Interface, Interaction
Time, Space, Motion
Design Studio 2
Interaction Design
Motion Design
3D Design & Animation
Drawing for Concept Development

LEVEL 200
Design Studio 3
Live Action Production
Motion Graphic Design 1
Problem-based Learning Studio
Discover, Define, Develop, Deliver
Story & Cinematography
Compositing & Visual Effects

LEVEL 300
Social Enterprise
Motion Graphic Design 2
Compositing & Visual Effects 2
Work-integrated Learning
Elective 1 (Level 200 or 300 Subject)
Portfolio Development
Emerging Practice in Motion Design
Elective 2 (Level 300 subject)

COURSE DETAILS

Provider
Billy Blue College of Design at Torrens University Australia

CRICOS
090300J

Duration
Full-time: 3 years
Full-time accelerated: 2 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
*Blended – face to face on campus plus facilitated Online

Location
Sydney

Fee-Help
Available for eligible Australian students.

DIPLOMA OF
DIGITAL
MEDIA DESIGN

As you may have guessed from the name, this branch of design is all about digital media. Which means screens. Which means it's becoming more and more relevant to the world we all live in, which is basically 83 per cent screens these days. This diploma is industry-driven, so the focus is on giving you in-demand skills in high-growth sectors: web, mobile, 3D, visual effects… you know, screen stuff.

More specifically, it means we cover idea generation, graphic design, 3D design, digital video, motion graphics, web and interactive design. Then you can think about which of that lot you'd most like to know more about, and go from there! Or head out for an entry-level role somewhere that lets you wear T-shirts to work, because that's just what designers are like.

POTENTIAL FUTURES
• Digital Agency Junior
• Design / Studio Intern
• Production Assistant
• Web Content Administrator

ENTRY REQUIREMENTS

General
Year 12 or equivalent.

Special
Demonstrated ability to undertake study at the required level:
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).

Entry Requirements for Overseas Students
Equivalent IELTS 5.5 (Academic) with no skills band less than 5.

For subject descriptors and electives, refer to the Diploma of Digital Media Design course page:
billyblue.edu.au/courses

LEVEL 100
Design Context
Design Studio 1
Experience, Interface, Interaction
Time, Space, Motion
Interaction Design
Motion Design
3D Design & Animation
Design Studio 2

COURSE DETAILS

Provider
Billy Blue College of Design at Torrens University Australia

CRICOS
090304E

Duration
Full-time: 1 year
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
*Blended – face to face on campus plus facilitated Online

Location
Sydney, Melbourne and Brisbane

Fee-Help
Available for eligible Australian students.

MEET GERAD DIDIER JANSON

My life has changed because I am now working as a user experience designer doing what I love every day. I don't feel like I'm going to work every morning and that feeling is worth all the hard work I put in at college.

The highlight of my career so far is being sent to Miami recently to talk to users and demo our cloud-based application. I learned a lot about how users use our software and where we can improve. As a user experience designer, that first-hand knowledge is invaluable.

I felt like a professional in training immediately after college as I was employed right away. The amount of interest I received from employers was amazing and helped build a confidence I never had before.

Gerad Didier Janson – Bachelor of Digital Media Design

WEATHER**JS**

Realtime API driven and Jquery
animated weather interface.

Charles Huynh

Cooper Voss

DIGITAL MEDIA DESIGN

Student work: Scott Thomson, Tyrone Mills, Gabriel Magadza and Cameron Chung.

GAMING

BACHELOR OF
SOFTWARE
ENGINEERING
(GAME PROGRAMMING)

Learn by doing in this highly hands-on course that's like an unskippable tutorial that you begrudgingly admit made you better than you otherwise would've been, because there are actually some quite tricky parts if you're honest. You'll code, you'll craft, you'll be able to glide from PlayStation to Switch without ever pressing the wrong button for 'cancel'.

You're right, we can't promise that final bit. But you will graduate with an extensive portfolio that will feature your experiences working with Unity and Unreal, learning C++ and other coding languages, and collaborating with fellow programmers and game artists to create a commercially viable game.

Oh, and thanks to the partnership with Sony Computer Entertainment Europe (SCEE), you will develop games for PlayStation® platform through the PlayStation® First Academic Development Program. So make sure you know your O from your B, if you get what we're saying.

POTENTIAL FUTURES
- Gameplay Programmer
- Game Programmer
- Generalist C++ Programmer
- Software Engineer

Want to go to the next level?
Deepen your software engineering
skills with these postgraduate qualifications:
• Graduate Certificate of Software Engineering*
• Graduate Diploma of Software Engineering (Artificial Intelligence)*
• Graduate Diploma of Software Engineering (Cloud Computing)*
• Master of Software Engineering (Artificial Intelligence)*
• Master of Software Engineering (Cloud Computing)*

*Only available to Domestic students

ENTRY REQUIREMENTS

General

Year 12 with minimum ATAR 60
or equivalent.

Special

Demonstrated ability to undertake study at this level:
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) – applicable to Design only.

Entry Requirements for Overseas Students

IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Software Engineering (Game Programming) course page: *torrens.edu.au/courses*

LEVEL 100

Maths 1
Introduction to Software Engineering
Algorithms & Data Structures
Game Design Principles
Maths 2
2D Game Programming

LEVEL 200

Computer Architecture & Operating Systems
Introduction to Computer Graphics
Networking & Database Systems
Artificial Intelligence & Physics for Games
3D Graphics Programming
Game Development PlayStation®
Rapid Game Prototype

LEVEL 300

Work-integrated Learning
Social Enterprise
Pre-Production Capstone 1
Production Capstone 2

'Game programming is a specialisation in innovation. Game programmers must be masters of software engineering and pioneers with technology.

They hold all the cards in bringing to life the fantastical, fun and immersive worlds of interactive entertainment.

It's a skill set not just needed in the world's largest entertainment sector, but one ncreasingly sought after in many others.'

Trent Naylor – Senior Learning Facilitator (Games)

MEET TARIK TABET

One day, I basically asked myself, 'what do I see myself doing for a career's worth of time?' The answer was 'playing games' and I'm not good enough to be a streamer or professional, so I thought 'why not make them?' As to why I chose Torrens University specifically... I must admit, I decided upon Torrens University fairly quickly and I didn't do much research after seeing Torrens University's ties to Billy Blue College of Design. Being a predominantly console gamer growing up meant the opportunity to make games for the Sony PlayStation was a big factor in me making my decision.

I am currently working as a handyman for Integrated Property Maintenance and Services. I am hoping to work in the games industry once I complete my studies but for now I have been working on independent games. If you'd like, you can check out my first-ever game, a 2D stealth-based platformer called Imōto. *tarook.itch.io/imoto*

I got some really positive feedback for Imōto and hope to make it a complete game once I further my skill set. For now, it is only available on Windows but I hope to turn it into a mobile game to be played on all mobile operating systems. I have also taken the first steps in making a new 2D couch-multiplayer game called Fuzzy Fuzzles.

*Bachelor of Software Engineering
(Game Programming) Online*
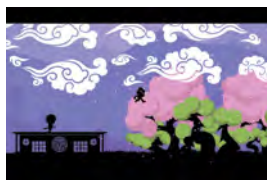
BACHELOR OF
CREATIVE TECHNOLOGIES (GAME ART)

There are some people making games who will tell you it's all about the underlying premise, the stories told or even the mechanics. It's all lies. People love games because of the art, and that's where you'll come in.

This course is designed to help you develop both your artistic style and technical skills, so you can decide whether you're more interested in a throwback-EGA aesthetic or disturbingly hyper-real uncanny valley gear. Or something in between, maybe.

Whatever the case, you'll be working on industry-standard software alongside industry-standard experts to create beautiful environments, ugly environments, average-looking characters and breathtakingly gorgeous characters as assets for the immersive experience that is gaming.

We focus on employability as well as honing your talent, so prepare to be drilled on people skills and professionalism as well as how to capture refracted light in a pixel-art potion of healing and suchlike.

POTENTIAL FUTURES
• Game Artist
• 3D Modeler
• Animator
• Texture Artist
• Environment Artist
• Character Artist
• Technical Artist
• Art Director
• Creative Director

ENTRY REQUIREMENTS

General

Year 12 with minimum ATAR 60 or equivalent.

Special

Demonstrated ability to undertake study at this level:

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) – applicable to Design only.

Entry Requirements for Overseas Students

IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Creative Technologies (Game Art) course page:
torrens.edu.au/courses

LEVEL 100

Design Context
Design Studio 1
2D Asset Creation
Game Design Principles
3D Asset Creation
Game Production Foundation

LEVEL 200

Problem-based Learning Studio
Discover, Define, Develop, Deliver
Game Studies
Advanced 3D Asset Creation
Animation
Rapid Game Prototype

LEVEL 300

Work-integrated Learning Social Enterprise
Pre-Production Capstone 1
Production Capstone 2

Fee-Help

Available for eligible Australian students.

COURSE DETAILS

Provider
Torrens University
Australia

CRICOS
095346K

Duration
Full-time: 3 years
Full-time accelerated:
2 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
*Blended – face to face
on campus plus
facilitated Online

Location
Sydney, Brisbane,
Melbourne and Online

Fee-Help
Available for eligible
Australian students.

MEET SHEREE FIALA

I've had a passion for games since I was really young, creating content for games was something I originally wanted to do. I was inspired by the games that merged art with gaming, but I never thought I could turn it into a career. I feel like with the skills I'm learning, I can definitely enter the industry. Torrens University Australia offers great lecturers and really awesome facilities. It's not just a dream anymore, it's a viable career choice – it's definitely right for me.

Sheree Fiala – Bachelor of Creative Technologies (Game Art)

Student work: Olga Jurcagova

INTERIOR
DESIGN

BACHELOR OF
INTERIOR DESIGN (RESIDENTIAL)

Let's get something clear: residential interior design isn't just showing off the bargains you found in a tasteful little op shop in the middle of nowhere or showcasing the latest in Art Deco-inspired furnishings. It's a language that speaks to the notion of a home as both a physical and mental place.

In this course, you'll explore and respond to contemporary issues in interior design thinking as it relates to the residential side of the street – our aging population, homelessness, evolving gender roles and definitions of family. On the practical side, you'll be working with documentation, scheduling, professional design practice plus new and / or environmentally sustainable materials.

Then you can head out and create homes.

POTENTIAL FUTURES
- Interior Designer
- Joinery Designer
- 3D Computer Modelling Consultant
- Materiality and Furnishings Consultant
- Homelessness Solutions Strategist
- Aged Care Facilities Designer
- Luxury Property Designer
- Interior Design Journalist and Editor

ENTRY REQUIREMENTS

General
Year 12 with minimum ATAR 60 or equivalent.

Special
Demonstrated ability to undertake study at this level:
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
Discipline-specific portfolio (art and/or design).

Extra Entry Requirements for Overseas Students
IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Interior Design (Residential) course page: *billyblue. edu.au/courses*

LEVEL 100
Design Context
Ideas & Innovation in Design
Interior Design Practice
Design Studio 1
Spatial Environment Design
3D Modelling for Spatial Projects
Design Studio 2
Systems & Documentation 1

LEVEL 200
Environment Design 2: Residential
Design Studio 3
Scheduling Interiors 2: Residential
Theories of Space & Place
Problem-based Learning Studio
Systems & Documentation 2: Residential
Discover, Define, Develop, Deliver
Elective 1 (Level 100, 200 or 300 subject)

LEVEL 300
Systems & Documentation 3: Residential
Emerging Design Technologies: Residential
Social Enterprise
Creative Thinking Process
Environment Design 3: Residential
Work-integrated Learning
Systems & Documentation 4: Residential
Portfolio

COURSE DETAILS

Provider
Billy Blue College of Design at Torrens University Australia

CRICOS
090302G

Duration
Full-time: 3 years
Full-time accelerated: 2 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
Full-time Online
Part-time Online
*Blended – face to face on campus plus facilitated Online

Location
Sydney, Melbourne, Brisbane and Online (Brisbane and Melbourne campuses offer Residential subjects Online only)

Fee-Help
Available for eligible Australian students.

BACHELOR OF
INTERIOR DESIGN
(COMMERCIAL)

If you're reading this in a café or pub, look around. Somebody – or some team – put together the furnishings you're currently kicking back in. If you're not reading this anywhere like that, go to a pub or café and start this paragraph again.

Giving a commercial focus to your interior design means you'll be looking at things like branding, lighting, sustainability and materiality. You'll also be across scheduling and documentation – which are big parts of setting up shops and workplaces and VR spaces and suchlike.

At Billy Blue, we also underscore the importance of new technologies and environmentally sustainable practices for the future of this field.

POTENTIAL FUTURES
- Interior Designer
- Joinery Designer
- 3D Computer Modelling Consultant
- Materiality and Furnishings Consultant
- Brand Strategist
- Retail Design Consultant
- Restaurant Design Consultant
- Innovative Workplace Designer
- Hospitality Design Consultant
- Virtual Environment Designer
- Interior Design Journalist and Editor

ENTRY REQUIREMENTS

General
Year 12 with minimum ATAR 60 or equivalent.

Special
Demonstrated ability to undertake study at this level:

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

Discipline-specific portfolio (art and/ or design).

Extra Entry Requirements for Overseas Students
IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Interior Design (Commercial) course page: *billyblue. edu.au/courses*

LEVEL 100
Design Context
Ideas & Innovation in Design
Interior Design Practice
Design Studio 1
Spatial Environment Design
3D Modelling for Spatial Projects
Design Studio 2
Systems & Documentation 1

LEVEL 200
Design Research
Design Studio 3
Design Systems & Planning
Emerging Design Technologies: Commercial
Problem-based Learning Studio
Environment Design 3: Commercial
Discover, Define, Develop, Deliver
Elective 1 (Level 100, 200 or 300 subject)

LEVEL 300
Systems & Documentation 2: Commercial
Scheduling Interiors 2: Commercial
Social Enterprise
Creative Thinking Processes
Environment Design 4: Commercial
Work-integrated Learning
Systems & Documentation 3: Nominated
Portfolio

COURSE DETAILS

Provider
Billy Blue College of Design at Torrens University Australia

CRICOS
090301G

Duration
Full-time: 3 years
Full-time accelerated: 2 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
Full-time Online
Part-time Online
*Blended – face to face on campus plus facilitated Online

Location
Sydney, Melbourne, Brisbane and Online

Fee-Help
Available for eligible Australian students.

DIPLOMA OF
INTERIOR DESIGN
AND DECORATION

Open the door to a whole new world of turning rooms into statements – whether that statement is 'There are good chairs and there are bad chairs' or 'This is a place to recharge with mindfulness eating.'

When you join our interior decoration community of diploma students, lecturers and industry, you're setting yourself up to acquire a technical base of design principles and practice. Explore a world of bespoke decoration through colour and texture, learn how to illustrate your ideas before turning them into reality and where to find the best cushions to redefine retro for the future. You'll also fill your brain with information on the history of built environment design – which will make you both useful and interesting to the design profession, all before you even graduate.

With product knowledge and design skills in your back pocket at graduation, you will be ready to find entry-level employment or start a small studio. And with 8 subject credits, you can always choose to slide into our bachelor of interior design courses.

POTENTIAL FUTURES
- Interior Decorator
- Architectural Product Sales Representative
- Interior Stylist
- Interior Designer for design and decoration consultancies
- Interior Designer for furnishings and fabric suppliers
- In-house Interior Designer for retail stores
- Materials and Furnishing Consultant
- Installation Designer
- Real Estate Home Stager
- Start your own studio as Director and Decorator

ENTRY REQUIREMENTS

General
Year 12 or equivalent.

Special
Demonstrated ability to undertake study at the required level:
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
Discipline-specific portfolio (art and/or design).

Extra Entry Requirements for Overseas Students
IELTS 5.5 with no skills band less than 5.

For subject descriptors and electives, refer to the Diploma of Interior Design & Decoration course page: *billyblue. edu.au/courses*

LEVEL 100

Graphic Communication
Design Process 1: Bespoke Decoration
Design Drawing
Product Knowledge
Design Studio 1
Materials & Finishes: Joinery & Finishes
Construction & CAD
Work-integrated Learning (WIL)
Interior Built Environment: Project Site Analysis
Spatial Environment Design
Professional Practice
Commercial Design: Major Project

COURSE DETAILS

Provider
Billy Blue College of Design at Torrens University Australia

CRICOS
092484B

Duration
Full-time: 1 year
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
Full-time Online
Part-time Online
*Blended – face to face on campus plus facilitated Online

Location
Sydney, Melbourne, Brisbane and Online

Fee-Help
Available for eligible Australian students.

'As a mature age student, I am most excited about learning again. I have many skills from my previous career, which I'm keen to develop further into a new area of interior design. This feels like the beginning of many great opportunities that lie ahead. And I can't wait to see what they may be.'

Alexis Desilva – Diploma of Interior Design and Decoration

MEET NINA BALDWIN

Ever since I was young, I've always had a passion for art and design. This passion kept growing and was strongly affirmed after completing work experience at Chada, and going on to design and produce creative projects of my own for the HSC.

Billy Blue has always interested me due to their strong hands-on philosophy and ethos: *'We passionately believe that design can change the world and that skilled, connected problem-solvers have an important role to play'.* The chance provided by Billy Blue to gain industry experience / collaborations, talents and skills is exactly what I wanted when I began looking into different design courses and universities. Design that allows your imagination to shine through, generating outcomes and ideas for real-world design challenges. Billy Blue gives you a taste of what your career path can be and provides you with the skills necessary to embrace it. It opens your mind to what's possible in the world of design.

After completing my first semester at Billy Blue, I've been working on various projects, creating an interior design practice, creating my own healing space, producing our own week-by-week process journals, exploring the realms of tableau vivant, and using inspiration and imagination from different eras to create my own. All of these projects and processes have inspired my imagination and design focus, and enabled me to build on skills necessary to work in the design industry. They've also helped increase my confidence as a designer. I'm very much looking forward to the next semester.

Nina Baldwin – Bachelor of Interior Design (Commercial)

Michelle Van der Pennen

Lisa Ulfvengren

INTERIOR DESIGN

BACHELOR OF BUSINESS WITH BACHELOR OF DESIGN

Here's where you can start getting serious and thinking about the kinds of power suits you're going to wear after you graduate (power suits as in ones that make your business rivals respect you... not the ones from Fallout... although...).

Combining a Bachelor of Business with a Bachelor of Design means you're front-loading all the learnings you need to run a company as well as make amazing things to delight the market. You'll emerge with a flexible range of skills to explore different career options. A business degree gets you across the money-making and administrative side of things while the design degree lets you cut loose in your creative field of choice.

POTENTIAL FUTURES
• Graphic Designer
• Web Designer
• Brand Specialist
• Art Director
• Creative Director
• Business Owner / Manager
• Coordinator or Assistant Manager
• Operations Manager
• Marketing Manager
• Partnership Manager
• Buyer
• Entrepreneur
• General Manager

ENTRY REQUIREMENTS
General
Year 12 with minimum ATAR 60 or equivalent.
Special
Demonstrated ability to undertake study at this level:
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) – applicable to Design only.
Extra Entry Requirements for Overseas Students
IELTS (Academic) score of 6.0 minimum or equivalent, with no skills band less than 5.5.

For subject descriptors and electives, refer to the Bachelor of Business with Bachelor of Design course page: *billyblue. edu.au/courses*

COURSE DETAILS
Provider
Billy Blue College of Design and APM College of Business and Communication at Torrens University Australia

CRICOS (Sydney only)
Bachelor of Business / Bachelor of Interior Design (Commercial) 090260A
Bachelor of Business / Bachelor of Interior Design (Residential) 090262K
Bachelor of Business / Bachelor of Digital Media (3D Design and Animation) 090256G
Bachelor of Business / Bachelor of Digital Media (Interaction Design) 090258F
Bachelor of Business / Bachelor of Digital Media (Film & Video Design) 090259E
Bachelor of Business / Bachelor of Communication Design 090257G
Bachelor of Business / Bachelor of Branded Fashion Design 090255J

Duration
Full-time: 4 years
Full-time accelerated: 3 years
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
*Blended – face to face on campus plus facilitated Online

Location
Sydney, Melbourne and Brisbane
Note: some course availability is subject to location

Fee-Help
Available for eligible Australian students.

POSTGRADUATE
MASTER OF SOFTWARE ENGINEERING (ARTIFICIAL INTELLIGENCE, ADVANCED)

This is where you learn to teach machines the meaning of 'love' without them exploding into a thousand pieces. It's a rigorous course aimed at experienced software engineers who want to deepen their knowledge of AI, pursue specialist careers in the field and / or reprogram a planet-wide intelligence network for good instead of evil, freeing its fleshbot slaves and zooming off into hyperspace as heroes.

(BYO planet-wide intelligence network and hyperdrive-fitted spacecraft.)

Tailored to your unique needs, this intensive course is all about investigating advanced software engineering techniques, challenging the foundational principles of your chosen discipline and exploring the boundaries of software design under the expert guidance of one-to-one professional mentors, almost all of whom have bellybuttons.

POTENTIAL FUTURES
- Senior Software Engineer
- Senior Systems Engineer
- AI Researcher
- Research & Development Engineer
- Technical Director
- Development Director
- Systems Architect
- Data Scientist

ENTRY REQUIREMENTS
General
The standard entry requirement is a completed qualification at AQF Level 7 (bachelor degree) or above from an Australian university in a relevant field of study or an equivalent overseas higher education qualification or equivalent.

Students without an undergraduate degree may be admitted to the Graduate Certificate on the basis of:
At least 3 years professional experience in software development (documented e.g. CV), demonstrating a reasonable prospect of success; AND

> Not ready to commit to a masters degree yet? Deepen your software engineering skills with these postgraduate qualifications:
> • Graduate Certificate of Software Engineering*
> • Graduate Diploma of Software Engineering (Artificial Intelligence)*
>
> *Only available to domestic students

A discipline-specific portfolio; AND
A recommendation letter from 2 most recent employers.

Extra Entry Requirements for Overseas Students
Equivalent IELTS 6.5 (Academic) with no skills band less than 6.

For subject descriptors and electives, refer to the Master of Software Engineering (Artificial Intelligence, Advanced) course page:
torrens.edu.au/courses

LEVEL 400
Software Engineering Principles
Human-centred Design
Secure by Design
Software Development Management

LEVEL 500
Mathematical Foundations of Artificial Intelligence
Elective
Research Methodologies
Intelligent Systems

LEVEL 600
Machine Learning
Deep Learning
Technology – Work-integrated Learning
Elective
Advanced Technology – Work-integrated Learning

COURSE DETAILS
Provider
Torrens University Australia

CRICOS
099353A

Duration
Full-time: 2 years
Accelerated: 4 trimesters
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
Full-time Online
Part-time Online
*Blended – face to face on campus plus facilitated Online

Location
Sydney, Melbourne and Online

Fee-Help
Available for eligible Australian students.

IBM

Think of the tech industry as a landscape, right? Now imagine a giant toddler stomping around, constantly reshaping that landscape. One of those scary toddlers who likes to knock over their blocks then scream for a rusk. Well, our Artificial Intelligence (AI) courses, in collaboration with IBM, are designed to be toddler-proof. To put it less confusingly, they'll provide you with the technical, creative and problem-solving skills required to succeed in a specialist software engineering role.

The course curriculum covers a range of technical subjects with a focus on the major areas of AI – computer vision, natural language processing, speech recognition, machine learning and robotics. That's good news, because apparently AI will be the most significant change-driver over the next two decades, and we've also heard that there's a significant shortage of employees demonstrating both technical prowess and an ability to think critically and creatively.

And even the ones who can? No good at dealing with toddler-shaped AI units.

POSTGRADUATE
MASTER OF SOFTWARE ENGINEERING (CLOUD COMPUTING, ADVANCED)

Designed with the assistance of IBM for experienced software engineers to significantly deepen their knowledge of the computing that goes on in clouds, this course has a strong industry focus. You'll learn by working on industry projects, approach wide-ranging topics from an entrepreneurial mindset, and explore the design thinking, ethics and moral values required in tech for good companies.

It's the perfect opportunity to apply coherent and advanced knowledge from cloud computing and DevOps in diverse contexts, including social impact and emerging technologies. Prepare yourself for a specialist career in the cloud, friend. Just like that giant who could smell the blood of Englishmen.

POTENTIAL FUTURES
• Senior Software Engineer
• Senior Systems Engineer
• Release Manager
• Research & Development
• Engineer
• Technical Director
• Development Director
• Systems Architect
• Network Architect
• Data Scientist

ENTRY REQUIREMENTS
General
The standard entry requirement is a completed qualification at AQF Level 7 (bachelor degree) or above from an Australian university in a relevant field of study or an equivalent overseas higher education qualification or equivalent.

Students without an undergraduate degree may be admitted to the Graduate Certificate on the basis of:
At least 3 years professional experience in software development (documented e.g. CV), demonstrating a reasonable prospect of success; AND

Not ready to commit to a masters degree yet? Deepen your software engineering skills with these postgraduate qualifications:
- Graduate Certificate of Software Engineering*
- Graduate Diploma of Software Engineering (Cloud Computing)*

*Only available to domestic students

A discipline-specific portfolio; AND
A recommendation letter from 2 most recent employers.

Extra Entry Requirements for Overseas Students
Equivalent IELTS 6.5 (Academic) with no skills band less than 6.

For subject descriptors and electives, refer to the Master of Software Engineering (Cloud Computing, Advanced) course page:
torrens.edu.au/courses

LEVEL 400
Software Engineering Principles
Human-centred Design
Secure by Design
Software Development Management

LEVEL 500
Cloud Computing Fundamentals
Research Methodologies
DevOps Tools
Elective

LEVEL 600
Big Data & Analytics
Distributed Development Technology – Work-integrated Learning
Advanced Technology – Work-integrated Learning
Elective

COURSE DETAILS
Provider
Torrens University Australia

CRICOS
099355K

Duration
Full-time: 2 years
Accelerated: 4 trimesters
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
Full-time Online
Part-time Online
*Blended – face to face on campus plus facilitated Online

Location
Sydney, Melbourne and Online

Fee-Help
Available for eligible Australian students.

aws academy

When you're thinking cloud computing, there's no better collaborator than Amazon Web Services (AWS) Academy. Yeah, well they helped us put together this suite of learnings so students can acquire and expand the skills and credentials needed for careers in cloud computing technology and help them prepare for industry-recognised AWS Certifications.

Join us and you'll have the opportunity to learn about cloud computing through creative interactive learning, lab work and state-of-the-art digital educational materials. Don't think we'll have no-nothing schlubs at the front of the class either. We've got the teaching equivalent of Jedis – AWS Academy Accredited Instructors, trained by ~~Yoda~~ AWS to help students become proficient in ~~light saber battles~~ AWS services and solutions and prepare graduates and professionals at all levels to ~~face the Dark Side and emerge triumphant~~ advance their careers in cloud ~~City~~ computing technologies and business transformation.

'We are proud to be among the first institutions globally to make AWS Academy curriculum available to our students', says Himanshu Khanna, Torrens University's Director of Innovation, Industry and Employability. 'Cloud computing has become the new normal for organisations around the world, and the technical skills that students develop through this program will position them well for their careers today and in the future. ~~May the Force be with you.~~'

POSTGRADUATE
MASTER OF DESIGN ADVANCED

Now we come to it. The Master. Better yet – The Master (Advanced). That's the good stuff.

This is an accelerated postgraduate program that's custom-designed to have you QUICK IN, QUICK OUT. That doesn't mean it's a rush-job production line. Instead, it's built to engage designers, developers, technologists, programmers, artists and teachers to explore the convergent space between design, project management and business systems. Oh, and to creatively shape technologies, systems and applications. Design thinking is being used in almost every industry you can imagine, and this course helps mould you into the kind of person these businesses want – clever, creative and commercial. Possibly even well dressed, but that's more on you than us.

This course has some ideal exit points for the serious student, who was shaking their head at our first-line silliness. We're talking a Graduate Certificate or Graduate Diploma of Design, specifically.

POTENTIAL FUTURES
- Managerial roles in design agencies / other organisations
- Creative Business Founder / Owner
- Creative Leader
- University Lecturer

ENTRY REQUIREMENTS
General
Completion of a bachelor-level degree or postgraduate study at an Australian university or equivalent from an overseas higher education provider; AND
A written proposal, AND
A portfolio of relevant work from area(s) of expertise, AND
3 letters of recommendation from relevant persons, AND
Attend a selection interview.

> Not ready to commit to a masters degree yet? Deepen your software engineering skills with these postgraduate qualifications:
> • Graduate Certificate of Design
> • Graduate Diploma of Design

Special

Students without an undergraduate degree may be admitted to the Graduate Certificate as a pathway with:
A minimum of 6 years relevant professional experience AND
A written proposal AND
A portfolio of relevant work from area(s) of expertise AND
A resume AND
3 letters of recommendation AND
A selection interview.

Extra Entry Requirements for Overseas Students:

IELTS (Academic) score of 6.5 minimum or equivalent, with no skills band less than 6.

For subject descriptors and electives efer to the Master of Design Advanced course page: *billyblue.edu.au/courses*

CORE SUBJECTS

Design Identity
Design Context
Design Futures
Research & Innovation
Elective (x4)
Design & Economies
Social Enterprise
Capstone Project
Major Project (Advanced)

ELECTIVES

Dynamic Leadership
Management Perspectives
Management Information
   Systems
Organisational Best
   Practice
Principles of Project
   Management
Contracts & Procurement
Sustainability in Project,
   Portfolio & Program
   Management

COURSE DETAILS

Provider

Billy Blue College of Design at Torrens University Australia

CRICOS

095350C – Graduate Certificate of Design
086073E – Graduate Diploma of Design
095356G – Master of Design
088476C – Master of Design (Advanced)

Duration

Full-time: 1.5 years
Full-time (Advanced): 2 years
Full-time accelerated: 1 year
Part-time available

Delivery

Full-time Blended*
*Blended – face to face on campus plus facilitated Online

Location

Sydney and Online

Fee-Help

Available for eligible Australian students.

MEET MEL O'BRIEN

After studying Interior Architecture, and then working for nearly a decade in interior design, I wanted to extend my discipline and academic practice and so began to look for options to study a masters degree. Ultimately, I chose to study at Billy Blue because of the innovative way they approach postgraduate qualifications. The flexibility to focus my study towards the design specialisation that I was looking for was hugely appealing.

I am a senior interior design academic at Torrens University, and a partner in interior and object design company Maxwell and Shirley. At Maxwell and Shirley we work in the residential sector and are incredibly passionate about working with clients to deliver homes that truly reflect and belong to them. My masters degree was a great opportunity to unpack and further explore residential scale through projects and research, ultimately deepening my knowledge and skills in designing for this area, as well as moving me another step closer to PhD research.

Above & opposite: Project: House at Dover Heights Interior Decorator / Stylist: Maxwell and Shirley Architect / Interior Designer: Sam Crawford Architects Photographer: Brett Boardman

Nikkila Goulding

Jasmine Ferozkohei

POSTGRADUATE
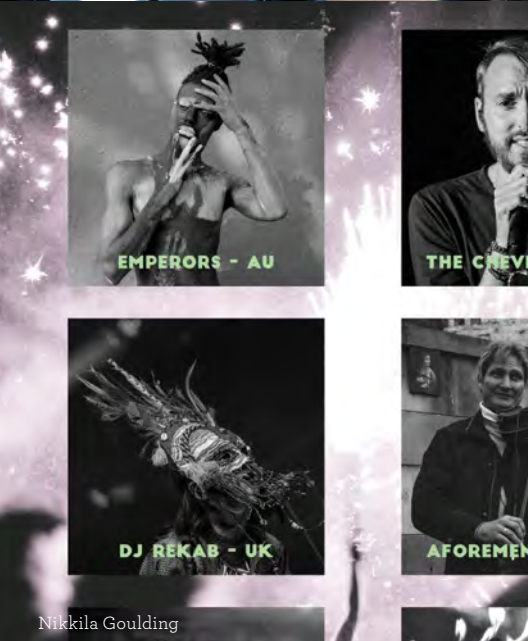## GRADUATE CERTIFICATE
IN UX AND
WEB DESIGN

UX has become so important to so many industries in the past few years, it's amazing that it wasn't always at the top of every with-it employer's list of requirements in an applicant. These days even the chicken-flippers at your local fast food joint are expected to be across the basics.

Of course, it's more than just a buzzword. Teamed up with web design, it's the ultimate frontier in crafting the future we all want to live in – where the techno-wonders we create make sense to us as quickly and painlessly as possible.

If you're feeling dubious, download a TRS-80 emulator and try to puzzle out any of the games without reading a manual. Nightmare.

POTENTIAL FUTURES
- Information Architect
- Interaction Designer
- Online Producer
- User Experience Designer
- User Interface Designer
- Web Designer

ENTRY REQUIREMENTS
General
Completion of a bachelor-level degree or post-graduate study at an Australian university or equivalent from an overseas higher education provider, AND Relevant professional experience, OR Completion of postgraduate study in a field of design at an Australian university or equivalent from an overseas higher education provider, OR A portfolio of relevant work from area(s) of expertise, AND A selection interview.
Extra Entry Requirements for Overseas Students:
Equivalent IELTS 6.5 (Academic) with no skills band less than 6.

For subject descriptors, refer to the Graduate Certificate in UX & Web Design course page: *billyblue.edu.au/courses*

LEVEL 600 CORE SUBJECTS
Interface Development
User Experience Design
Multi-Platform
　Experience Design
User Experience
　Management & Systems

COURSE DETAILS
Provider
Billy Blue College of Design at Torrens University Australia

CRICOS
095348G

Duration
Full-time: 2 trimesters
2 subjects per trimester
Part-time available

Delivery
Full-time Blended*
Part-time Blended*
Full-time Online
Part-time Online
*Blended – face to face on campus plus facilitated Online

Location
Sydney and Online

Fee-Help
Available for eligible Australian students.

MEET HOLLY LINCOLN

I wanted to study UX Design but I didn't just want to do a quick crash course, I wanted to be sure that I'd come out of it with real skills and real connections. I also had a full-time job at Accordant, which I couldn't afford to give up for any of the intensive 10-week programs that were on the market. With Billy Blue, I was able to study alongside my work, learn both UX & Web Design skills (which is extremely important to stand out in the market) and also come out with a university-recognised qualification (oh and I got some great skills on the way).

I still work for Accordant but I've transitioned from digital strategy to leading the design team (we didn't have one before I did this course!).

I was really fortunate that work gave me the opportunity to bring the skills I was learning in the course back to my job and apply them to my clients as I saw the need. Since doing the course, I've managed to grow the design team from 1 person (me!) to 3 people – now I'm training young graduates in UX design!

Check out my personal projects here: *hollylincoln.com.au*

Holly Lincoln – Graduate Certificate in UX and Web Design

DIPLOMA OF
DESIGN

When you're not sure exactly what you want to do with your 9–5s, or whether those numbers refer to AM or PM, the Diploma of Design is the ideal option. This higher-education diploma lets you mix'n'match from a few different specialist areas and see what works for you.

(Those specialist areas, for those of you who prefer some concrete details before signing up to a diploma, are Branded Fashion Design, Communication Design, Digital Media Design and Interior Design.)

Most importantly, the Diploma of Design provides full credit as a pathway to bachelor courses. This means you can take the time to figure out what you love and / or are great at doing, then pivot into a full degree. Upgrade and specialise… or continue being the kind of sample-platter creative who can turn their hand to anything and make the rest of us fume with envy behind the smiles that never touch our eyes.

POTENTIAL FUTURES
- Designer
- Finished Artist
- Graphic Designer
- Interactive Designer
- Web Designer
- 2D / 3D Animator
- Interior Designer

Charlotte Webb

ENTRY REQUIREMENTS

General

Year 12 or equivalent.

Special

Demonstrated ability to undertake study at this level:
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).

Extra Entry Requirements for Overseas Students

IELTS 6.0 with no skills band less than 5.5.

For subject descriptors and electives, refer to the Diploma of Design course page: *billyblue. edu.au/courses*

LEVEL 100

Design Context
Design Studio 1
Elective 1 (Level 100 subject)
Elective 2 (Level 100 subject)
Design Studio 2
Elective 3 (Level 100 subject)
Elective 4 (Level 100 subject)
Work-integrated Learning

COURSE DETAILS

Provider

Billy Blue College of Design at Torrens University Australia

CRICOS

094008C

Duration

Full-time: 1 year
Part-time available

Delivery

Full-time Blended*
Part-time Blended*
*Blended – face to face on campus plus facilitated Online

Location

Sydney, Melbourne and Brisbane

Fee-Help

Available for eligible Australian students.

MEET ERIN WILLIS

After unexpectedly being hired as an art teacher, Erin had to (attempt) to get over her massive case of impostor syndrome and admit that she might actually have some creative talent. Since then, she has been exploring opportunities and discovering where her interests lie. This cumulated into completing a Diploma of Design, focusing on Communication and Interior designs. While Erin enjoyed Interior Design, it was Communication Design that really captured her attention. She is looking to explore Communication Design further, continue her learning and skill development and hopefully, one day, fully conquer her impostor syndrome.

During her first stint here at Billy Blue, Erin interned with Billy Blue Creative. Her project was to create an environmental installation that showed the idea of 'play' in an educational setting. This is what she came up with:

We all are looking for something, sometimes without even knowing what we need. 'Take what you need' is an interactive design piece allowing users to choose at random a piece of paper with a word of inspiration, comfort or reality. Users are then invited to leave their own words for future users; creating an ever-evolving board of meaning.

Erin Willis – Diploma of Design

DIPLOMA OF
PHOTO IMAGING

You might think that studying anything to do with photography is a thing of the past now that we all have millions of sweet filters on VSCO and our phones do all the heavy lifting. Well you're wrong and you should feel bad.

The Diploma of Photo Imaging is about so much more than gathering likes. It's a professional, comprehensive qualification that sees you learning the sturdy foundations for a photographic career that will outlast the casuals with their handheld megapixels. A broad base of generalist skills, experience and skills that combine theory, practice and putting your baseball cap on backwards to take sweet shots.

Exploring both still image and video formats, you'll be identifying and exploring your own personal style while gaining practical skills using the Adobe software suite as well as equipment like DSLR cameras, studio lighting and video rigs. Build a portfolio and learn real workplace skills to match your swagger.

(It's also about gathering likes. We're not robots.)

Raúl Ortiz de Lejarazu Machin

POTENTIAL FUTURES
• Advertising / Editorial
• Commercial Photography
• Creative Arts
• Beauty
• Fashion
• Food
• Architecture and Interiors
• Wedding
• Portrait
• News and Documentary
• Photojournalism
• Sports
• Film Stills
• Schools
• Re-toucher / Image Manipulator
• Photo Technician and Editing
• Photographic Sales

ENTRY REQUIREMENTS

General

Year 12 or equivalent.

Special

Demonstrated ability to undertake study at this level:
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).

Extra Entry Requirements for Overseas Students

IELTS 5.5 with no skills band less than 5.

For subject descriptors and electives, refer to the Diploma of Photo Imaging course page: *billyblue.edu.au/courses*

LEVEL 100

Camera & Capture
Digital Imaging
Introduction to Light & Lighting
Thinking Visually
Design Context
Media & Documentary
Colour Management & Workflow
Domestic Portraiture
Motion Design
Career Preparation
Folio

LEVEL 200

Commercial

COURSE DETAILS

Provider

Billy Blue College of Design at Torrens University Australia

CRICOS

094246M

Duration

Full-time: 1 year
Part-time available

Delivery

Full-time Blended*
Part-time Blended*
Full-time Online
Part-time Online
*Blended – face to face on campus plus facilitated Online

Location

Sydney, Melbourne, Brisbane and Online

Fee-Help

Available for eligible Australian students.

MEET RACHEL MARTIN

Going to college changed my entire life in ways I never thought possible. The amount of knowledge that I obtained in such a quick timeframe was unbelievable. The lecturers through Billy Blue are actual professional working photographers. So you are getting an inside look into the life of a photographer from day one. They are all like open books, sharing all their photography knowledge and business skills in every lesson.

When I started I was very nervous about becoming a photographer but once I got to work alongside these amazing people, I started to realise what this career was all about and I felt like I had a huge head start when I had finished the course. I was well prepared for what was coming my way. College prepared me and gave me the confidence to jump into a full-time photography business as soon as I had graduated. I have never looked back and business is great!

STUDY PATHWAYS

When you're chasing the ripples that emanate from your splashing around in the waters of design, the last thing you want to worry about is having to stay on a single, narrow path. That's landlubber talk. Instead, you can complete any of these courses at Billy Blue:

· Diploma of Graphic Design
· Diploma of Digital Media Design
· Diploma of Interior Design and Decoration
· Diploma of Design

....and you'll have direct entry into a Billy Blue bachelor course via course credit. This is a great option if you're still working out whether you're more of a 'duck dive' or 'back-scull' person, or if you didn't get the ~~TER/UAI~~/ATAR/OP results you wanted. Enrol in a diploma, slide into a bachelor and knock it all over within 3 years of full-time study.

There's another Jimmy Angle, too.* If you've already studied, say, a Diploma of Graphic Design somewhere else, you can apply for course credit into one of our bachelor options. There are so many pathways to design glory – just so many Jimmies for you to get where you need to be.

*MAYBE YOU'VE STARTED AT THE TOP. GREAT CAREER PATH, GOOD INCOME, SOLID ROUTINE...BUT YOU'RE BORED OF IT AND YOU WANT TO PURSUE YOUR TRUE PASSION. WELL MY FRIEND, WE CAN DEFINITELY

Unsure of yourself? Start with a diploma and see who you evolve into...

...WHEN WE WERE AT THE BEACH WE NOTICED HOW PATHS ARE MADE, BUT PEOPLE WILL ALWAYS GO WHICHEVER WAY THEY PLEASE? WE'RE A BIG BELIEVER IN CARVING YOUR OWN PATH. GO

PERHAPS YOU'VE ALREADY GOT A DIPLOMA OR YOU'RE HALFWAY THROUGH AND YOU WANT TO MOVE ONTO SOMETHING ELSE. MAYBE YOU SAW ANOTHER ANGLE, MAYBE YOU GOT A TASTE FOR ANOTHER

PERSPECTIVE IS A LITTLE LIKE TRYING TO MAKE SENSE OF A SHAPE YOU'VE SEEN TIME AND TIME AGAIN. IT TAKES A NEW ANGLE TO COMPLETELY CHANGING WHAT YO

Diploma › Associate Degree › Bachelor Degree › Graduate Certificate › Graduate Diploma › Master › Advanced

*Jimmy Angle went to school with a mate of ours, which led to that mate – and now us – referring to 'angles' as 'Jimmies'. Please continue this cool slang tradition.

Finished your Diploma of Design and thinking fashion's your game? You'll have direct entry into our Bachelor of Branded Fashion Design.

Parlay your past experience into course credit.

CAPITALISE ON YOUR JOURNEY SO FAR AND EMBRACE YOUR NEW DIRECTION. GO FORTH INTO THE WILDER-

HELP YOU THERE. PATHWAYS OFFER YOU

THE CHANCE TO USE YOUR PAST EXPERIENCE TO GET INTO A NEW

DISCIPLINE OF DESIGN... WELL, WE CAN DEFINITELY

ING OUT ON A LIMB OF BELIEF TO BREAK RULES, TEST THE BOUNDARIES OF ACCEPTANCE, AND BOLDLY CHANGE

WHEN YOU JUST DON'T KNOW WHERE TO LOOK... CHANGE YOUR PE

THE WORLD WITH A SHAPE, IMAGE OR EXPERIENCE. AH... THE POSSI

ADVENTURE WITH BILLY BLUE. IF YOU'VE GOT THE VISION, WE'VE GOT THE OARS.

U SEE. MAKE SURE TO USE THIS LESSON TO YOUR ADVANTAGE NEXT TIME YOU FIND YOURSELF CONFUSED, STUCK, PERPLEXED OR

MEET **RAÚL ORTIZ**

After looking at different schools I choose Billy Blue because of the flexibility and the content of its subjects. Also the possibility of access to lecturers who are already working in the industry was a great opportunity to get a closer insight into the working environment.

I work as a freelance photographer and creative director, working for clients such as Noni B, Microsoft, Philips, Hitachi, etc. *thechemistryoflight.com*

At this moment I have different projects going on. I'm creating photographic content for a clothing brand, and most recently designing a watch face for brand new wristband watches. I'm also working on creating a small production film company called holawombat.

Raúl Ortiz de Lejarazu Machin – Diploma of Photo Imaging and Master of Design

Raul's path includes a masters in both photography and design.

NEXT STEPS

Fees

WE PROMISE WE'RE NOT HIDING ANYTHING BUT FEES ARE COMPLICATED BECAUSE IT DEPENDS ON WHO YOU ARE. CONTACT US FOR MORE DETAILS AND WE CAN TALK YOU THROUGH WHAT IT ALL MEANS IN TERMS OF FEES, NOT THE MYSTERIES OF THE UNIVERSE OR ANYTHING. WHAT YOU'RE DOING AND THE POSITION OF THE STARS IN THE SKY.

Important dates

ALL DATES ARE IMPORTANT TO SOMEONE, OF COURSE, BUT SOME DATES ARE MORE IMPORTANT THAN OTHERS. MEDJOOL DATES ARE IMPORTANT IF YOU LIKE DELICIOUSNESS YOUR PARENTS' BIRTHDAYS, YOUR BIRTHDAY, OUR BIRTHDAY... YOU DIDN'T FORGET DID YOU? YOUR BIRTHDAY IS IN MAY. NOW DO NOT FORGET. NO IT'S FINE, OUR BIRTHDAY IS IN MAY. NOW DO NOT FORGET.

FAQs

DO WE ALL SEE THE SAME BLUE AS EACH OTHER? DOES BLUE ACTUALLY EXIST AS A COLOUR? WHERE DID I PUT MY KEYS? THESE ARE FREQUENTLY ASKED FAQ QUESTIONS (FREQUENTLY ASKED FREQUENTLY ASKED QUESTIONS QUESTIONS) WHY DID ANCIENT POETS REFER TO THE SEA AS 'WINE-DARK' WHEN IT'S NOTHING LIKE WINE? WHY DON'T DUCKS FEET STICK TO ICE? HOW CAN I MAKE A TIME MACHINE? WHY IS YOUR FACE ON YOUR HEAD? WHAT IS THE LENGTH OF SPAGHETTI AND WILL IT MAKE ME GROW TALLER? DOES THE MANDELA EFFECT CONFIRM THE EXISTENCE OF A PARALLEL UNIVERSE? WHO LET US WRITE THIS? SERIOUSLY... WHAT IF THE WIFI BREAKS? DO YOU HAVE MY FAVOURITE CHIPS IN YOUR SNACK MACHINES?

THERE ARE MANY DIFFERENT PATHS IN LIFE THAT GO IN ALL SORTS OF DIRECTIONS BUT THE ONE THING THAT UNITES EVERY SINGLE PATH WE CAN TREAD IS THAT THEY REQUIRE STEPS. TAKE THE FIRST STEP ALONG A P

Ready to apply?

NOW YOU CAN JUMP STRAIGHT INTO THE APPLICATION PROCESS. WITHOUT EXAGGERATION, THE MOST AWESOME DECISION YOU'LL MAKE IN YOUR LIFE. OR EASE ANY LINGERING DOUBTS BY POPPING YOUR HEAD INTO YOUR LOCAL CAMPUS CONTACT ONE OF OUR COURSE AND CAREERS ADVISORS DON'T WORRY, THIS ISN'T THE ONLY PAGE THIS TOPIC IS COVERED.

Scholarships

DID YOU SPEND ALL YOUR MONEY ON TATTOOS, KEYFORGE DECKS AND TATTOOS OF KEYFORGE DECKS? DON'T PANIC. WE HAVE OPTIONS WHERE YOU GET MONEY TO STUDY, WILD. OF COURSE, YOU CAN'T JUST TURN UP ON THE FIRST DAY AND EXPECT TO BE HANDED A BRIEFCASE OF UNMARKED BANKNOTES. THERE'S A PROCESS TO GETTING THAT SWEET SCHOLARSHIP LUCRE AND IT INVOLVES ZERO BRIEFCASES.

Love

IF YOU LOVE WHAT YOU DO, YOU'LL NEVER WORK A DAY IN YOUR LIFE THEY SAID. WELL, WE LOVE WHAT WE DO AND WE'VE WOUND UP WORKING EVERY DAY OF OUR LIVES. BUT IT'S ALL GOOD BECAUSE OUR WORK IS FUN AND INTERESTING AND CREATIVE AND SOMETIMES BORING BUT THAT BOREDOM IS IN SERVICE TO A GREATER IDEAL, SO IT'S ALL WORTH IT. DO YOU LOVE US? Y/N SORRY THAT WAS UNPROFESSIONAL. TRUE LOVE DOESN'T HAVE TO BE BETWEEN PEOPLE IT CAN ALSO BE BETWEEN A DESIGNER AND INSPIRATION ONLINE.

ATH TO YOUR FUTURE AND WATCH IT BRANCH OFF WITH EVERY DECISION YOU MAKE. 10,000 STEPS A DAY IS AL... AKES ...ET FIT BUT WHY ARE WE TALKING ABOUT THAT WHEN THE TOPIC AT HAND IS D

FREQUENTLY ASKED QUESTIONS

What is considered full-time versus part-time study?

Diploma courses
Full-time study load is 3–4 subjects per trimester and part-time study load is 1–2 subjects per trimester.

Bachelors or postgraduate
Full-time study load is 2–3 subjects per trimester, and part-time study load is 1–2 subjects per trimester.

Full-time on-campus students are eligible for concessions on public transport. Bonus!

Do you have scholarships available?

Yes! We have cash to splash throughout the year for all types of courses: diplomas, bachelors, postgrad and online. Check page 124 for more details or visit our website *torrens.edu.au/scholarships*

Are there any work experience opportunities in the course?

If you've got the drive, we've got the opportunities. Our strong connections to the design industry give you the chance to develop as a professional, work in class on real-world projects and grow your own network of industry contacts and clients before you graduate. From internships and work-integrated learning to live briefs, your in-class experience is closely connected to work experience opportunities.

What are the course fees?

We've put course fees on page 125 in a carefully cultivated grid for your eyeballing pleasure.

How can I pay for my course?

There are two payment options:

• *FEE-HELP*
(Australian citizens only)
FEE-HELP is the 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. The loan fee does NOT apply to students studying at Billy Blue College of Design at Torrens University Australia. For more information, please visit *studyassist.gov.au*

• *Upfront payment*
(Australian & International)
If you want to complete your qualification debt-free, you can choose to pay as you go.

• ~~*A suitcase of unmarked, non-sequential notes*~~

How are the courses delivered?

Courses are delivered on campus, online or blended (a mix of both – did you seriously not know what 'blended' means? Okay, you're off smoothie duty).

To know more about how your preferred course is delivered, refer to the course pages 44–117.

Online subjects are delivered by dedicated lecturers through a state-of-the-art learning portal called Blackboard (purpose-built for students). During your course, you will be able to connect with your lecturers and fellow students through collaboration sessions and message boards.

What is the benefit of a HE Diploma over a VET Diploma?

If you are an Australian citizen looking to use government assistance to pay for your tuition fees, you'll be happy to learn that Billy Blue's HE courses are FULLY covered by FEE-HELP, unlike VET student loans, which will only cover part of the cost of your course.

You will be more sought after in the industry having completed a higher education course. Employers are looking for students with strong qualifications, so this will put you ahead of the pack when they're looking to hire the best.

Can I see the campus, do you have open days or private tours?

Yes, yes and yes. Get in contact with us or refer to page 39.

Are there study pathways between the diploma and bachelor courses?

Students studying a diploma at Billy Blue will gain credit into any bachelor degree at Billy Blue – the number of credits will depend on which pathway you choose.

Am I eligible for course credits?

Course credit is available in recognition of related academic achievements and informal learning through related industry experience (even from other institutions), but you will have to prove it.

To find out more on guaranteed credits, check out *torrens.edu.au/apply-online/course-credits*

What materials and equipment will I need?

You'll need a laptop. Our campuses are purpose–built to support an ever–moving population with charging stations and free wi-fi.

Ask for the required laptop specifications sheet for more info as hardware and software requirements differ per course.

Do I need a portfolio to gain entry into a course?

Mini-golf course: Absolutely not.

Diploma: No portfolio is required.

Bachelor degree: If you do not meet the required ATAR/OP, you may be required to submit a portfolio of creative work.

Postgraduate degree: Depending on your previous work and study experience, you may be required to submit a portfolio of creative work.

Do I need to have experience to start the course? I haven't studied in a while or at all.

Our diploma-level courses are an ideal way to start your creative career if you have little or no previous study experience.

Are there any written exams and what are the assessment methods?

There are no written exams, whoohoo! Courses may include an industry-based work experience component or an in-class live brief. Assessments could include design projects, research projects, group work, presentations and written submissions.

I am an international student, what do I need to know before I enrol?

The Australian Department of Immigration and Border Protection considers each student visa application on their individual merits. Speak with your Agent or our admissions team to see if you need to start your visa application before or after paying a deposit for your course.

You can also find information online at *immi.gov.au/students*

The College will secure your place in the course and issue an Electronic Confirmation of Enrolment (eCOE).

What additional support services do I have access to as a student?

The list is long and ever growing, because we listen:

Success Coaches: See more on page 38

*Library and Learning Service*s: More than a librarians, these hybrid academics offer:

99% of books online, academic support, and a host of other design resources with one goal in mind – to support your learning.

Design Technology Store: 3D printing, VR, cameras, lighting, rigs, specialty printing and advice are all bookable online.

Student Counselling Services: Seems obvious but often you need free and confidential counselling face to face and online.

Student Services: This team supports you in so many ways we may as well call them student guardians. From day one, all the way through to graduation. They assist with enrolments, timetables, connecting you with support services and more, so much more. Get to know them on campus.

Careers Connect: An online platform to help students develop employability skills and plan your life after study with confidence.

MORE QUESTIONS?

Our Course and Career Advisors are more than happy to chat to you. *torrens.edu.au/contact-us*

READY TO APPLY?

Yeah, that's right – now we're asking the questions, pal. Head to our website *apply.torrens.edu.au*

Frequently Asked FAQ Questions (Frequently Asked Frequently Asked Question Questions)

IMPORT-ANT DATES

INTAKES 2019
- 25 February
- 10 June
- 16 September

INTAKES 2020
- 17 February
- 1 June
- 14 September

billyblue.edu.au/apply/key-dates

EVENTS 2019
Open Days
- Sat 19th January
- Sat 11th May
- Sat 17th August

Open Nights
- Tue 5th February
- Tue 21st May
- Tue 3rd September

Workshops
- Sat 13th April
- Sat 13th July
- Sat 21st September

billyblue.edu.au/news-events/upcoming-events

Annual Design Exhibition – Intro
- Fri 6th September

billybluecreative.com/intro

SCHOLARSHIPS
Entries close:
- Mon 13th May 2019
- Mon 19th August 2019
- Mon 20th January 2020

torrens.edu.au/scholarships

BRIGHT AWARDS
Call for entries
- 1st February – 1st November

brightawards.com.au

SCHOLARSHIPS

Did you spend all your money on tattoos, KeyForge decks and tattoos of KeyForge decks? Don't panic. We have options where you get money to study. Wild. Of course, you can't just turn up on the first day, start shuffling your best deck and expect to be handed a briefcase of unmarked, non-consecutive banknotes. There's a process to getting that sweet scholarship lucre, and it involves zero briefcases. Or actual banknotes, come to think of it.

WHADDA WE GOT?

Scholarships ahoy! We have cash to splash for all types of courses: diplomas, bachelors, postgrad and online. If nobody applies, we'll add it to the Christmas Booze Fund, so you may as well have a shot at the title!

START WITH YOUR PORTFOLIO

We need to see what you can do, and how. And why. And when. And where. And who (you, ideally). Back yourself by sending through your very best piece of work so we can stand in shaken awe, chequebook in hand. Actually it's more of an electronic bank transfer, but that's a less exciting visual image, isn't it? Unless you've visually redefined online banking in one of your portfolio pieces. But seriously, we want to see what you've got and who you are. This is your chance to show off your creative and technical skills that make you unique. Your submission can take any form, as long as it is relevant and related to your chosen course area.

Seriously, whadda we got?

We're on the hunt for the talented, the high-achieving and the creative to apply for a scholarship with us. All you need to do is visit the link below and make an account with our e-portfolio platform Frontier, upload your favourite piece of work, fill out the application form and just like that – you're done!

The winners not only get a piping-hot discount on their course, you also join the team as a Design & Creative Technology Ambassador, which comes with added benefits and, let's be honest, looks good on your resume too.

For more detailed information, including the full terms and conditions and closing dates, head to *torrens.edu.au/scholarships*

FEES

Billy Blue College of Design at Torrens University Australia courses	Course duration full-time (years)	Indicative annual fees in 2019[1]	Indicative total course fees	Course delivery
Bachelor of Branded Fashion Design	3 years	$22,800	$68,400	Sydney, Melbourne, Brisbane
Bachelor of Communication Design	3 years	$22,800	$68,400	Sydney, Melbourne, Brisbane
Diploma of Graphic Design	1 year	$22,800	$22,800	Sydney, Melbourne, Brisbane & Online
Bachelor of Software Engineering (Artificial Intelligence)	3 years	$23,600	$70,800	Sydney, Melbourne, Brisbane & Online
Bachelor of Software Engineering (Cloud Computing)	3 years	$23,600	$70,800	Sydney, Melbourne, Brisbane & Online
Bachelor of Digital Media (3D Design & Animation)	3 years	$22,800	$68,400	Sydney, Melbourne
Bachelor of Digital Media (Interaction Design)	3 years	$22,800	$68,400	Sydney, Brisbane
Bachelor of Digital Media (Film & Video Design)	3 years	$22,800	$68,400	Sydney
Diploma of Digital Media Design	1 year	$22,800	$22,800	Sydney, Melbourne, Brisbane
Bachelor of Software Engineering (Game Programming)	3 years	$23,600	$70,800	Sydney, Melbourne, Brisbane & Online
Bachelor of Creative Technologies (Game Art)	3 years	$23,600	$70,800	Sydney, Melbourne, Brisbane & Online
Bachelor of Interior Design (Residential)	3 years	$22,800	$68,400	Sydney, Melbourne, Brisbane & Online
Bachelor of Interior Design (Commercial)	3 years	$22,800	$68,400	Sydney, Melbourne, Brisbane & Online
Diploma of Interior Design & Decoration	1 year	$22,800	$22,800	Sydney, Melbourne, Brisbane & Online
Bachelor of Business & Bachelor of Branded Fashion Design	4 years	$19,800	$79,200	Sydney, Melbourne, Brisbane
Bachelor of Business & Bachelor of Communication Design	4 years	$19,800	$79,200	Sydney, Melbourne, Brisbane
Bachelor of Business & Bachelor of Interior Design (Commercial)	4 years	$19,800	$79,200	Sydney, Melbourne, Brisbane & Online
Bachelor of Business & Bachelor of Interior Design (Residential)	4 years	$19,800	$79,200	Sydney, Melbourne, Brisbane & Online
Bachelor of Business & Bachelor of Digital Media (3D Design & Animation)	4 years	$19,800	$79,200	Sydney, Melbourne
Bachelor of Business & Bachelor of Digital Media (Interaction Design)	4 years	$19,800	$79,200	Sydney, Brisbane
Bachelor of Business & Bachelor of Digital Media (Film & Video Design)	4 years	$19,800	$79,200	Sydney
Master of Software Engineering (Artificial Intelligence, Advanced)	2 years	$25,000	$50,000	Sydney, Melbourne & Online
Master of Software Engineering (Cloud Computing, Advanced)	2 years	$25,000	$50,000	Sydney, Melbourne & Online
Graduate Certificate of Design	0.5 years	$10,151	$10,151	Sydney & Online
Graduate Diploma of Design	1 year	$20,300	$20,300	Sydney & Online
Graduate Certificate in UX & Web Design	1 year	$13,000	$13,000	Sydney & Online
Master of Design	1.5 years	$25,000	$37,500	Sydney & Online
Diploma of Design	1 year	$21,500	$21,500	Sydney, Melbourne, Brisbane
Diploma of Photo Imaging	1 year	$22,800	$22,800	Sydney, Melbourne, Brisbane & Online

All our courses can be studied part-time.

1 The above course fee estimate is based on the pricing for the 2019 commencing year. Course dates and fees are subject to change without notice. Whilst complete course fees are accurate, the trimester breakdown of fees is subject to change as fees are charged by subject, and subject load can vary from trimester to trimester. Please check final trimester fees due on your invoice when you receive it.
*Course fees are calculated each trimester based on your selected study load. Fees are subject to change.
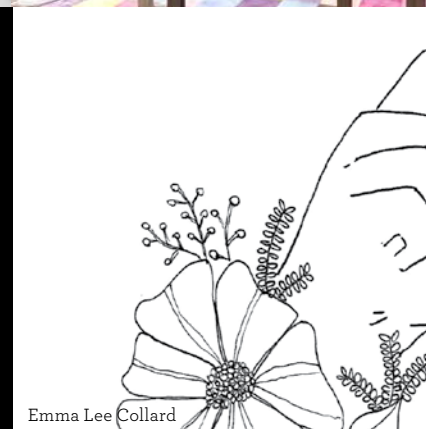
Alicia Kutz

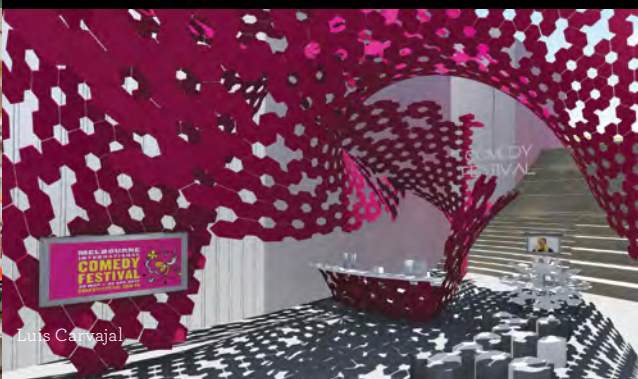

Tristan Klein

Tilly Bull

Bethany Horan

Raúl Ortiz de Lejarazu Machin

Ryan Ricketts

Emma Lee Collard

Luis Carvajal

Anni Grindrod

Todd Watts

Sue Ann

Yiqing Zhu (Judy)

Julz Lane

Claudia Perry

Raúl Ortiz de Lejarazu Machin

Lina Ngo

Brianna Burford

DON'T FOLLOW

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ELECTRIC TELEPHONE:
1300 851 245

THEFACEBOOK:
facebook.com/
billybluecollegeofdesign

~~BURBN~~ INSTAGRAM:
@billybluecollegeofdesign

BEHANCE:
behance.net/
billybluecollege

OUR HALLOFFAME:
thehalloffame.com.au

THE YOU-EST OF TUBES:
youtube.com/bbcdmedia

MEWE:
Get outta here

Thanks Torrens University Australia
for empowering us to love what we do.

torrens.edu.au

Love