DIGITAL CULTURES, MAJOR (0070)

Western Sydney University Major Code: 0070

Previous Code: M1109.1

Available to students in other Western Sydney University Programs: Yes, however the following restrictions apply.

The Digital Cultures Major offers students the opportunity to learn about how cutting edge technology and digital practices are changing society. By analysing new media, visual arts, and digital design and the effects that the use of these new technologies have on culture and society, students will gain the necessary skills to position themselves for careers in a wide variety of contexts that require understanding of technology or digital media and its impact. Complementing these analytical skills, students will also gain practical skills in the creation of digital media and design.

Location

Campus	Mode	Advice
Parramatta Campus - Victoria Road	Internal	EnquiriesHCA@westernsydney.edu.au
Penrith Campus	Internal	EnquiriesHCA@westernsydney.edu.au

Major Structure

Students must successfully complete 80 credit point as follows.

Note: Students in the Bachelor of Creative Industries (https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-creative-industries/) complete the structure under the heading Bachelor of Creative Industries below.

Students must complete the following compulsory subjects:

Subject	Title	Credit Points
HUMN 3033	Digital Cultures	10
HUMN 2020	Digital Humanities and Research Methods (UG)	10

Students must also complete six subjects from the following pools, with a minimum of two subjects at Level 3 and no more than three subjects at Level 1.

Level 1

Subject	Title	Credit Points
COMM 1012	Data, Communication and Power	10
DESN 1011	Image Design	10
COMM 1020	Media Cultures and Industries	10
DESN 1018	Visual Storytelling	10
DESN 1021	Web and Time-based Design	10
COMM 1044	Professional Communication	10

Level 2

Subject	Title	Credit Points
COMM 2024	Media Law and Ethics	10
DESN 2014	Researching the Visual	10

Level 3

Subject	Title	Credit Points
DESN 3002	Data Visualisation	10
DESN 3008	Interactive Design: Apps	10
COMM 3022	Media Memory	10
HUMN 3096	What is the Human?	10

Bachelor of Creative Industries Students

Subject	Title	Credit Points
Creative Industries students must first complete one of the following two subjects as their Introduction to Major subject prior to enrolling in this major.		
DESN 1011	Image Design	10
DESN 1021	Web and Time-based Design	10
Students must complete 80 credit points from the following level 2/3 subjects		
DESN 3002	Data Visualisation	10
HUMN 3033	Digital Cultures	10
HUMN 2020	Digital Humanities and Research Methods (UG)	10
DESN 3008	Interactive Design: Apps	10
COMM 3022	Media Memory	10
DESN 2014	Researching the Visual	10
HUMN 3096	What is the Human?	10
Select one of the following (whichever was not completed as the Introduction to Major subject):		10
DESN 1011	Image Design	
DESN 1021	Web and Time-based Design	

Equivalent Subjects

The subjects listed below count towards completion of the major for students who may have passed subjects in the list in 2023 or earlier.

COMM 1032 Writing Ecologies, replaced by COMM 1044 Professional Communication

Related Programs

Bachelor of Arts/Bachelor of Creative Industries (1842) (https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-arts-bachelor-creative-industries/)

Bachelor of Communication/Bachelor of Creative Industries (1840) (https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-communication-bachelor-creative-industries/)

Bachelor of Creative Industries (1838) (https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-creative-industries/)

Bachelor of Music/Bachelor of Creative Industries (1841) (https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-music-bachelor-creative-industries/)

Diploma in Communication/Bachelor of Creative Industries (6009) (https://hbook.westernsydney.edu.au/archives/2024-2025/programs/diploma-communication-bachelor-creative-industries/)