

SECONDARY INDUSTRIAL TECHNOLOGY (GRAPHICS & MULTIMEDIA) EDUCATION, MAJOR (0377)

Effective from: Autumn 2025

Western Sydney University Major Code: 0377

Available to students in other Western Sydney University programs?

No

The Secondary Industrial Technology (Graphics & Multimedia) Education Major will provide students with 60 credit points of Graphics & Multimedia discipline knowledge and 20 credit points of TAS pedagogy and curriculum knowledge. Together with completion of subjects in the Bachelor of Education (Secondary), this Major will enable students to meet requirements to graduate from the Bachelor of Education (Secondary) with the Industrial Technology (Graphics & Multimedia) teaching area. The Secondary Graphics & Multimedia Education Major will span the Foundation and Development phases of the Bachelor of Education (Secondary), enabling students to develop strong pedagogical content knowledge, an understanding of evidence-based pedagogies, and skills in using assessment and feedback to guide and enhance student learning.

Location

Campus	Mode	Advice	Credit Points
Parramatta Campus - Victoria Road	Internal	SecondaryEnquiries@westernsydney.edu.au	10

Major Structure

Note: Students will need to travel to different campuses depending on subject availability and campus offerings.

Students must successfully complete 80 credit points as follows.

Start-year intake

Course	Title	Credit Points	Credit Points
Year 1			
Autumn session			
Select one Alternate subject (from the pool of alternate subjects listed below)		10	
	Credit Points	10	
Spring session			
Select one Alternate subject (from the pool of alternate subjects listed below)		10	
	Credit Points	10	
Year 2			
Autumn session			
Select one Alternate subject (from the pool of alternate subjects listed below)			10
	Credit Points		10
Spring session			
Select two Alternate subjects (from the pool of alternate subjects listed below)			20
	Credit Points		20
Year 3			
Autumn session			
Select one Alternate subject (from the pool of alternate subjects listed below)			10
	Credit Points		10
Spring session			
TEAC 3060 Technological & Applied Studies Curriculum 7-10			
	Credit Points		10
Year 4			
Autumn session			
TEAC 4033 Design & Industrial Technology Curriculum 11-12			10
	Credit Points		10
	Total Credit Points		80

Spring session

Select two Alternate subjects (from the pool of alternate subjects listed below)

Credit Points

Alternate Subjects

Students complete 60cps from the following pools, with no more than 20cps at Level 1 and at least 20cps at Level 3.

Some alternate subjects are 20cp subjects. Students completing these subjects should seek program advice about accommodating these subjects within their overall program structure.

Subject	Title	Credit Points
Level 1 subjects		
DESN 1009	Graphic Design: Understanding the Principles	20
DESN 1021	Web and Time-based Design	10
ENGR 1038	Design Graphics: Presenting Innovation	10
ENGR 1044	Drawing Skills for Design Thinking	10
Level 2 subjects		
COMM 2051	Animation and Visual Effects	10
DESN 2005	Graphic Design: Interactive Digital Media	20
DESN 2011	Motion Design	10
ENGR 2025	Design Graphics: Engineering Documentation	10
ENGR 2024	Design Graphics: Communication for Manufacture	10
ENGR 2035	Modern Digital Design and Development	10
Level 3 subjects		
COMM 3048	Immersive Screen Technologies	10
DESN 3002	Data Visualisation	10
DESN 3008	Interactive Design: Apps	10

Related Programs

Bachelor of Education (Secondary) (1939) (<https://hbook.westernsydney.edu.au/archives/2024-2025/programs/bachelor-education-secondary/>)