

Bachelor of Multimedia (BAMM) - BMultiMed

CRICOS code (International applicants): 059205M

This program is offered only to continuing students. No new admissions will be accepted. Students who are interested in this study area should [contact us](#).

	On-campus
Semester intake:	No new admissions
Campus:	Toowoomba
Fees:	Commonwealth supported place Domestic full fee paying place International full fee paying place
Standard duration:	3 years full-time, 6 years part-time

Contact us

Current students

Telephone 1800 007 252 (within Australia freecall), +61 7 4631 2285 (from outside Australia), email usq.support@usq.edu.au or submit a question via [Ask USQ](#).

Program focus

The Bachelor of Multimedia is designed to reflect the diversity of inter-disciplinary skills, knowledge and practices that form the basis of the multimedia industries. The degree is designed to foster multidisciplinary interaction and collaboration across the Arts, Education, Information Technology, Spatial Technologies, and Business disciplines to speed and help direct the evolution of multimedia products and industry. This degree seeks to develop skilled, critical and articulate multidisciplinary graduates by offering study combinations from within a range of six inter-disciplinary majors designed to meet industry demands and the student's chosen career specialisation.

These interdisciplinary majors include:

- **Arts:** Educate students in the analysis, design and creation of multimedia products.
- **Information Technology:** Educate students in interactive software, simulation and games programming.
- **Education:** Education students entering multimedia education and interactive educational product design and development.
- **Business and NET Technology:** Educate students in the implementation, management and marketing of large or small multimedia enterprises and business projects.
- **Spatial Technologies:** Educate students to work as individuals or in teams in order to develop relevant hardware and software for “virtual” geographic modelling and data visualisation presentations.

Career opportunities

Opportunities exist in media/entertainment industries and communication professions including education, broadcasting, publicity, marketing, web development, computer games, cinema and TV.

Program aims

The Bachelor of Multimedia is designed to reflect the diversity of inter-disciplinary skills, knowledge and practices that form the basis of the multimedia industries. The degree is designed to foster multidisciplinary interaction and collaboration across the Arts, Education, Information Technology, Engineering and Business disciplines to speed and help direct the evolution of multimedia products and industry. It aims to produce graduates who are equipped to identify, describe, analyse and resolve multimedia design, production and

Domestic full fee paying students may be eligible to defer their fees through a Government loan called [FEE-HELP](#) provided they meet the residency and citizenship requirements.

Australian citizens, Permanent Humanitarian Visa holders, Permanent Resident visa holders and New Zealand citizens who will be resident outside Australia for the duration of their program pay full tuition fees and are not eligible for [FEE-Help](#).

International full fee paying place

International students pay full fees. Full fees vary depending on the courses that are taken and whether they are studied on-campus, via distance education/online. You are able to calculate the fees for a particular course via the [Course Fee Finder](#).

Program structure

The program requires the successful completion of 24 units in total. All students must successfully complete 16 units of Core Studies and either one 8 unit Specialisation Major or two 4 unit Option Sequences.

- Core Study - three years (all students) 16 units
- First Year (all students) 6 units
- First, Second and Third Years: Multimedia Studies courses (all students) 8 units
- Final Year project (all students) 2 units

And either

- Specialisation Major 8 units or First Option Sequence, 4 units
- Second Option Sequence 4 units

Note: The Specialisation major or the fi

CSC2406 Web Technology	S1 (ONC, EXT), S3 (EXT)
CSC3406	S1 (ONC, EXT)
CSC2407 Introduction to Software Engineering	S2 (ONC, EXT)
CSC3418	S2 (ONC, EXT)
CSC3409 Simulation	S2 (ONC, EXT), S3 (EXT)

Faculty of Business and Law

The computer industry has expanded rapidly in recent years, and today offers graduates a range of interesting careers. The Business Specialisation majors aim to produce graduates who are well trained in either; the marketing and management of multimedia projects; or the principles of computer software development, and the application of these principles in the business environment. Students may choose one of the Business majors Specialisation listed below.

Multimedia Business Marketing Specialisation +	Toowoomba campus - Semester/Mode of Offer
MKT1002 Consumer Behaviour	S1 (EXT), S2, S3, (ONC, EXT)
MKT2001 Promotion Management	S1, (ONC, EXT), S3 (EXT)
ACC1101 Accounting for Decision-Making	S1, S2, (ONC, EXT)
MKT2004 Marketing Channels	S2 (ONC, EXT)
MKT3007 Marketing Strategy	S1 (ONC, EXT)
MKT2020 Sports Marketing	S2 (ONC, EXT)
MKT3006 Small and Medium Enterprise Development	S2 (ONC, EXT)
MKT2012 Services Marketing	S2 (ONC, EXT)

Footnotes

Students must choose [MKT1001](#)

- Pentium 4 or equivalent, 512Mb Ram, 80Gb 7200 RPM Hard disk, SVGA monitor and video card with at least 64Mb video RAM, Windows 2000 or XP, mouse, sound card, CD-RW drive, DVD drive and 56kb modem; or
- Apple G4 or equivalent, 512Mb Ram, 80Gb 7200 RPM Hard Disk, SVGA monitor and video card with at least 64Mb video RAM, Mac OS 10 or later, CD-RW drive, DVD drive, 56kb modem
- Preferred browser standards are the latest version

All students should be able to access a computer with Internet access at home or at the University. All students should have access to email and to a variety of Internet web browsers such as Internet Explorer or Netscape. On-campus students' computers. In order to take advantage of the online learning environment, students should consider purchasing a computer with Internet connectivity. A notebook/laptop may be required for some courses.

Exemptions

Exemptions may be granted to students who have successfully completed a recognised and relevant qualification. Students who have successfully completed a recognised and relevant qualification may receive up to 8 units of exemptions. Students who have successfully completed an Advanced Diploma from TAFE or similar provider may receive up to 4 units of exemptions. Exemptions will only be awarded upon application and students will need to provide supporting documentation.

Bachelor of Multimedia recommendation enrolment

This program is no longer available for admission. Students interested in this program should contact their Program Coordinator on telephone +61 7 3362 2222 for an appropriate study plan.

All students must successfully complete 16 units of Major courses and 8 unit minors.

Core Courses

These are a group of courses that must be studied by all students. Some core courses are required pre-requisites for enrolment in other courses. Year core courses have required pre-requisites from the Multimedia program.

Core Studies

Multimedia Technology specialisation major



	V						Bk0 i j bkq obnr fob j bkq

Recommended enrolment pattern for students granted 12 unit exemption for recognised Advanced Diplomas of Multimedia or Graphic Design

This program is no longer available for admission. Students currently enrolled in this program are requested to contact their Program Coordinator on telephone +61 7 4631 1086 or email studyarts@usq.edu.au to discuss an appropriate study plan.
