



MIDEA Welcome

Student Guide 2021 Semester 1

Sydney School of Architecture, Design & Planning



THE UNIVERSITY OF
SYDNEY

—
**Architecture,
Design and
Planning**

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Image: Louis Chew, Capstone research

Welcome

to the Master of Interaction Design and Electronic Arts.

It is one of the first of its kind in Australia, to offer postgraduate level training in the new discipline of interaction design.

You are joining a growing profession of interaction designers, user experience specialists, and creative technologists, with exciting careers across a broad spectrum of industry including boutique design agencies, large corporations, startups and non-profit organisations. The quality of the user experience is now recognised as central to the success of products, systems and services built on computational technologies. With the infiltration of digital technologies into our work, leisure and private lives, the job of interaction designers has never been more important.

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PROGRAM DIRECTOR

Dr LUKE HESPANHOL

LUKE.HESPANHOL@SYDNEY.EDU.AU

ROOM 285, LEVEL 2

WILKINSON BUILDING G04

I am a Brazilian-Australian lecturer, researcher and media artist. My practice investigates the potential of digital media to create engaging experiences that lead to reflection on the relationship between individuals and the immediate environment around them. I have explored these possibilities of public expression through the development of interactive media installations for academic research, galleries and public art festivals, including multiple editions of Vivid Sydney.

I have a PhD from the Design Lab, The University of Sydney, researching interactive media architecture and the user-centred design of hybrid urban environments. Prior to that, I worked as a software developer and application designer for over 15 years, in Australia and overseas. My research spans a wide spectrum of interactive media applications, from urban media art and generative media to responsive environments, technology-mediated social interactions, digital placemaking, urban informatics, smart cities and media architecture.

Within MIDEA, I coordinate the two advanced core units, the IDEA Laboratory and IDEA Studio, besides regularly supervising capstone research students. In my role as Program Director, I steer the direction of the course, and oversee the quality, design and implementation of the curriculum.

After graduating myself from MIDEA (in 2012), I have witnessed the fantastic creations our students keep designing year after year. I can't wait to see what you will come up with next!

I am available for student consultation, if you wish to discuss any aspect of your enrolment in MIDEA. Please email me to set up an appointment.



Be curious, find your passion,
and don't be afraid to make
mistakes!

Let's together turn learning
into a fun adventure.

Dr JOEL FREDERICKS

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Joel is an urban planner, community engagement practitioner and collaborative designer. His research sits across the domains of digital placemaking, media architecture, urbanism, smart cities and immersive technologies. Joel has investigated collaborative and creative approaches to designing and deploying urban installations that encourage people to playfully interact. He has explored these opportunities through the development of digital and physical interactions within pop-up interventions to create curiosity and encourage people to participate.

Joel has a PhD from the University of Sydney in collaborative city making focusing on the use of hybrid engagement channels for community engagement. He also has a Bachelor of Regional and Town Planning with honours from the University of Queensland.



Within the Design Lab, Joel is a Lecturer in Design and unit coordinator of Design Thinking, which explore a human-centred approach to the design of products and systems.



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COORDINATORS

LIAM BRAY

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DESIGN WING, LEVEL 2

WILKINSON BUILDING G04



Liam is a creative technologist and interaction designer. Specialising in creativity support tools and interactive media technology. Liam's current research at the University of Sydney's Design Lab investigates how algorithmic and AI systems function as tools that support creativity, focusing on enhancing creative practice through the application of interaction design and user experience. Previously Liam has worked developing interactive media technologies for the Interactive Media Lab at the University of New South Wales. Additionally, Liam is a practicing digital artist having exhibited & performed works at the MCA, Vivid Lights, 107 projects and Mosman Art Gallery.

Liam is currently the Program Director of the Bachelor in Design Computing, and the coordinator of IDEA9103 Design Programming. In Design Programming, you will be learning how to use code as a creative tool, one that allows you to explore algorithmic and generative design techniques. You can find out more at: <https://designprogramming.io>



Dr MARTIN TOMITSCH

PROFESSOR

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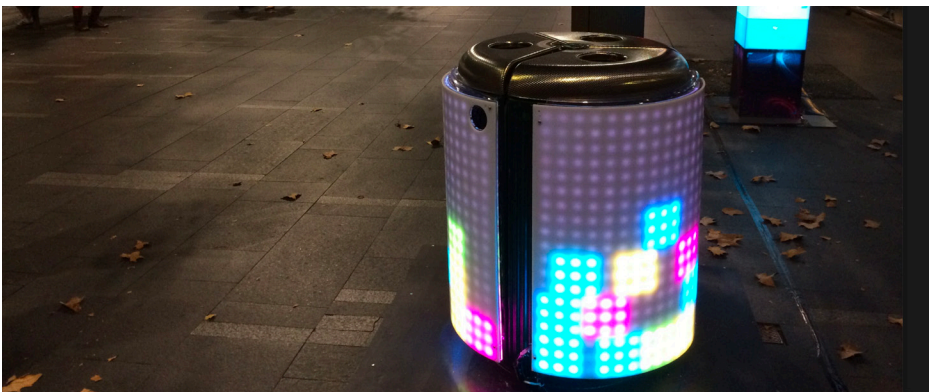
ROOM 276, LEVEL 2

WILKINSON BUILDING G04

Dr Martin Tomitsch is Professor of Interaction Design in the Design Lab at the University of Sydney School of Architecture, Design and Planning, and Director of Innovation at the Office of the Deputy Vice-Chancellor (Education). In MIDEA, Martin teaches IDEA9105 Interface Design.

Martin coordinates the Urban Interfaces lab and is a member of the Smart Urbanism lab. His research draws on the fields of human-computer interaction, urban interaction design, and media architecture to define new forms interfaces between people and their physical environment. Research projects that he has worked on range from media facade installations and large-scale urban screens to mobile interfaces and mixed reality environments.

Prior to commencing his position at the University of Sydney, Martin worked as interface designer in large software and IT projects. He holds a PhD in informatics with a specialisation in interaction design from the Vienna University of Technology (TU Wien)..



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COORDINATORS

Dr CALLUM PARKER

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WILKINSON BUILDING G04

Callum holds a PhD from the Design Lab at the University of Sydney, which focused on gaining an understanding of how public interactive displays could be designed so that they are relevant to individuals in hyperconnected societies. He also holds a Bachelor of Computing where he majored in human interface technology at the HITLab Australia, University of Tasmania.

Callum's research explores augmented city interfaces for improving the lives and experience of ur-ban dwellers within "in the wild" environments such as cities. This research involves the use of es-tablished smart city technologies, such as public displays (digital signage), and emerging technolo-gies, such as augmented reality (AR), virtual reality (VR), mixed reality (MR), and robotics.

In MIDEA, Callum will be coordinating IDEA9201 Lab, which focuses on the design of immersive technologies, such as virtual and augmented reality.



Dr CLARE COOPER

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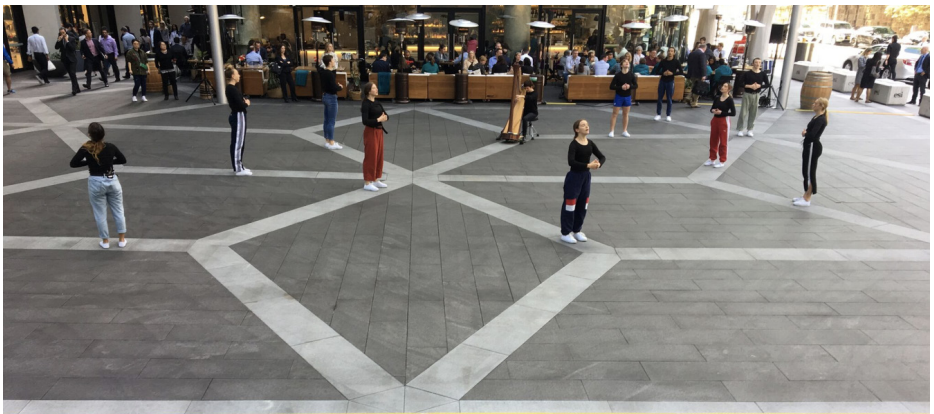
ROOM 275, LEVEL 2

WILKINSON BUILDING G04

Hello everyone! I'm Dr Clare Cooper. I joined The USYD Design Lab in late 2019 after teaching in the UTS School of Design, UNSW, and University of Western Sydney electronic arts and design degrees. The only real constant with the creative projects I have been involved in over the last 20 years is that they are socially engaged. I have worked across performance, sound, animation, print, staging, architectural projection, radio, film & television, and presented at festivals in 14 countries as a collaborator, solo artist, producer and curator.

My collaborative work has brought together thousands of people to work on community initiatives, creative approaches to governance, experimental sound, speculative design, climate justice, and critical listening through co-founding the NOW now festival (2001), Splinter Orchestra (Sydney 2000), Splitter Orchester (Berlin 2009), Frontyard Projects (2016), Climate Strike Workshop (2019), and the Design Activism Workshop (2019).

At MIDEA, I will be the coordinator for the advanced core IDEA9202 Studio in Semester 2 2021.



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COORDINATORS

Dr SOMWRITA SARKAR

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WILKINSON BUILDING G04

Somwrita is Senior Lecturer at the Sydney School of Architecture, Design, and Planning, at the University of Sydney, where she leads the Urban Science and Modelling Lab. She is interested in cities as spatially and geometrically constrained complex systems. She explores how spatial and socio-economic processes mutually interact, how these interactions lead to morphological transformations and scaling, and how physical transformations then in turn affect spatial and socio-economic processes.

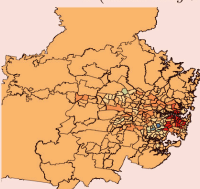
Somwrita likes to think with data-driven analytics as well as physics-driven models. She was trained as an urban planner and engineer at the School of Planning and Architecture, New Delhi, and the Indian Institute of Technology, New Delhi, and completed her PhD and Post-Doctoral Fellowship from the University of Sydney.

In MIDEA, Somwrita is the coordinator of IDEA9301 Graduation Studio capstone unit.

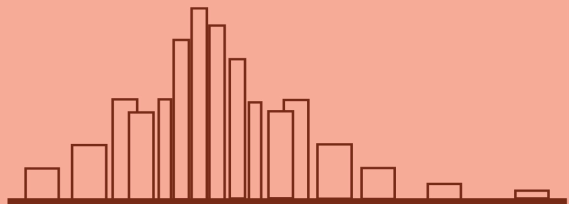
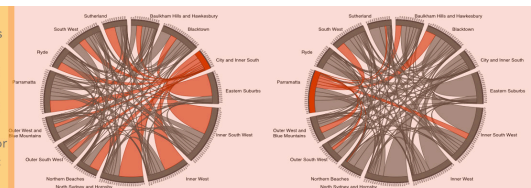


Why are cities **shaped** as they are?
How do they **grow** ?
What is a **just city**, an **equitable city**?
How do socio-economic processes shape physical structure?
How does urban structure affect socio-economic processes?

$$C_{i,k} = \frac{T_{D,k} - T_{O,k}}{\sum_{i=1}^I \sum_{j=1}^I T_{ij}},$$
$$P(\text{Centricity} > C) = \frac{a}{C^{\alpha}}$$



Exploring connections between **Journey to Work trips and Urban Structure: Designing for Polycentric Cities**



Urban Science @ Sydney
Somwrita Sarkar

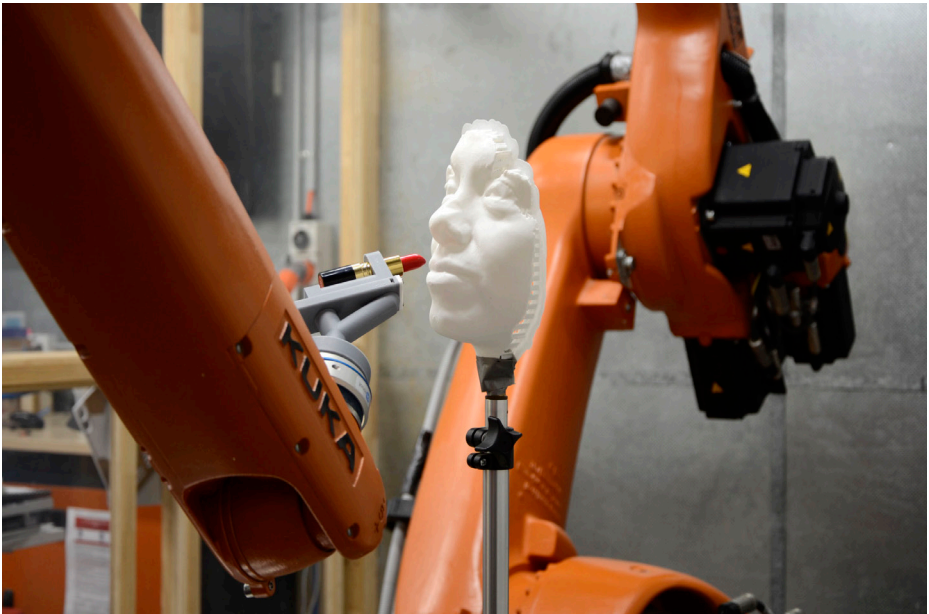
Exploring connections between **Accessibility and Transit**: Efficient cities enable people to reach desired destinations with ease

Dr LIAN LOKE

ASSOCIATE PROFESSOR
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ROOM 277, LEVEL 2
WILKINSON BUILDING G04

Lian's passion is movement. From the creative movement of dancers to computer recognition of human motion informed by kinaesthetics to programming robots in expressive, collaborative movement, the moving body is a constant source of enquiry and pleasure. I pursue creative projects and design-led research to push the envelope of what is possible.

I teach Capstone research and I love supervising research students, with several MIDEA graduates going on to do PhD studies with me. I was awarded SUPRA Supervisor of the Year in 2017, 2018 and 2019.



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TYPICAL COURSE STRUCTURE

72 CREDIT POINT DEGREE (1.5 years full-time)

<i>GRAD. CERTIFICATE</i>	<i>GRAD. DIPLOMA</i>	<i>MASTER</i>
Sem 1 – Foundation Core	Sem 2 – Advanced Core	Sem 3 - Capstone
IDEA9106 Design Thinking (6cp)	Lab – either IDEA9101 or IDEA9201 (6cp) depending on which semester	Capstone (12cp) IDEA9301 Graduation Studio <i>Alternative: IDEA9302 Research Project or IDEA9311 Research Internship</i>
IDEA9103 Design Programming (6cp)	Studio – either IDEA9102 or IDEA9202 (12cp) depending on which semester	Elective(s) (12cp)
IDEA9105 Interface Design (6cp)	Elective (6cp)	
Elective (6cp)		
DESA1555 Safety Induction and Competency unit (DMaF Lab) take by second semester		

https://sydney.edu.au/handbooks/architecture/postgraduate/coursework/interaction_design_unit_of_study_table.shtml

* Note all new commencing full-time students should be enrolled in the above 3 Foundation Core units in your first semester of study.

96 CREDIT POINT DEGREE (2 years full-time)

You can take an additional 24 credit points in one of two specialisations:

- Audio and Acoustics
- Illumination Design

Typically two specialisation units of study are offered each semester.

It is possible to transfer into the specialisation degree after you have commenced the 72 credit point degree; or to transfer down from the 96 credit point to the 72 credit point degree, assuming you have met the core requirements. This is done via a request on Sydney Student.

TIMETABLE SEMESTER 1 2021

Mon	Tue	Wed	Thu	Fri	
	IDEA9106 Design Thinking 10-11am online 11am-1pm campus/online	IDEA9301 Grad Studio 9-10am online 10am-12pm campus/online	IDEA9105 Interface Design 10-11am online 11am-1pm campus/online	IDEA9102 Studio 10-1pm online	IDEA9103 Design Programming 10-11am online 11am-1pm campus/online
	IDEA9101 Lab 2-3pm online 3-5pm campus/online		IDEA9302/9303 Capstone Research 2-3pm online 3-5pm campus/online		IDEA9102 Studio 2-4pm campus/online

 Core Foundation

 Core Advanced

 Capstone

TIMETABLE SEMESTER 2 2021

Mon	Tue	Wed	Thu	Thu	Fri
	IDEA9106 Design Thinking 10-11am online 11am-1pm campus/online	IDEA9105 Interface Design 10-11am online 11am-1pm campus/online	IDEA9301 Grad Studio 9-10am online 10am-12pm campus/online	IDEA9202 Studio 2 10-1pm online	IDEA9103 Design Programming 10-11am online 11am-1pm campus/online
IDEA9201 Lab 2 2-3pm online 3-5pm campus/online		IDEA9302/9303 Capstone Research 2-3pm online 3-5pm campus/online			IDEA9202 Studio 2 2-4pm campus/online

* The class times above are indicative only. The exact schedule for each unit of study in Semester 2 will be available on the Canvas website. Due to COVID-19, some units will be offered in blended or online modes. Opportunities to attend class on-campus will vary with each unit of study, and the evolving situation of the pandemic.

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UNITS OF STUDY: FOUNDATION CORE

IDEA9106 DESIGN THINKING

This unit of study provides an overview of a human-centred approach to the design of products and systems. It introduces students to design thinking and how it can be productively applied to different design situations. The theoretical concepts, methods and tools for the key stages of interaction design are covered including user research, ideation, prototyping and user evaluation. It provides students with the principles, processes and tools for working collaboratively on design projects in studio. Students learn to build empathy with users, identify and reframe the problem space, develop value-driven design concepts and persuasively communicate design proposals with an emphasis on the user experience through visual storytelling.

Coordinator: Dr Joel Fredericks

IDEA9105 INTERFACE DESIGN

This unit introduces students to the fundamentals of user interface design. Interface design is an important element of a human-centred design approach to the development of interactive computational systems. Students will learn about industry standard user interface design and usability principles and guidelines, based in visual design theory and visual perception. They will acquire practical knowledge through the application of tools and techniques for designing and evaluating user interfaces for web and mobile products. The unit increases awareness of good and bad design through observation and evaluation of existing technology, and develops appreciation of visual design principles and their impact on the user experience of interactive products. The knowledge and skills developed in this unit will equip students with the essential capabilities for working in the interaction design and user experience profession.

Coordinator: Dr Martin Tomitsch

IDEA9103 DESIGN PROGRAMMING

This unit provides an introduction to the development of software in design and the creative industries. It teaches an understanding of the fundamentals of computational thinking, as well as skills in the design and implementation of software for creative expression. It introduces students to tools for building interactive design prototypes that express their interaction design skills through programming. It covers knowledge of programming concepts; creative coding practices; and Javascript and the p5.js library. Key concepts covered in this unit include: variables, functions, control flows, and algorithmic thinking. Students learn how to approach creative expression through the medium of code, which will allow them to incorporate programming into their own design practice as well as to collaborate effectively with software developers.

Coordinator: Liam Bray

UNITS OF STUDY: ADVANCED CORE

IDEA9101 / IDEA9201 IDEA LAB

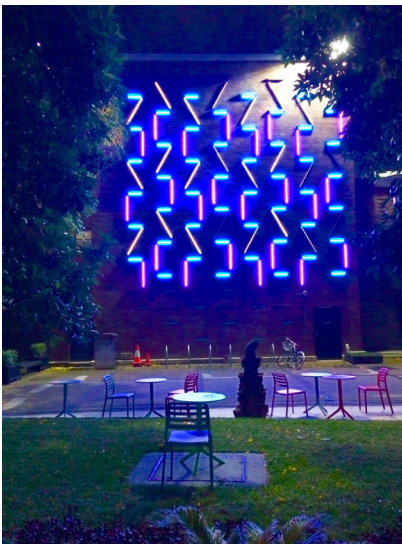
The aim of this unit of study is the learning of key technical skills for prototyping and building interactive digital media within a creative design framework. The unit provides an introduction to the fundamentals of various software and hardware construction tools, and the technological platforms available for building sensor-based interfaces. Students will gain practical experience through a series of exercises and assignments. It provides the foundation for the technical implementation of the studio project.

Coordinator: Dr Luke Hespanhol S1, Dr Callum Parker S2

IDEA9102 / IDEA9202 IDEA STUDIO

The aim of the studio is to explore new interaction possibilities offered by emerging digital technologies through a design-led approach. Each studio is based around one or more design projects, which address a specialised area of study, supported by lectures and workshops to introduce the relevant theory, knowledge and design precedents. The specialised areas of study will vary from semester to semester, ranging for example from small-scale wearable devices to large-scale environments, and will reflect contemporary issues in interaction, art, design, culture and technology. The studio aims to develop the student's conceptual design abilities together with their technical skills, within the framework of a highly creative, research-based and human-centred design process. Students will be expected to apply interaction design methodologies to their project work and follow a design-oriented approach to the development of hardware and software, through experimentation and iterative prototyping.

Coordinator: Dr Luke Hespanhol S1, Dr Clare Cooper S2



Under Luke's direction, the main theme of the studio is digital placemaking, which (in general terms) is the practice of using digital media and technology to create interventions in public spaces – usually of artistic, playful and experimental nature – to engage its users in situated participation and social interaction, while forging a collective place identity.

Student work is exhibited on campus

- Pilot Lights 2017

<https://youtu.be/VUBasEvYbdo>

- Pilot Lights 2018

https://youtu.be/_0rh-Y1diec

Footbridge Gallery, developed by Luke Hespanhol for Campus Infrastructure and Services to create digital placemaking opportunities. Check out more at <https://sydney.edu.au/about-us/community-and-visitors/museums-theatres-and-galleries.html>

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UNITS OF STUDY: CAPSTONE

IDEA9301 GRADUATION STUDIO

This is the culminating studio of the Master of Interaction Design and Electronic Arts that provides students with a capstone experience. The aim of this studio is to draw together and synthesise the learning that has taken place during the whole degree. Students develop a design project based on an industry or community-focused brief. Students will work in small teams or individually to produce a design proposal that addresses contemporary issues, and incorporates innovative applications of digital or emergent technologies. The submitted design work will be high quality, suitable for professional presentation and portfolio.

Coordinator: Dr Somwrita Sarkar

IDEA9302 RESEARCH PROJECT

The research project offers students the opportunity to work on an individual research project exploring current problems and issues in a wide range of application areas that would benefit from an inter-disciplinary design research approach to design, technology and human-computer interaction. Students can choose to follow one of the primary types of design research: design (a fundamental component of the research is the design and implementation of an artefact/system); empirical (empirical data gathering is required to understand a phenomenon); model (a computational model is generated to understand a phenomenon); and studio-based (creative/experimental design or artform is produced for exhibition). The project is written up into a research report, and may include evidence and documentation of Built Work.

Students can work on a topic related to active research in the Design Lab, under supervision from an experienced researcher, or put forward your own topic.

This unit of study can be taken alone, or as a co-requisite with IDEA9303 Research Dissertation for students wishing to develop their academic research capacity and with an interest in further postgraduate research study.

Coordinator: Dr Lian Loke

DESC9153 GRADUATE INTERNSHIP

The aims of the internship are to provide a direct link between the academic core of the course and the disciplines and methods of practice; to enable candidates to experience aspects of practice and provide the opportunity for them to work in areas of the field outside their specific expertise; to enable candidates to observe, analyse and comment on the interaction between theoretical and practical issues of their Program as it is practiced, and to establish connections between practice and the development of relevant research programs. The internship is intended to provide the opportunity for students to work in various situations in their Program's area. A secondary intention is that students use the opportunities of placement to broaden their own experience beyond the limitations of their chosen discipline. Candidates must find a suitable professional placement. Permission to enrol is given after the proposed placement has been approved by the Program Director. The host organisation will nominate a supervisor for the student for the internship. The student must complete at least 120 hours of full or part-time experience, supervised by a practicing designer (or other professional depending upon the field). A log-book of each day's work, signed by the supervisor must be submitted on completion. A 2000-word report on the benefits of the internship must also be produced.

The internship can be taken at any time throughout the year. There are a range of alternative enrolment periods to suit:

Summer break (January - February)

Semester 1 (March - May)

Winter break (June - July)

Semester 2 (August - October)

INTERNSHIP OPPORTUNITIES

You can find a suitable company or organisation willing to provide you with an internship, or you can check the design-jobs mailing list where we post advertisements by companies that contact us.

When you have lined up an internship, the first step is to email the Program Director for approval. You will need to supply the website for the company, and some form of internship offer. If you are not sure whether the company or offer is suitable, ask the Program Director first.

Then you can apply to enrol in DESC9153 via Sydney Student (<https://sydneystudent.student.edu.au>) - make sure you upload the email as evidence of approval.

Our Industry Liaison Coordinator, Taylor Musa will then look after the legal paperwork, including issues of insurance, non-disclosure agreements and intellectual property.

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ELECTIVES

YOU CHOOSE FROM ACROSS THE UNIVERSITY

You can tailor your degree by taking postgraduate level elective units.

A set of recommended electives can be found at https://sydney.edu.au/handbooks/architecture/postgraduate/coursework/interaction_design_unit_of_study_descriptions.shtml. This set of units should appear in the enrolment options on Sydney Student. Any other electives from across the university at postgraduate level will require applying for special permission.

APPLYING FOR SPECIAL PERMISSION

Log in to Sydney Student Portal (using your unikey).

Select the following:

1. My Studies
2. Units of Study
3. Other
4. Special Permission

If you have any problems with your enrolment, please screen shot the error message and lodge a request for assistance at <https://sydney.edu.au/students/forms/make-an-enquiry.html>.

APPLYING FOR CROSS-INSTITUTIONAL STUDY

It is possible to study at other universities, if you find a course for which we have no equivalent. See <https://sydney.edu.au/students/cross-institutional-study.html>

TEACHING & LEARNING ETHOS

THINK

Intellectual focus and imagination are nurtured, as are critical thinking, analysis and problem-solving in a research-led design process. Curiosity is important in approaching design as discovery.

MAKE

Thinking-through-making and learning-by-doing are key to the learning philosophy. Hands-on practical skills are gained through practicing design methods, and learning to use a range of software tools and physical computing platforms for building prototypes and interactive experiences.

SHARE

A social, collaborative approach to learning is fostered through working in teams on design projects, and participation in a friendly, supportive learning community.

STUDIO-BASED TEACHING

The design studio model of teaching is central to the learning environment of the program.

You may not be familiar with this mode of learning. Instead of working on assignments only at home with no assistance, project work is conducted during class time, or what we call 'studio'. It is project-based, where you develop your design work over the semester with regular dialogue and feedback from the teaching team - your design mentors.

The Design Crit: Be prepared to receive critical, constructive feedback and to change and improve your work, even if it means a radical redesign. This builds your self-reflective ability to receive critique, an important skill for commercial practice.

Becoming a skilled presenter: As part of this model, you will be sharing and presenting your project work in class on a regular basis, honing your oral and visual communication and presentation skills. Storytelling and judicious use of visual aids are essential techniques. If you practice, by the completion of your degree, you will be a confident, commanding presenter.

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EXHIBITIONS & EVENTS

END OF YEAR GRAD SHOW

The big celebration of student work takes place at the end of every year. Due to COVID-19, the 2020 Grad Show moved online but we look forward to returning to the Wilkinson Building soon!

You can find out more about the 2020 exhibition and the amazing creations by our students here:

<https://www.sydney.edu.au/news-opinion/news/2020/12/15/make-sense.html>

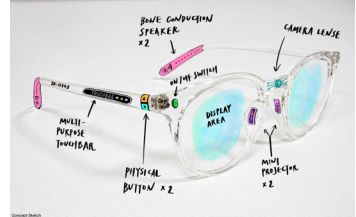


Image: Rosa Wei and Russel Ju

MID-YEAR SHOWCASE

We also hold a mid-year showcase of student work especially for MIDEA, as students completing their degree at the end of Semester 1 are often not around for the end of year show. Due to COVID-19, the 2020 showcase was held online and created by a talented team of student volunteers. <https://design.sydney.edu.au/design/midea/showcase-2020/>



DESIGN AT DUSK

The Design Lab hosts a monthly talk series on design and design research during semester. It is comprised of 3 short talks by invited speakers from the university, industry, creative practice, local and international. You are very welcome to join us. Note the series has been paused due to COVID-19, and will return later in the year. Watch out for updates!

SCHOLARSHIPS & AWARDS

SCHOLARSHIPS

The *Alexandria Harbin Atlassian Coursework Scholarship* was established in 2017. It commemorates the life of Alexandria Harbin, a much loved member of Atlassian's design team. This scholarship has been generously donated by Atlassian to assist commencing students studying in the area of user interface design, by providing them with the opportunity to pursue Alex's chosen field of work, and to encourage them to follow Alex's example of living every day with passion and courage.

Oi Ting Fu was the first recipient of the award in 2018.

<http://sydney.edu.au/scholarships/postgraduate/faculty/architecture.shtml>

AWARDS

Dean's List of Excellence in Academic Performance

The top 5% of students in each program are selected for the Dean's List.

To be eligible, postgraduate students must have:

- Completed at least 24 credit points within the academic year,
- Had no fail grades (or incompletes), and
- A minimum annual average mark of 75

The annual Scholarship and Prizes Ceremony is held in the first half of the year in MacLaurin Hall.

<https://sydney.edu.au/about-us/our-story/prizes-and-honour-roll.html>

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NEWS & COMMUNICATIONS

SLACK

midea-usyd.slack.com

All students enrolled in MIDEA will be added to the Slack group. It will provide a friendly, informal platform for social interaction, news, information, Q&A.

Look out for regular drop-in sessions on Zoom with the Program Director throughout the semester.

DESIGN-JOBS MAILING LIST

Job and internship opportunities are posted on

<http://mailman.sydney.edu.au/mailman/listinfo/design-jobs>

You will be added with your university student email by Census date.

LINKEDIN

Please join the M.IDEA alumni group on LinkedIn at <https://www.linkedin.com/groups/6576986>

MASTERS STUDIO

You should have access to the shared studio spaces for students in our building, although this semester access may be restricted due to COVID-19.

- Homebase studio level 3 room 306
- Masters homebase level 2 room 209

If you don't have card access, please attend the front desk on Level 1 of Services Building (G12) with your card, as it may need encoding.

Services Building is located on the Corner of Codrington and Abercrombie Street, Darlington.

SOFTWARE

ADOBE Creative Cloud for students

\$45.00* 1 year subscription

* Actual price may vary year to year

Step 1: Go to <https://sydney.onestopsecure.com/onestopweb/ePay/menu>

Step 2: In the search box type and search 'Adobe'

Step 3: Enter details on form

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TIPS FOR SUCCESS

ASK FOR HELP EARLY

Please ask for help when you need it, don't wait until end of semester. First ask:

1. Your tutor
2. Your unit coordinator
3. The program director

PLAN YOUR TIME

Be prepared to work hard, it is a demanding and challenging course.

Plan carefully the additional study outside of class, taking into account groupwork meetings and assignment deadlines.

If you are working full-time, then part-time study is recommended.

If you have not studied at university recently, it can be more work than you anticipate.

CHECK CANVAS

Check e-learning (Canvas) regularly, for updates, clarifications, etc. for each unit of study.

<http://canvas.sydney.edu.au>

BACKUP YOUR WORK

Backup your work regularly !! Use the Cloud – Dropbox is now available for students.

<https://student-dropbox-app.sydney.edu.au/>

Missing an assignment deadline due to computer crashes, loss of data, etc. is not an acceptable excuse.

