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COLLARTS

AUSTRALIAN COLLEGE OF THE ARTS

2026

INTERNATIONAL COURSE GUIDE

collarts.edu.au



Collarts acknowledges the Wurundjeri people of the Kulin Nation as the Traditional Custodians of the country we work, study and create on. We pay our respects to all Aboriginal and Torres Strait Islander people in Yarra, and their Elders past, present and future.

As we share our own creativity, knowledge, learning, and teaching practices on our campuses and their surrounds, we also acknowledge that the land in which we meet is a place of age-old ceremonies of celebration, education and initiation across thousands of years that continue to have an impact on the life of these lands.

MESSAGE FROM THE DEAN



PROF. TIM MOSS
Collarts Dean

I would like to warmly welcome you to the Australian College of The Arts, known as Collarts.

Located in the beating heart of Melbourne's lively creative scene, Collarts is recognised as a leader in education across creative industries.

Our mission
We are driven by a passion for providing the best education in the field and real career pathways for students. At Collarts, education is about preparation for real-world success, shaped by industry insight and creative innovation.

Quality learning experience
Our students progress through a carefully curated, industry-focused course structure with intimate class settings that encourage individual attention. Our classes are delivered by current industry leaders and practitioners with structures that ensure students benefit from both academic rigor and real-world relevance.

Supportive community
Feedback from students highlights that Collarts offers:
- → High-levels of support;
- → A sense of community that is unparalleled in other institutions; and
- → A commitment to lifelong learning and innovation.

We support students to succeed in the expanding entertainment, performing arts, communication, and design industries, both nationally and internationally.

Industry connections and experience
At Collarts, students gain exclusive, work-ready industry experience through partnerships with music and arts festivals, audio and design studios, brands, event and cultural organisations ensuring students graduate with a distinct advantage in their field.

Our students are the pillars of a strong, thriving creative culture, and we look forward to welcoming you into our community.





Australia's #1 Creative Arts Provider*

*Source: 2024 Quality Indicators for Learning and Teaching (QILT) Student Experience Survey (SES). As compared to all creative arts focused providers and universities that offer courses in Australia, excluding specialist field providers.

Collarts is a Proven Leader in Creative Education.

Collarts (Australian College of the Arts) is a dynamic, independent tertiary college with over 30 years of experience in preparing creatives for thriving careers. Offering fully accredited Diploma, Bachelor, and Postgraduate qualifications across creative industries, Collarts has cemented its position as Australia's top provider of creative arts courses.

- → **Ranked #1 in Teaching Quality and Engagement among creative arts institutions nationally***
- → **Graduates have an 82.1% employment rate,** surpassing national and NUHEI averages*
- → Students reported, in the Creative Arts undergraduate category:
  87.4% have a positive overall education experience*
  87% have positive satisfaction with their skills development*

Collarts was ranked the #1 creative arts provider in Australia for Overall Educational Experience, Skills Development, Student Support and Services, as well as for Learning Resources Experience*.

WHY COLLARTS

Flexibility that fits you

Our courses are built for modern creatives with busy, diverse lives. Whether you're starting fresh, shifting careers, or upskilling, you'll find a study path that works for you. Choose from flexible options, like fast-tracked degrees and different study modes, including:

- → On-campus in Melbourne's creative inner-north;
- → Online with full access to support, resources, and collaborative online classes; and
- → Degree options: two years (Accelerated) or three years (Standard).

A personalised, supportive experience

We believe the best learning happens when students are seen, heard and supported:

- → You're not just another student ID number. Small classes ensure you're seen and your ideas are nurtured.
- → You'll be known by name and guided by mentors who champion your growth.
- → Academic, wellbeing and creative support is built into your experience.
- → An inclusive, vibrant environment where creativity feels like home.

More than a university, we're a creative home where you're supported, celebrated and free to be yourself.

Collaboration that mirrors the creative industries

Collarts is a playground for cross-collaboration. Just like in the real world, creativity doesn't stick to one lane, and neither do we.

- → Collaborate across music, fashion, animation, design, photography, film, performing arts and more.
- → Build real-world skills and networks that reflect the cross-disciplinary nature of today's creative industries.

Global perspective, local heart

We prepare students for success both locally and globally, with exchange opportunities and globally focused programs. Exchange and scholarship opportunities, like ESMOD Fashion Exchange in Paris, Popakademie in Germany and more, provide a global perspective with the skills and portfolio to launch a successful creative career.

Industry-connected, future-focused

Your education is deeply connected to industry. You'll learn directly from professionals at the top of their fields, bringing global insight, mentorship, and real-world relevance into every classroom.

- → Hands-on experience from day one.
- → Work placements with leading festivals, agencies and studios.



MELBOURNE
A GLOBAL CITY FOR CREATIVITY & STUDY

One of the world's most livable cities, Melbourne is the live music capital of the world and Australia's cultural heart.

#1 student city in Australia[1]

Melbourne is ranked as the number one city in Australia for international students thanks to factors including safety, affordability, diversity of student mix, globally recognised universities, strong graduate opportunities and its reputation as Australia's second-largest city.

Proudly inclusive, LGBTQIA+ friendly city

Melbourne consistently promotes diversity and inclusion featuring a Pride Network, annual queer festival and community events, such as the Pride March and Midsumma Festival, queer-friendly venues, and community support services and resources.

Sporting capital, globally renowned

Melbourne is Australia's sporting capital, hosting world-class events, like the Australian Open, F1 Australian Grand Prix, and the iconic AFL Grand Final.

Career-ready, graduate-friendly

84% of graduates with a non-school qualification are employed[2]. Graduate employment rates across Australia are the highest since 2009, with particularly strong outcomes for full-time roles[3].

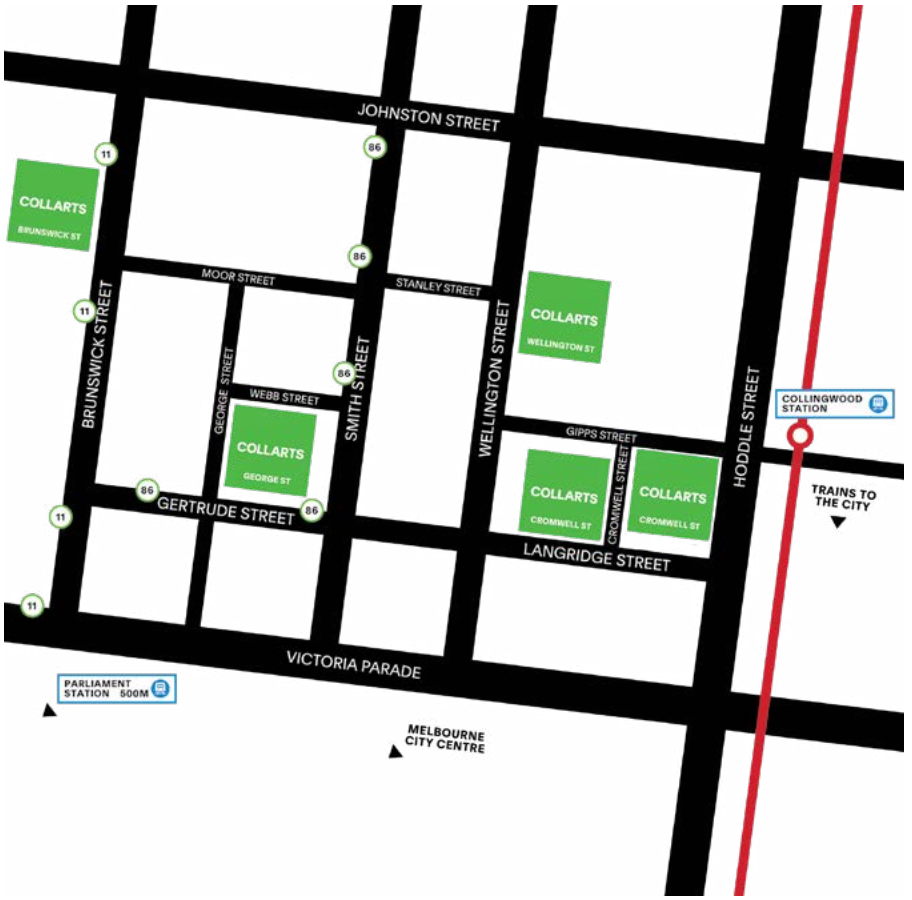
1 QS Best Student Cities 2024.
2 The Australian Bureau of Statistics May 2024.
3 Ministers' Media Centre.





OUR CAMPUSES

Visit our campuses located in Melbourne's creative hub Fitzroy and Collingwood.



PUBLIC TRANSPORT

- → Closest tram lines: 11, 12, 86, 96, 109
- → Closest train stations: Collingwood, Parliament

ACCESSIBILITY

All buildings have wheelchair access and there are lifts in multi-storey buildings.

CYCLISTS

All campuses are equipped with bicycle racks.



BRUNSWICK ST CAMPUS

209 Brunswick St, Fitzroy

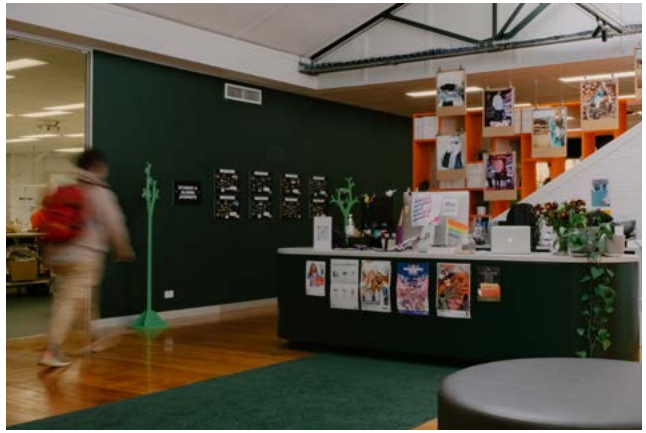
Centrally located on Brunswick St – deep in the heart of Melbourne's live music scene – this campus features music studios and rehearsal rooms, loaded with world-class recording equipment and instruments.

CROMWELL ST CAMPUS

67-69 & 110 Cromwell St, Collingwood

Based in Melbourne's creative design hub of Collingwood, our Cromwell Street Campus spans two locations and offers studio-style classrooms, an inspiring learning environment, theatre, black box studio, rehearsal rooms and breakout spaces.





GEORGE ST CAMPUS

Levels 1 & 2, 156 George St, Fitzroy

Our renovated warehouse campus is a creative hub, offering modern classrooms, facilities and picturesque city views, surrounded by a vibrant artistic community.

Take a virtual campus tour →

WELLINGTON ST CAMPUS

208 Wellington St, Collingwood

Our Wellington St campus is outfitted with state-of-the-art recording studios and performance equipment, as well as an auditorium, computer labs, classrooms, post-production facilities, rehearsal rooms, library and study areas.





ONLINE

Study anytime, anywhere with 100% online courses.

Fit your studies around your lifestyle and commitments, while still staying on track with due dates, forums and teacher check-ins.

Completly online courses
- Fashion Marketing
- Interior Design
- Photography
- Graphic and Digital Design
- Digital and Social Media
- Higher Education (Creative Arts)
- Masters of Design
- Masters of Creative Industries

collarts.edu.au/online



INDUSTRY CONNECTIONS & PARTNERSHIPS

We work directly with the biggest festivals, events and creative companies in the country. You'll plan, create, perform and collaborate on large-scale projects, have speaking opporunities, and gain hands-on experience whilst building connections that launch careers.

- Melbourne Fashion Week
- Melbourne International Film Festival
- Australian Centre for the Moving Image
- Australian Women in Music Awards
- SXSW Sydney
- ARRI cameras
- Photo Collective
- PAX Australia
- Dolby Atmos
- Ableton Live
- Australian Contemporary Opera Company
- Melbourne International Comedy Festival
- Bigsound Music Festival
- Design Institute of Australia
- Melbourne International Animation Festival
- Music Victoria

WHY A CAREER IN CREATIVE ARTS?

The creative industries are a significant and fast-growing part of the Australian economy, employing over 714,632 people around 5.9% of the national workforce and contributing AU$63.7 billion to Gross Domestic Product, more than agriculture or utilities sectors[1].

Employment in creative roles is growing at an annual rate of 3.8%, outpacing the national average of 2.4%.

Digital content, design, music, screen, publishing and gaming are among the highest-demand sectors[2]. Importantly, creative graduates have a high job success rate, with **82.1% of Collarts graduates employed shortly after course completion**. This result exceeds both national and non-university higher education provider (NUHEI) averages[3].

Job growth in the sector is strongest in Melbourne, Sydney, Brisbane and surrounding regions, with Melbourne recognised as one of the nation's leading cultural and creative hubs[4] with dense concentration of studios, arts precincts and production infrastructure. This includes the Melbourne Arts Precinct in Southbank, Docklands Studios, and the Collingwood Arts Precinct where Collarts is located.

Government policy is actively prioritising the creative sector with creative skills identified as critical to Australia's cultural and economic future[5]. Further, skill shortages across music, digital and design industries combined with strong integration between training and job pathways results in a higher demand for graduates[6].

1 Creative Australia, 2023.
2 Australian Research Council (2022). Creative Economy Report. https://www.arc.gov.au
3 QILT (2023). Student Outcomes Survey – Creative Arts Category. https://www.qilt.edu.au
4 Creative Victoria Infrastructure Overview – https://creative.vic.gov.au
5 Creative Australia (2023). Revive National Cultural Policy. https://creative.gov.au
6 Creative Workforce Scoping Study by Creative Australia and Service and Creative SkillsAustralia (SaCSA).





DESIGN

DIGITAL & SOCIAL MEDIA

Rule the feed with a unique and authentic voice

Get ready for a career as a Content Creator, establishing your own personal brand and business through creative, forward-thinking content production.

Work as a Social Media Manager to develop and implement content strategies for brands, artists and influencers, or as a Digital Project Manager to master project logistics and deliverables. Or work as an Online Publisher, Media Producer or Copywriter to develop, produce and distribute content within the ever-evolving media landscape.

Guided by industry professionals, you'll gain hands-on experience in social media strategy, content production, digital marketing and project management. Develop practical skills in tools like Photoshop and InDesign, build a portfolio of video, graphic and written content, and work with real clients to sharpen your creative and strategic edge.

HIGHLIGHTS

- Create professional-quality digital content for a variety of platforms
- Develop an understanding of social media strategy and content distribution
- Learn practical skills in software applications such as Photoshop and InDesign
- Develop your own portfolio of video, graphic design and photographic content
- Work with real clients in a studio environment and develop industry relationships

CAREERS

A range of careers are available for graduates, some of which include:

- **Digital Content Creator / Multimedia Producer**
  Average salary AU$75-90,000
- **Social Media Strategist / Content Manager**
  Average salary AU$70-90,000
- **Public Relations / Communications Manager**
  Average salary AU$60-95,000

WHAT YOU WILL STUDY

Flexible course options

- **Diploma of Digital & Social Media**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- **Bachelor of Digital & Social Media**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

		CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
FIRST YEAR (DIPLOMA)	TRIMESTER 1		Design Principles, Elements and Colour	Digital Photography	Creative Foundations
	TRIMESTER 2	Persuasion and Representation		Copywriting	Industry Foundations
	TRIMESTER 3	Media and Society	Content Strategy		
SECOND YEAR (BACHELOR DEGREE)	TRIMESTER 4		User Experience and Interface Design	Video Production	Digital Storytelling
	TRIMESTER 5	Audio Storytelling	Principles of Motion Design		Human-Centred Design (v2)
	TRIMESTER 6	Contemporary Art, Design and Cultural History			Data Analysis, Visualisation and Information Design
THIRD YEAR	TRIMESTER 7	Communication Law, Ethics and Regulation	Digital Audiences and Communities		Elective
	TRIMESTER 8	Creative Entrepreneurship		Digital and Social Media Capstone Development	Industry Placement
	TRIMESTER 9		Digital and Social Media Capstone Project		

CRICOS Codes: Bachelor 095132B (2 years), 104502B (3 years)
Diploma 095134M (2 trimesters), 104416M (3 trimesters)

ACCELERATED OPTION

FIRST YEAR		CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA	TRIMESTER 1	Persuasion and Representation	Design Principles, Elements and Colour	Digital Photography	Creative Foundations
	TRIMESTER 2	Media and Society	Content Strategy	Copywriting	Industry Foundations
	TRIMESTER 3	Audio storytelling	User Experience and Interface Design	Video Production	Human-Centred Design (V2)

SECOND YEAR		CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE	TRIMESTER 4	Contemporary Art, Design and Culture	Principles of Motion Design	Digital Storytelling	Data Analysis, Visualisation and Information Design
	TRIMESTER 5	Communication Law, Ethics and Regulations	Digital Audiences and Communities	Digital and Social Media Capstone Development	Elective
	TRIMESTER 6	Creative Entrepreneurship	Digital and Social Media Capstone Project		Industry Placement

STUDENT EXPERIENCE



Students explored Japan and attended Tama Art University, one of Japan's top art schools, gaining international design insights.



Students gained hands-on experience for ROAR Festival, assisting with account management and content creation.



Collarts regularly hosts professional panels featuring guest speakers from industry.

INDUSTRY SNAPSHOT

The digital and social media design sector in Australia is rapidly expanding, fueled by a digital economy that contributed 6.1% to national value added in 2020-21 and continues to outpace many traditional industries.

With over 23 million Australians active on social media and digital ad spend reaching AU$6 billion in 2023, demand is surging for professionals skilled in UX/UI, content creation and social media strategy.

Employment in related professional services is forecast to grow by over 200,000 roles by 2026, yet Australia faces a significant shortfall in digital expertise. For graduates, this represents strong career prospects across sectors prioritising digital engagement, creativity and user experience.

"My dream is to write something and change someone's perspective. Collarts helped me get closer to that dream, because it's one of the only places that's made me feel like my ideas are valid and that it's okay to think differently."

JEMMA HOLLWAY
Digital & Social Media,
Entertainment Journalism Alum



CRICOS Codes: Bachelor 095132B (2 years), 104502B (3 years)
Diploma 095134M (2 trimesters), 104416M (3 trimesters)

GRAPHIC & DIGITAL DESIGN

Cut through the noise with design that matters

Get ready for a career as a leading Graphic Designer or Motion Designer, creating visual work that inspires, engages and informs customers of all kinds. Work as a UX Designer, Service Designer or UX Designer to develop services, interfaces, policies and platforms to improve user or customer experiences. Or play a hand in product design and marketing as an Interaction Designer or Branding Specialist.

Get equipped with the in-demand knowledge and skills needed to create meaningful design work. This course is perfect for students with a vision for the future of graphic and digital design.

Dive into the full spectrum of visual design, honing your craft in everything from traditional print work to contemporary, interactive digital design. Graduate with highly transferable industry skills and a firm grasp on design principles, as well as an understanding of communication, brand strategy, customer experience, service design and digital media.

HIGHLIGHTS

- Internship opportunity at FunLab
- Collaborate with The Design Kids on creative workshops, including lettering, typography and more
- Create your own professional, career-ready portfolio of graphic and digital design work
- Work with real clients in a studio environment and develop industry relationships
- Collaborate with students from other creative courses
- Free access to Adobe Creative Cloud
- Be mentored by industry experts and collaborate with students from other creative courses

CAREERS

A range of careers are available for graduates, some of which include:

- **Graphic Designer**
  Average salary AU$65-95,000
- **UX Designer**
  Average salary AU$95-160,000
- **Exhibition Designer**
  Average salary AU$70-80,000

WHAT YOU WILL STUDY

Flexible course options

- **Diploma of Graphic & Digital Design**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- **Bachelor of Graphic & Digital Design**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	THEORY	PRINCIPLES	DESIGN PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Design Thinking and Innovation	Design Principles, Elements and Colour		Creative Foundations
DIPLOMA – TRIMESTER 2	Persuasion and Representation		Typography Fundamentals	Industry Foundations
DIPLOMA – TRIMESTER 3		Copywriting	Motion Design	

SECOND YEAR	THEORY	PRINCIPLES	DESIGN PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Brand Experience	Publication Design	User Experience and Interface Design	
BACHELOR DEGREE – TRIMESTER 5	Contemporary Art, Design and Cultural History		Design Systems	Human Centred Design
BACHELOR DEGREE – TRIMESTER 6		Data Analysis, Visualisation & Information Design		Experience Design

THIRD YEAR	THEORY	PRINCIPLES	DESIGN PRACTICE	CREATIVE FOUNDATIONS
TRIMESTER 7	Design Law, Ethics and Regulation		Advanced Typography	Elective
TRIMESTER 8	Creative Entrepreneurship	Graphic and Digital Design Capstone Development		Industry Placement
TRIMESTER 9		Graphic and Digital Design Capstone Development		

CRICOS Codes: Bachelor 110058M (2 years), 110059K (3 years)
Diploma 110062D (2 trimesters), 10063C (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	THEORY	PRINCIPLES	DESIGN PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Design Thinking and Innovation	Design Principles, Elements and Colour	Typography Fundamentals	Creative Foundations
DIPLOMA – TRIMESTER 2	Persuasion and Representation	Copywriting	Motion Design	Industry Foundations
DIPLOMA – TRIMESTER 3	Brand Experience	Publication Design	User Experience and Interface Design	Human Centred Design

SECOND YEAR	THEORY	PRINCIPLES	DESIGN PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Contemporary Art, Design and Cultural History	Data Analysis, Visualisation and Information Design	Design Systems	Experience Design
BACHELOR DEGREE – TRIMESTER 5	Design Law, Ethics and Regulation	Graphic and Digital Design Capstone Development	Advanced Typography	Elective
BACHELOR DEGREE – TRIMESTER 6	Creative Entrepreneurship	Graphic and Digital Design Capstone Development		Industry Placement

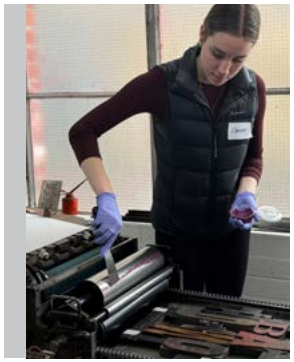
STUDENT EXPERIENCE



Tahu designed the vinyl record for Sound of Collarts, showcased at the Melbourne International Film Festival.



Students collaborated to create unique collage artworks, developing creativity and composition skills.



Students participated in a Type Crafting Workshop with lettering artist Bobbt Haiqalsyah, enhancing typography and lettering skills.

INDUSTRY SNAPSHOT

The graphic and digital design sector in Australia is expanding rapidly, driven by the demand for visual communication across branding, marketing and digital platforms, with 21% growth.

The sector plays a key role in a digital economy that contributes over 6% to national value added, with digital advertising alone accounting for more than 70% of total ad spend.

Graphic designers, UX/UI specialists, and digital content creators are in high demand across industries, particularly as businesses prioritise user experience and online engagement.

Employment in the broader professional services sector, which includes many design roles, is forecast to grow by over 200,000 positions by 2026. Graduates entering this field will find strong job prospects in a creative industry that is both commercially significant and central to the digital landscape.



INTERIOR DESIGN

Do the thing you love every day

Get ready for a career as a Residential or Commercial Interior Designer, designing, planning and supervising the creation of curated, inspiring interiors. Or work as a Rendering Specialist to conceptualise and communicate your design vision using cutting-edge technologies.

Start your path in the interior design industry with a firm foundational grasp on spatial design, creative management, communication and business. Study online or on campus under the guidance and mentorship of our teaching staff, made up of experienced industry experts working with major brands, design studios and architectural firms.

Undertake fundamental units in design history, creative theory, material exploration, entrepreneurship and digital integration in order to graduate with a cutting-edge understanding of interior design practices. You'll also explore the intersection of design and social purpose through working with organisations like Housing All Australians, discovering how to design for good in your own future career.

HIGHLIGHTS

- → Work on industry projects with interior designers and brand leaders
- → Gain hands-on experience in design technologies, events and installations
- → Develop an industry-relevant portfolio of creative projects
- → DIA (Design Institute of Australia) recognised course
- → Work on live projects, attend major industry events like Design Show Australia
- → Gain exclusive access to a fully equipped interior design studio and an extensive materials library, designed to mirror a professional industry environment

CAREERS

A range of careers are available for graduates, some of which include:

- → **Exhibition Designer**
  Average salary AU$75-100,000
- → **Residential or Commercial Interior Designer**
  Average salary AU$75-90,000
- → **Kitchen and Bathroom Designer**
  Average salary AU$60-90,000

DESIGN INSTITUTE OF AUSTRALIA RECOGNISED COURSE™

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Arts (Interior Design)**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Arts (Interior Design)**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	DESIGN THEORY	PRACTICAL APPLICATION	DESIGN COMMUNICATION	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1	Creative Theory		Design Drawing	Creative Foundations
TRIMESTER 2	Design Movements	Material Exploration	Colour Exploration	
TRIMESTER 3			Digital Drawing	Digital Integration

SECOND YEAR	DESIGN THEORY	PRACTICAL APPLICATION	DESIGN COMMUNICATION	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Regional Design Culture	Systems and Assembly	CAD 1	
TRIMESTER 5		Design Studio 1	CAD 2	Design Entrepreneurship
TRIMESTER 6	Design for Environments			Global Industry and Careers

THIRD YEAR	DESIGN THEORY	PRACTICAL APPLICATION	DESIGN COMMUNICATION	CREATIVE FOUNDATIONS
TRIMESTER 7	Design for Experience	Design Studio 2	CAD 3	
TRIMESTER 8	Design for Humanity			Portfolio Development
TRIMESTER 9		Design Studio 3	Emerging Technologies	Industry Placement

CRICOS Codes: Bachelor 098439C (2 years), 104503A (3 years)
Diploma 098440K (2 trimesters), 104425K (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	DESIGN THEORY	PRACTICAL APPLICATION	DESIGN COMMUNICATION	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Creative Theory	Colour Exploration	Design Drawing	Creative Foundations
DIPLOMA – TRIMESTER 2	Design Movements	Material Exploration	Digital Drawing	Digital Integration
DIPLOMA – TRIMESTER 3	Regional Design Culture	Systems and Assembly	CAD 1	Design Entrepreneurship

SECOND YEAR	DESIGN THEORY	PRACTICAL APPLICATION	DESIGN COMMUNICATION	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Design for Environments	Design Studio 1	CAD 2	Global Industry and Careers
BACHELOR DEGREE – TRIMESTER 5	Design for Experience	Design Studio 2	CAD 3	Portfolio Development
BACHELOR DEGREE – TRIMESTER 6	Design for Humanity	Design Studio 3	Emerging Technologies	Industry Placement

STUDENT EXPERIENCE



Students develop creative mood boards to explore design concepts.



Students visit NGV Melbourne Now to study contemporary design and artistic inspiration.



Students designed and created the entrance installation for Design Show Australia.

INDUSTRY SNAPSHOT

Australia's interior design industry is valued at over AU$3.8 billion with strong growth projected and over 10% increase in jobs through 2026.

Contributing AU$67.5 billion to the economy, the design sector offers exciting, future-focused opportunities for graduates in interior, exhibition and digital media design.





"The best thing about studying at Collarts is that there is never a limit.

I always feel that I can take something an extra step further and truly test people's creative thinking, especially my own."

JACINTA ASHBY
Collarts Interior Design Alum

PHOTOGRAPHY

Let the world see life through your lens

Get ready for a career as a Photographer or Artist. Work as a Photojournalist to capture cultural events and narratives, or as a Commercial Photographer or Advertising Photographer to produce engaging work for marketing and retail projects.

Arm yourself with fundamental skills you'll take with you into your professional photography journey, delving into evolving technologies, media platforms, practical applications and creative entrepreneurship.

You'll be taught, mentored and guided by industry-recognised experts working in the fields of photojournalism, commercial photography, documentaries and mobile photography.

HIGHLIGHTS

- → Create, develop and produce documentary, mobile and commercial photography
- → Develop an in-depth understanding of the creative and technical production elements for professional photographic practice
- → Get valuable insight into the photography industry from experienced teachers
- → Gain industry access through partnerships with Nikon, Kayell, and the Australian Photography Awards
- → Free access to Adobe Creative Cloud

CAREERS

A range of careers are available for graduates, some of which include:

- → **Photojournalist**
  Average salary AU$61-103,000
- → **Advertising / Commercial Photographer**
  Average salary AU$59-110,000
- → **Wedding / Domestic Photographer**
  Average salary AU$50-100,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Photography**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Photography**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	PHOTOGRAPHY STUDIES	CREATIVE DEVELOPMENT	PRODUCTION & PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1				Creative Foundations
DIPLOMA – TRIMESTER 2		Portraiture	Photographic Post-Production	Industry Foundations
DIPLOMA – TRIMESTER 3	Design Principles for Photography		Photographic Compositing	

SECOND YEAR	PHOTOGRAPHY STUDIES	CREATIVE DEVELOPMENT	PRODUCTION & PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4			Commercial Photography Culinary & Product	
BACHELOR DEGREE – TRIMESTER 5	Contemporary Issues of Photographic Technology		Commercial Photography People and Environments	Mobile Photography
BACHELOR DEGREE – TRIMESTER 6		Documentary Photography and Photojournalism		Photographic Publishing

THIRD YEAR	PHOTOGRAPHY STUDIES	CREATIVE DEVELOPMENT	PRODUCTION & PRACTICE	CREATIVE FOUNDATIONS
TRIMESTER 7	Landscape Photography		Experimenting with Imaging Technology	Elective
TRIMESTER 8		Capstone Concept Development	Creative Entrepreneurship	Industry Placement
TRIMESTER 9	Capstone Project - Photographic Folio			

CRICOS Codes: Bachelor 105694C (2 years), 105693D (3 years)
Diploma 105696A (2 trimesters), 105695B (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	PHOTOGRAPHY STUDIES	CREATIVE DEVELOPMENT	PRODUCTION & PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Photographic Lighting	Camera Fundamentals	Photographic Post-Production	Creative Foundations
DIPLOMA – TRIMESTER 2	Design Principles for Photography	Portraiture	Photographic Compositing	Industry Foundations
DIPLOMA – TRIMESTER 3	The Photographic Record		Commercial Photography Culinary and Product	Mobile Photography

SECOND YEAR	PHOTOGRAPHY STUDIES	CREATIVE DEVELOPMENT	PRODUCTION & PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Contemporary issues of Photographic Technology	Documentary Photography and Photojournalism	Commercial Photography People and Environments	Photographic Publishing
BACHELOR DEGREE – TRIMESTER 5	Landscape Photography	Capstone Concept Development	Experimenting with Imaging Technology	Elective
BACHELOR DEGREE – TRIMESTER 6	Capstone Project – Photographic Folio		Creative Entrepreneurship	Industry Placement

STUDENT EXPERIENCE



Photogravure workshop, combining traditional intaglio engraving with modern photographic techniques.



Capstone showcasing individual portfolio of work.



Photowalk excursion.

INDUSTRY SNAPSHOT

Photography is a dynamic and fast-evolving field, playing a vital role in Australia's AU$46 billion creative economy.

With the industry generating over AU$1.2 billion annually, demand is strong for skilled professionals in photojournalism, commercial and advertising photography, wedding and event photography, and more.

As digital platforms continue to expand and new technologies like drone imaging and AI editing reshape the landscape, photography offers diverse and sustainable career opportunities for creative graduates ready to lead visual storytelling into the future.



Students have access to a fully equipped photography studio and professional cameras, available during and after their studies.

"My favourite part of the program would be just how hands-on it was, because going into a [creative] course, I was like 'how am I going to learn something on pen and paper?' I needed to be hands-on."

LINDSAY DEMYAN
Photography Student Alum





FASHION

FASHION & SUSTAINABILITY

Designed for the visionaries and change-makers ready to reimagine the future of fashion

Launch your own sustainable fashion label, work as a Fashion Designer across apparel, accessories or textiles, or step into roles such as Sustainability Consultant, Product Designer or Product Developer. Whatever your path, you'll be equipped to lead change and drive a positive social and environmental impact through your creative practice.

Our Fashion & Sustainability degree is centred on systems change thinking and innovation. You will explore a broad range of approaches to design production, reimagine existing fashion systems and concepts discover how circular economies and interdisciplinary collaborations can reshape the industry.

You will gain hands-on skills in apparel design, development and production, also learning the fundamentals of business strategy, supply chain management and sustainable business operations. Alongside practical studio work, you will build capabilities in communication, marketing, management and distribution considering the broader impact of fashion on people and the planet.

HIGHLIGHTS

- → Have your designs featured at Melbourne Fashion Week
- → Work with industry partners such as Melbourne Fashion Week, Thread Together Ethical Clothing Australia, Raw Assembly, Collingwood Clothing Library, and The Social Studio
- → Get real-life experience through 60 hours of industry placement in the Bachelor course
- → Use industry-standard software including Adobe Creative Suite (Illustrator, Photoshop, InDesign), CLO 3D: 3D pattern and garment design software, WGSN

CAREERS

A range of careers are available for graduates, some of which include:

- → **Fashion Designer**
  Average salary AU$65-85,000
- → **Textile Designer**
  Average salary AU$79-85,000
- → **Production Manager**
  Average salary AU$94-140,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Design (Fashion & Sustainability)**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Design (Fashion & Sustainability)**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	DESIGN PROCESS	MATERIALS & MAKING	INDUSTRY & ENTERPRISE	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1		Fibers, Fabrics and Fabrication	Sustainable Fashion Business	Creative Foundations
DIPLOMA — TRIMESTER 2	Fashion Design: Function		History of Fashion Systems	Industry Foundations
DIPLOMA — TRIMESTER 3	Fashion Design: Reinvention	Fashion Resourcing and Remaking		

SECOND YEAR	DESIGN PROCESS	MATERIALS & MAKING	INDUSTRY & ENTERPRISE	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Fashion Design: Heritage	Bespoke, Couture and Slow Making	Business Strategy and Design Thinking	
BACHELOR DEGREE — TRIMESTER 5	Fashion Design: Futures	Zero Waste Techniques and Technologies		Elective
BACHELOR DEGREE — TRIMESTER 6			Ethical Business Management	Communications and Marketing

THIRD YEAR	DESIGN PROCESS	MATERIALS & MAKING	INDUSTRY & ENTERPRISE	CREATIVE FOUNDATIONS
TRIMESTER 7	Fashion Design: Personal Investigation	Materials and Making: Personal Investigation	Introduction to Entrepreneurship	
TRIMESTER 8	Fashion Design: Capstone Project	Design Realisation: Capstone Project		Careers Development
TRIMESTER 9			Business and Entrepreneurship: Capstone Project	Industry Placement

CRICOS Codes: Bachelor 0101951 (2 years), 104506J (3 years)
Diploma 0101952 (2 trimesters), 104447D (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	DESIGN PROCESS	MATERIALS & MAKING	INDUSTRY & ENTERPRISE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Fashion Design: Function	Fibers, Fabrics and Fabrication	Sustainable Fashion Business	Creative Foundations
DIPLOMA – TRIMESTER 2	Fashion Design: Reinvention	Fashion Resourcing and Remaking	History of Fashion Systems	Industry Foundations
DIPLOMA – TRIMESTER 3	Fashion Design: Heritage	Bespoke, Couture and Slow Making	Business Strategy and Design Thinking	Elective

SECOND YEAR	DESIGN PROCESS	MATERIALS & MAKING	INDUSTRY & ENTERPRISE	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Fashion Design: Futures	Zero Waste Techniques and Technologies	Ethical Business Management	Communications and Marketing
BACHELOR DEGREE – TRIMESTER 5	Fashion Design: Personal Investigation	Materials & Making: Personal Investigation	Introduction to Entrepreneurship	Careers Development
BACHELOR DEGREE – TRIMESTER 6	Fashion Design: Capstone Project	Design Realisation: Capstone Project	Business & Entrepreneurship: Capstone Project	Industry Placement

STUDENT EXPERIENCE



Students presented re-invented upcycled donated ski suits.



Fashion students led a repair workshop, teaching sustainable clothing practices.



Students showcased sustainable designs at the MFW Fashion Market at Spring Place.

INDUSTRY SNAPSHOT

Australia's fashion industry is embracing a sustainable future, with growing demand for designers and production experts who prioritise ethical practices.

Contributing over AU$27 billion to the economy, the industry is shifting toward circular design and conscious consumption creating strong opportunities for graduates skilled in sustainable fashion, textile innovation and ethical manufacturing.



Capstone Project student work

"You're never too old or too young to be learning something new. And that's something you have to do in this industry, you have to constantly be learning, keeping up to date and adapting..."

DANIELLE
Fashion Alum



CRICOS Codes: Bachelor 0101951 (2 years), 104506J (3 years)
Diploma 0101952 (2 trimesters), 104447D (3 trimesters)

FASHION MARKETING

BRANDING & COMMUNICATION

Your fashion story starts here

Get ready for a career as a Brand Manager, Strategist or Marketing & Communications Manager to develop and implement marketing strategies for fashion brands. Or work in the world of fashion social media as a Social Media Manager, Content Creator or Influencer Marketing Manager.

Join other innovators as you embark on a journey to responsibly shape the future of fashion.

Focusing on four key areas in the fashion space; Communications, Consumers, Entrepreneurship and Industry Awareness, this course will hone your skills in social media, styling, digital brand communications and marketing. You'll implement sustainable strategies across all areas of fashion, allowing you to contribute to a more sustainable and ethical fashion ecosystem.

HIGHLIGHTS

- → Access to WGSN & Edited for FREE – WGSN is individually priced at $16,000+
- → Cross collaboration between cohorts, especially Photography and Fashion & Sustainability students
- → Work with industry partners such as Melbourne Fashion Week
- → Get real-life experience through 60 hours of industry placement in the Bachelor course

CAREERS

A range of careers are available for graduates, some of which include:

- → **Fashion Brand and Marketing Manager**
  Average salary AU$70-120,000
- → **Fashion Influencer or Content Creator**
  Average salary AU$70-100,000
- → **Creative Director**
  Average salary AU$100-150,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Fashion Marketing**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Fashion Marketing (Branding & Communication)**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	FASHION FUNDAMENTALS	FASHION MARKETING	FASHION ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Global Fashion Narratives	Introduction to Marketing and Branding		Creative Foundations
DIPLOMA – TRIMESTER 2	Fashion Product Lifecycle		Sustainable Fashion Business	Industry Foundations
DIPLOMA – TRIMESTER 3		Visual Merchandising and Product Narratives	Fashion Retail Environments	

SECOND YEAR	FASHION FUNDAMENTALS	FASHION MARKETING	FASHION ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Digital Brand Communication	Consumer Insights and Fashion Consumption		Social Media and Fashion Influences
BACHELOR DEGREE – TRIMESTER 5	Digital Fashion Campaigns	E-Commerce and User Experience	Fashion Styling and Image Making	
BACHELOR DEGREE – TRIMESTER 6			Retail Disruptors and Fashion Frontiers	Elective

THIRD YEAR	FASHION FUNDAMENTALS	FASHION MARKETING	FASHION ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
TRIMESTER 7	Sustainable Marketing Communication	Data Analysis and Fashion Analytics		Careers Development
TRIMESTER 8			Creative Entrepreneurship	Industry Placement
TRIMESTER 9	Brand and Marketing Communication Capstone Project		Entrepreneurship Capstone Project	

CRICOS Codes: Bachelor 114000H (2 years), 114001G (3 years)
Diploma 114003E (2 trimesters), 114004D (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	FASHION FUNDAMENTALS	FASHION MARKETING	FASHION ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Global Fashion Narratives	Introduction to Marketing and Branding	Sustainable Fashion Business	Creative Foundations
DIPLOMA – TRIMESTER 2	Fashion Product Lifecycle	Visual Merchandising and Product Narratives	Fashion Retail Environments	Industry Foundations
DIPLOMA – TRIMESTER 3	Digital Brand Communications	Consumer Insights and Fashion Consumption	Fashion Styling and Image Making	Social Media and Fashion Influences

SECOND YEAR	FASHION FUNDAMENTALS	FASHION MARKETING	FASHION ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Digital Fashion Campaigns	E-Commerce and User Experience	Retail Disruptors and Fashion Frontiers	Elective
BACHELOR DEGREE – TRIMESTER 5	Sustainable Marketing Communication	Data Analysis and Fashion Analytics	Creative Entrepreneurship	Career Development
BACHELOR DEGREE – TRIMESTER 6	Branding and Communications Capstone Project		Entrepreneurship Capstone Project	Industry Placement

STUDENT EXPERIENCE



GEORGE magazine; a cross-disciplinary project between fashion and photography students.



Students gained experience behind the scenes at MFW, from backstage to social media content creation.



Haus of Dizzy founder Kristy Dickinson shared insights on branding and starting a business.

INDUSTRY SNAPSHOT

Australia's design and fashion industries contribute over AU$27 billion to the economy, with strong growth in branding, content creation and marketing.

As brands shift to digital and values-led storytelling, demand is rising for professionals skilled in creative direction, brand strategy and audience engagement. Graduates are well-equipped for roles like Content Creator, Brand & Marketing Manager, and Creative Director across fashion, media and lifestyle sectors.

"Learning about branding and management helped me start making sales, which now allows me to keep creating the clothes I love."

NICO TAKEYAMA
Fashion Marketing Student



CRICOS Codes: Bachelor 114000H (2 years), 114001G (3 years)
Diploma 114003E (2 trimesters), 114004D (3 trimesters)

FASHION MARKETING

BUYING & RETAIL MANAGEMENT

Learn what to look for in the world of fashion

Get ready for a career as a Retail Buyer, researching and reacting to trends and consumer behaviour in the ever-evolving fashion industry. Or work as a Product Developer to shape the relationship between brands, customers and designers.

Become a socially responsible and dynamic leader in the ever-evolving fashion industry, leveraging the latest technologies, software programs and sustainable practices to kick start your career.

Our Fashion Buying & Retail Management course spotlights four key areas of study within the fashion space; Buying, Consumers, Retail Management and Industry Awareness, all with a focus on sustainable practices and principles. You'll gain an in-depth understanding of fashion and buying curation, materials and making, fashion finances, and digital applications like CAD.

Learn from industry professionals, connect with ethical fashion brands and community organisations, and graduate with real-world knowledge of both the current industry and its future.

HIGHLIGHTS

- → Cross collaboration between cohorts, especially Photography and Fashion and Sustainability students
- → Apply sustainable and ethical business practices in fashion buying and product curation
- → Integrates future-focused technologies including PLM, WGSN, search engine optimisation, Adobe Suite and e-commerce tools.
- → Opportunity for ESMOD Exchange Program

CAREERS

A range of careers are available for graduates, some of which include:

- → **Fashion Buyer**
  Average salary AU$85-150,000
- → **Product Developer**
  Average salary AU$60-90,000
- → **Visual Merchandiser**
  Average salary AU$50-80,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Fashion Marketing**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Fashion Marketing (Buying & Retail Management)**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	FASHION FUNDAMENTALS	FASHION MARKETING	FASHION RETAIL ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Global Fashion Narratives	Introduction to Marketing and Branding		Creative Foundations
DIPLOMA – TRIMESTER 2	Fashion Product Lifecycle		Sustainable Fashion Business	Industry Foundations
DIPLOMA – TRIMESTER 3		Visual Merchandising and Product Narratives	Fashion Retail Environments	

SECOND YEAR	FASHION FUNDAMENTALS	FASHION MARKETING	FASHION RETAIL ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Fashion Materials and Making	Consumer Insights and Fashion Consumption	Fashion Styling and Image Making	
BACHELOR DEGREE – TRIMESTER 5	Fashion Buying and Product Curation	E-Commerce and User Experience		Digital Application for Fashion Products
BACHELOR DEGREE – TRIMESTER 6			Retail Disruptors and Fashion Frontiers	Elective

THIRD YEAR	FASHION FUNDAMENTALS	FASHION MARKETING	FASHION RETAIL ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
TRIMESTER 7	Fashion Finances and Merchandising Strategies	Data Analysis and Fashion Analytics		Career Development
TRIMESTER 8			Ethical Business Management	Industry Placement
TRIMESTER 9	Fashion Buying and Retail Management Capstone Project		Entrepreneurship Capstone	

CRICOS Codes: Bachelor 114013C (2 years), 114002F (3 years)
Diploma 114003E (2 trimesters), 114004D (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	FASHION FUNDAMENTALS	FASHION MARKETING	FASHION RETAIL ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Global Fashion Narratives	Introduction to Marketing and Branding	Sustainable Fashion Business	Creative Foundations
DIPLOMA – TRIMESTER 2	Fashion Product Lifecycle	Visual Merchandising and Product Narratives	Fashion Retail Environments	Industry Foundations
DIPLOMA – TRIMESTER 3	Fashion Materials and Making	Consumer Insights and Fashion Consumption	Fashion Styling and Image Making	Digital Application for Fashion Products

SECOND YEAR	FASHION COMMUNICATION	FASHION CONSUMERS	FASHION ENTREPRENEURSHIP	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Fashion Buying and Product Curation	E-Commerce and User Experience	Retail Disruptors and Fashion Frontiers	Elective
BACHELOR DEGREE – TRIMESTER 5	Fashion Finances and Merchandising Strategies	Data Analysis and Fashion Analytics	Ethical Business Management	Career Development
BACHELOR DEGREE – TRIMESTER 6	Fashion Buying and Retail Management Capstone Project		Entrepreneurship Capstone	Industry Placement

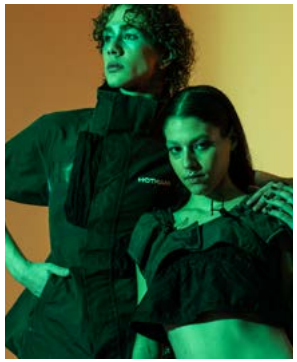
STUDENT EXPERIENCE



A panel discussion on circular design and sustainability in fashion marketing.



Students showcased sustainable designs at the MFW Fashion Market at Spring Place.



A cross-disciplinary project between Fashion and Photography students.

INDUSTRY SNAPSHOT

The Australian fashion and design industry is a vibrant and evolving sector, offering exciting opportunities for graduates pursuing careers as Fashion Buyers, Product Developers and Visual Merchandisers.

Valued at over AU$27.2 billion, the Australian fashion industry contributes significantly to the national economy and supports more than 489,000 jobs across the supply chain.





GAMES & ANIMATION

2D ANIMATION

Calling all storytellers, world-builders and visionaries

Get ready for a career as a 2D Animator, Character Animator or Modeller to bring imaginative worlds, characters and stories to life. Or use your skills within the industry as a Concept Artist, Environment Artist or Art Director and contribute your own unique vision to the future of animation.

Transform your passion for storytelling, character development and world building into the creative career of your dreams. Study the fundamentals of film animation, visual storytelling and media literacy while also developing your practical skills in drawing, technical rigging, sound design, storyboarding, motion design, art direction and more.

Under the guidance of our industry-experienced academics, you'll build an adaptable and sought-after skill set in order to open up a world of careers.

HIGHLIGHTS

- → Benefit from industry partnerships including Melbourne International Animation Festival, ACMI, MIFF and cutting-edge local studios
- → Taught by industry professionals with experience on major films like Batman Begins, The Golden Compass, and the LEGO movies, as well as work for studios like Warner Bros., Atari, Sesame Street, Nickelodeon, Princess Bento and BBC
- → Free access to industry-standard software including ToonBoom Harmony, Storyboard Pro, Adobe Animate and Unreal Engine 5
- → Guest Speakers including Emily Dean (director on Love, Death + Robots) and Workshops hosted by Industry professionals including Catriona Drummond (Art Director on Bluey)

CAREERS

A range of careers are available for graduates, some of which include:

- → **2D Animator**
  Average salary AU$50-60,000
- → **Character Animator**
  Average salary AU$87-98,000
- → **Technical Animator**
  Average salary AU$70-90,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of 2D Animation**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of 2D Animation**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	ANIMATION THEORY	ANIMATION PRINCIPLES	ANIMATION PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Film Animation: History and Theory		Drawing for Animation	Creative Foundations
DIPLOMA – TRIMESTER 2	Visual Storytelling	Principles of Animation	Motion Design	
DIPLOMA – TRIMESTER 3		Production Design and Art Direction		Industry Foundations

SECOND YEAR	ANIMATION THEORY	ANIMATION PRINCIPLES	ANIMATION PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Media Literacy	Acting for Animation 1	Screenwriting for Animation	
BACHELOR DEGREE – TRIMESTER 5	Contemporary Art, Design and Cultural History	Acting for Animation 2		2D Character Design
BACHELOR DEGREE – TRIMESTER 6			Storyboarding and Cinematography	2D Environment Design

THIRD YEAR	ANIMATION THEORY	ANIMATION PRINCIPLES	ANIMATION PRACTICE	CREATIVE FOUNDATIONS
TRIMESTER 7	Animation Futures	Soundtrack for Screen		Elective
TRIMESTER 8	Creative Entrepreneurship	Animation Capstone Development		Industry Placement or Professional Portfolio
TRIMESTER 9		Animation Capstone Project		

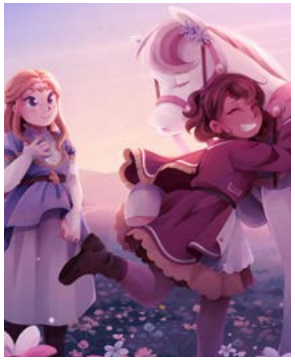
CRICOS Codes: Bachelor 110537G (2 years), 110538F (3 years)
Diploma 110539E (2 trimesters), 110540A (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	ANIMATION THEORY	ANIMATION PRINCIPLES	ANIMATION PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1	Film Animation: History & Theory	Principles of Animation	Drawing for Animation	Creative Foundations
TRIMESTER 2	Visual Storytelling	Production Design and Art Direction	Motion Design	Industry Foundations
TRIMESTER 3	Media Literacy	Acting for Animation 1	Screenwriting for Animation	2D Character Design

SECOND YEAR	ANIMATION THEORY	ANIMATION PRINCIPLES	ANIMATION PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Contemporary Art, Design and Cultural History	Acting for Animation 2	Storyboarding and Cinematography	2D Environment Design
TRIMESTER 5	Animation Futures	Animation Capstone Development	Soundtrack for Screen	Elective
TRIMESTER 6	Creative Entrepreneurship	Animation Capstone Project		Industry Placement or Professional Portfolio

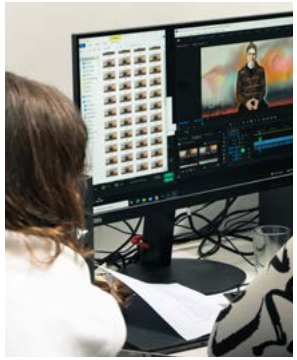
STUDENT EXPERIENCE



Student Taylor Leslie's imaginative and industry-ready animation projects.



Taking learning beyond the classroom, sketching on location in Melbourne's CBD to develop real-world observation skills.



Students collaborate with the Melbourne International Animation Festival (MIAF) in hands-on workshops.

INDUSTRY SNAPSHOT

The Australian animation industry is a growing force within the global creative economy, offering a diverse range of career pathways for graduates in 2D Animation.

With increasing demand for animated content across television, film, gaming, advertising, education and online platforms, the sector presents strong employment opportunities for roles such as 2D Animator, Character Animator and Technical Animator.

According to Screen Australia, animation contributes significantly to the country's screen industry, which generated over AU$4 billion in total economic contribution in recent years.

Australia's reputation for high-quality, stylised animation has attracted international collaborations with platforms like Netflix and Disney+ creating a competitive advantage for local talent.



GAME DESIGN

Enter the world of gaming

Get ready for a career as a Digital or Tabletop Game Designer to create and develop the most vital aspects of game development, including character, narrative, mechanics and game structure. Or specialise your skills to work as a Character Designer, Narrative Designer, Level Designer or Interaction Designer.

Enter the gaming world with an emphasis on creativity, embracing fundamental ideas of play like story, rules and player interaction in order to create your own immersive games.

Guided by our industry-experienced teaching staff, you'll learn the context behind contemporary gaming history, develop your skills in interactive design, and build an understanding of community ethics, diversity, inclusive design and game politics.

Undertake foundational units in user experience, gaming culture, game writing, interactive narrative and interface design, environment and character design, game marketing and more.

HIGHLIGHTS

- → Learn about diversity and inclusion in the gaming industry to help build an accessible future
- → Develop your own professional, career-ready portfolio of game design work
- → Get mentored by industry experts and collaborate with students from other creative courses
- → Opportunity to present at PAX, Melbourne International Games Week, CanCon, Tabletop Open Day, and SXSW

CAREERS

A range of careers are available for graduates, some of which include:

- → **Digital Game Designer**
  Average salary AU$90-110,000
- → **Tabletop Game Designer**
  Average salary AU$77-91,000
- → **Narrative Designer**
  Average salary AU$94-106,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Game Design**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Game Design**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	CONTEXTS	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Introduction to Game Studies	Foundational Game Elements		Creative Foundations
DIPLOMA – TRIMESTER 2	Game Cultures and Communities		UX: Designing for Play	Industry Foundations
DIPLOMA – TRIMESTER 3		Interactive Narrative Design	Interface Design	

SECOND YEAR	CONTEXTS	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Serious Games	Writing for Games 1	Environment Design	
BACHELOR DEGREE – TRIMESTER 5	Contemporary Art, Design and Cultural History		Character Design	Digital Game Development
BACHELOR DEGREE – TRIMESTER 6		Writing for Games 2		Introduction to Extended Reality

THIRD YEAR	CONTEXTS	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
TRIMESTER 7	Design Law, Ethics and Regulation	Game Marketing: Business and Audience		Elective
TRIMESTER 8	Creative Entrepreneurship		Game Design Capstone Development	Industry Placement or Professional Portfolio
TRIMESTER 9		Game Design Capstone Project		

CRICOS Codes: Bachelor 110056B (2 years), 110057A (3 years)
Diploma 110060F (2 trimesters), 110061E (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	CONTEXTS	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1	Introduction to Game Studies	Foundational Game Elements	UX: Designing for Play	Creative Foundations
DIPLOMA — TRIMESTER 2	Game Cultures and Communities	Interactive Narrative Design	Interface Design	Industry Foundations
DIPLOMA — TRIMESTER 3	Serious Games	Writing for Games 1	Environment Design	Digital Game Development

SECOND YEAR	CONTEXTS	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Contemporary Art, Design & Cultural History	Writing for Games 2	Character Design	Introduction to Extended Reality
BACHELOR DEGREE — TRIMESTER 5	Design Law, Ethics and Regulation	Game Marketing: Business and Audience	Game Design Capstone Development	Elective
BACHELOR DEGREE — TRIMESTER 6	Creative Entrepreneurship	Game Design Capstone Project		Industry Placement or Professional Portfolio

STUDENT EXPERIENCE



Students presented their own games to the public at PAX Australia, gaining hands-on exhibition experience.



Students attended Cancon, one of Australia's longest-running and largest gaming conventions.



Game Design students won the Tertiary Hackathon Award at Melbourne International Games Week.

INDUSTRY SNAPSHOT

Australia's game design industry is experiencing significant growth, offering promising opportunities for graduates in fields such as Tabletop Game Design, Digital Game Design and Narrative Design.

In the 2022–23 financial year, the industry generated a record AU$345.5 million in revenue, marking a 21% increase from the previous year. This growth is largely driven by international demand, with 93% of revenue coming from overseas markets.

Employment in the sector has also expanded, with full-time positions increasing by 17%.

Notably, 63% of studios plan to hire more staff in the upcoming year, indicating a robust job market for new graduates. Melbourne stands out as a central hub, hosting the majority of Australia's game development studios and offering the highest number of job opportunities in the country.





MANAGEMENT

ENTERTAINMENT MANAGEMENT

Get behind the scenes of the entertainment industry

Get ready for a career as an Artist Manager, shaping clients' careers by handling tours, marketing, merchandising and releases. Work as a Tour Manager or Festival Organiser to create and oversee engaging, entertaining experiences in a huge variety of industries. Or make your mark at a record label or production company as a Music Supervisor, Talent Manager or Promoter.

Our Entertainment Management course focuses on the business side of music and entertainment, equipping you with a career-ready understanding of business strategy and law, economics, finance, publicity, music publishing and event management.

Make connections that will follow you past graduation through expert mentorship, cross-collaboration with students from other courses, and a huge lineup of real-life industry partnerships.

HIGHLIGHTS

- Gain hands-on experience at major festivals Melbourne International Comedy Festival and Bigsound
- Strong industry connections with teaching staff currently working at major companies including Live Nation and Frontier Touring
- Collaborate on industry projects with students from other courses
- Collaborate on an international research project with students from universities in China and the USA
- Learn from industry connected teachers with networks including Mushroom Group, Frontier Touring, Live Nation, Premier Artists, Unified Music Group, AIR

CAREERS

A range of careers are available for graduates, some of which include:

- **Artist Talent Manager**
  Average salary AU$50-105,000
- **Digital Marketing Manager**
  Average salary AU$70-110,000
- **Label Manager**
  Average salary AU$75-95,000

WHAT YOU WILL STUDY

Flexible course options

- **Diploma of Applied Business (Entertainment Management)**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- **Bachelor of Applied Business (Entertainment Management)**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Introduction to Entertainment Management	Creativity, Culture and Innovation in Entertainment		Creative Foundations
DIPLOMA – TRIMESTER 2		Introduction to Entertainment Business Law	Entertainment Marketing	Industry Foundations
DIPLOMA – TRIMESTER 3	Event Management Foundations		Content Creation	
SECOND YEAR	**CONTEXT**	**PRINCIPLES**	**PRACTICE**	**CREATIVE FOUNDATIONS**
BACHELOR DEGREE – TRIMESTER 4	Entertainment Finance Management	Publicity and Public Relations in Entertainment	Event Management Practice	
BACHELOR DEGREE – TRIMESTER 5		Copyright Management	Talent Management	Tour Management
BACHELOR DEGREE – TRIMESTER 6	Business Structures and Organisational Behaviour			Managing Event Spaces
THIRD YEAR	**CONTEXT**	**PRINCIPLES**	**PRACTICE**	**CREATIVE FOUNDATIONS**
TRIMESTER 7	Business Technology and Strategic Planning	Contemporary Marketing		Elective
TRIMESTER 8	Partnerships and Funding	Global Entertainment Industries	Rights Management	
TRIMESTER 9			Entertainment Management Capstone Project	Industry Placement

CRICOS Codes: Bachelor 097890C (2 years), 104496F (3 years)
Diploma 099683E (2 trimesters), 104376C (3 trimesters)

ACCELERATED OPTION

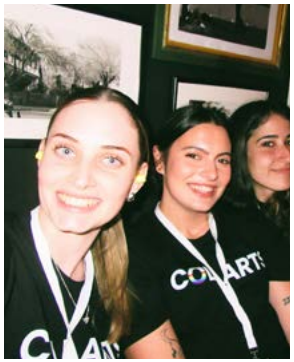
FIRST YEAR	CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1	Introduction to Entertainment Management	Creativity, Culture and Innovation in Entertainment	Entertainment Marketing	Creative Foundations
TRIMESTER 2	Event Management Foundations	Introduction to Entertainment Business Law	Content Creation	Industry Foundations
TRIMESTER 3	Entertainment Finance Management	Publicity and Public Relations in Entertainment	Event Management Practice	Tour Management

SECOND YEAR	CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Business Structures and Organisational Behaviour	Copyright Management	Talent Management	Managing Event Spaces
TRIMESTER 5	Business Technology and Strategic Planning	Contemporary Marketing	Rights Management	Elective
TRIMESTER 6	Partnerships and Funding	Global Entertainment Industries	Entertainment Management Capstone Project	Industry Placement

STUDENT EXPERIENCE



AAA: Access All Areas with students working real-life roles at festivals and events.



Graduates speaking at ROAR Festival sharing their experience as women in the entertainment industry.



Touring Collingwood Yards, Music Victoria, PBS 106.7FM, The Push, and the Victorian Music Development Office.

INDUSTRY SNAPSHOT

Australia's entertainment industry is experiencing significant growth, offering promising opportunities for graduates in Entertainment Management.

In the 2022–23 period, the cultural and creative sector contributed billions to the nation's GDP, accounting for 2.5% of the economy, with figures comparable to industries like agriculture and forestry. This sector also supported approximately 282,000 jobs and encompassed over 95,700 businesses, representing 3.7% of all Australian enterprises.

The industry's expansion is further evidenced by the surge in live events and digital media. High-profile concerts, such as Taylor Swift's Eras Tour and Pink's Summer Carnival, alongside major events like the Australian Grand Prix, have significantly boosted national economic activity.

Graduates aiming for roles such as Tour Manager, Talent Manager or Digital Marketing Manager will find themselves at the nexus of this dynamic landscape.

"I love the support that you get, and the networks and connections that you build with students and staff. The teachers are really awesome too... It's a really positive environment."

CHRISTINA AUBRY
Michael Parisi Management Entertainment Management Alum



CRICOS Codes: Bachelor 097890C (2 years), 104496F (3 years)
Diploma 099683E (2 trimesters), 104376C (3 trimesters)

EVENT MANAGEMENT

Create extraordinary experiences in the events industry

Get ready for a career as an Event Manager to conceptualise, create and oversee entertaining events within the creative industries.

Work as a Festival Manager, Venue Manager, Professional Conference Organiser, Event Activations Manager or Event Operations Manager handling event logistics, planning and production, or as an Event Marketing Manager, Event Sponsorship Manager or Event Partnerships Manager to take responsibility for the relationship between talent, fans, fundraising and the wider industry.

Discover the key to creating memorable events through imagination, social awareness, technological fluency and meticulous organisation. Our Event Management course equips you with all the knowledge and skills you'll need to conceptualise and oversee engaging experiences of all kinds, from music festivals, concerts and community gatherings to fashion events, virtual events and more.

HIGHLIGHTS

- Learn from experienced event industry professionals across music festivals, sporting, fashion, corporate and touring productions
- Gain hands-on experience through internships, placements, and partnerships with leading event organisations and venues
- Build practical skills in event design, logistics, budgeting, marketing and production management
- Collaborate on events with students from other creative disciplines, reflecting the teamwork of real-world event environments

CAREERS

A range of careers are available for graduates, some of which include:

- **Event Manager**
  Average salary AU$75-110,000
- **Venue Manager**
  Average salary AU$75-110,000
- **Festival Manager**
  Average salary AU$77-122,000

WHAT YOU WILL STUDY

Flexible course options

- **Diploma of Event Management**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- **Bachelor of Event Management**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Contemporary Entertainment and Event Studies	Sustainable Event Management Principles		Creative Foundations
DIPLOMA – TRIMESTER 2	Audience Engagement and Experience		Event Design and Planning	Industry Foundations
DIPLOMA – TRIMESTER 3		Event Marketing and Publicity	Social Impact Event Project	

SECOND YEAR	CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Project Management	Managing Event Stakeholders	Managing Event Spaces	
BACHELOR DEGREE – TRIMESTER 5	Partnerships and Funding	Event Finance and Revenue Management		Tour Management
BACHELOR DEGREE – TRIMESTER 6			Innovation in Event Design	Creative Industries Entrepreneurship

THIRD YEAR	CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
TRIMESTER 7	Advanced Event Marketing	Event Policy and Regulation	Event Management Capstone Development	
TRIMESTER 8		Event Management Capstone Project		Elective
TRIMESTER 9	Event Evaluation			Industry Placement

CRICOS Codes: Bachelor 111794D (2 years), 111795C (3 years)
Diploma 111796B (2 trimesters), 111797A (3 trimesters)

ACCELERATED OPTION

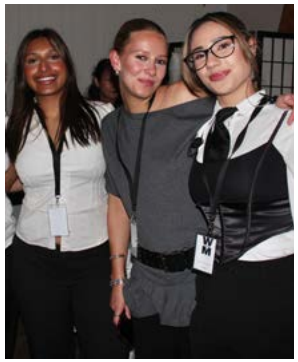
FIRST YEAR	CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1	Contemporary Entertainment and Event Studies	Sustainable Event Management Principles	Event Design and Planning	Creative Foundations
TRIMESTER 2	Audience Engagement and Experience	Event Marketing and Publicity	Social Impact Event Project	Industry Foundations
TRIMESTER 3	Project Management	Managing Event Stakeholders	Managing Event Spaces	Tour Management

SECOND YEAR	CONTEXT	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Partnerships and Funding	Event Finance and Revenue Management	Innovation in Event Design	Creative Industries Entrepreneurship
TRIMESTER 5	Advanced Event Marketing	Event Policy and Regulation	Event Management Capstone Development	Elective
TRIMESTER 6	Event Evaluation	Event Management Capstone Project		Industry Placement

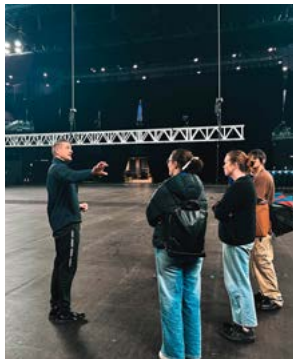
STUDENT EXPERIENCE



Students attended BIGSOUND in Brisbane, gaining industry connections and hands-on music event experience.



Event Management students design, plan and deliver their own live events, building real-world skills.



Students regularly visit major event venues like Rod Laver Arena to hear from venue managers about their role.

INDUSTRY SNAPSHOT

Australia's event management industry is experiencing robust growth, offering promising opportunities for graduates pursuing careers as Event professionals, across a myriad of industries.

In 2024, the Australian event market reached AU$24.6 billion and is projected to grow at a compound annual growth rate of 11.2%. This expansion is fueled by a resurgence in live events and experiences, increased corporate engagements, and a thriving tourism sector.

The industry's contribution to Australia's economy is significant. For instance, Melbourne's sports and events precinct Melbourne Olympic Park, encompassing venues like Rod Laver Arena and AAMI Park, generated huge boost to the Victorian state economy in 2022-23, hosting over three million visitors.

Major events such as the Australian Open, Formula One Grand Prix and Melbourne Fashion Week have also made substantial impacts, with the 2024 Australian Open tournament contributing millions to Victoria's economy and creating more than 4,300 full-time equivalent jobs.





MUSIC & AUDIO

AUDIO PRODUCTION

Fine-tune a career in the audio industry

Get ready for a career as an Audio Producer, managing, overseeing and handling the technical aspects of the artist recording process. Work as a Mixing Engineer to combine, balance and finalise audio recordings, or utilise your skills as an Interactive Audio Specialist. Establish yourself in the world of film as a Sound ADR, Editor or Mixer, or work as an Audio Forensics Specialist to analyse and enhance forensic audio evidence.

Learn the fundamentals of audio production and develop your skills in a variety of fields, including live sound, recording, production and post-production.

You'll work with analogue and digital equipment in our cutting-edge facilities, all while being mentored by industry experts currently working as live sound technicians, producers and post-production specialists. Learn in smaller, more intimate classes, and finish your degree with a wealth of hands-on experience and a mastery of software and technologies like AVID's Pro Tools, Dolby Atmos Renderers, iZotope plugins and so much more.

HIGHLIGHTS

- Pro Tools Certification: AVID Pro Tools User certification included (PT101 & PT110)
- Obtain Dante Certification: Training provided through Collarts' certified Dante Training Centre
- Access to Dolby Atmos Theatrette, SSL-equipped studios, surround sound rooms, and critical listening spaces
- Manage live audio production to a professional standard
- Coursework opportunities with Victoria Police (Audio Forensics) and post-production audio with Music & Effects

CAREERS

A range of careers are available for graduates, some of which include:

- **Mixing Engineer**
  Average salary AU$53-130,000
- **Post-Production Engineer**
  Average salary AU$78-110,000
- **Live Production Technician**
  Average salary AU$50-124,000

AVID LEARNING Partner

SOLID STATE LOGIC CERTIFIED TRAINING PARTNER

WHAT YOU WILL STUDY

Flexible course options

- **Diploma of Audio Production**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- **Bachelor of Audio Production**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	RECORDING STUDIO TECHNIQUES	POST-PRODUCTION	LIVE PRODUCTION	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Mixing Foundations	Short Films		Creative Foundations
DIPLOMA – TRIMESTER 2	Recording Foundations		Analogue Production	
DIPLOMA – TRIMESTER 3		Locations and Libraries	Digital Introduction and Monitors	Industry Foundations

SECOND YEAR	RECORDING STUDIO TECHNIQUES	POST-PRODUCTION	LIVE PRODUCTION	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Expanded Production	Game and Interactive Sound	Advanced Digital and Wireless	
BACHELOR DEGREE – TRIMESTER 5		TV and ADR	Advanced Live Production	Acoustics
BACHELOR DEGREE – TRIMESTER 6	Mastering			The Audio Entrepreneur

THIRD YEAR	RECORDING STUDIO TECHNIQUES	POST-PRODUCTION	LIVE PRODUCTION	CREATIVE FOUNDATIONS
TRIMESTER 7		Immersive Audio	Audio Visual Production	Elective
TRIMESTER 8	Contemporary Production		Future Technologies	Industry Placement
TRIMESTER 9	Audio Production Capstone Project			

CRICOS Codes: Bachelor 084559K (2 years), 104501C (3 years)
Diploma 088016J (2 trimesters), 104401G (3 trimesters)

ACCELERATED OPTION

FIRST YEAR		RECORDING STUDIO TECHNIQUES	POST-PRODUCTION	LIVE PRODUCTION	CREATIVE FOUNDATIONS
DIPLOMA	TRIMESTER 1	Mixing Foundations	Short Films	Analogue Production	Creative Foundations
	TRIMESTER 2	Recording Foundations	Locations and Libraries	Digital Introduction and Monitors	Industry Foundations
	TRIMESTER 3	Expanded Production	Game and Interactive Sound	Advanced Digital and Wireless	Acoustics

SECOND YEAR		RECORDING STUDIO TECHNIQUES	POST-PRODUCTION	LIVE PRODUCTION	CREATIVE FOUNDATIONS
BACHELOR DEGREE	TRIMESTER 4	Mastering	TV and ADR	Advanced Live Production	The Audio Entrepreneur
	TRIMESTER 5	Contemporary Production	Immersive Audio	Audio Visual Production	Elective
	TRIMESTER 6	Audio Production Capstone Project		Future Technologies	Industry Placement

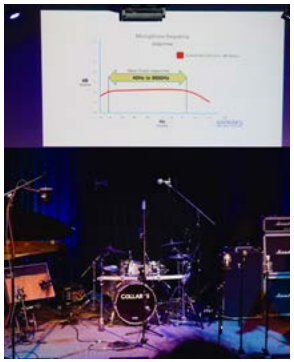
STUDENT EXPERIENCE



Audio students gain real-world experience running live sound at Melbourne's iconic Sydney Road Street Party.



Audio students gain hands-on training in professional sound production tools with industry experts from Avid.



A practical workshop where audio students explore professional Sontronics microphones for studio and live recording.

INDUSTRY SNAPSHOT

The Australian audio production industry is a dynamic and growing sector, integral to the country's vibrant music, film, television and live entertainment markets.

With increasing demand for high-quality audio content across streaming platforms, broadcast media and live events, graduates skilled as Mixing Engineers, Post-Production Engineers and Live Production Technicians are well-positioned for diverse career opportunities.

The industry contributes significantly to Australia's creative economy, which accounts for billions in GDP annually, supported by a strong infrastructure of studios, live venues and production houses. Career projections show steady growth driven by expanding digital media consumption, technological innovation, and Australia's cultural exports.

Graduates benefit from a blend of technical expertise and creative problem-solving skills, enabling them to work on cutting-edge projects ranging from music albums and film soundtracks to live concerts and broadcast productions.

INDUSTY AND SOFTWARE PARTNERSHIPS AND CONNECTIONS

Dolby Atmos
SAFARI PEDALS
UNIVERSAL AUDIO
STEVEN SLATE DRUMS
NATIVE INSTRUMENTS
mannys
FACTORY SOUND
celemony
iZOTOPE by Native Instruments
MUSIC VICTORIA
SLATE DIGITAL
FUSION STUDIO WORKS

CRICOS Codes: Bachelor 084559K (2 years), 104501C (3 years)
Diploma 088016J (2 trimesters), 104401G (3 trimesters)

MUSIC PRODUCTION

Folders full of unheard music? Let's change that

Get ready for a career as a Music Producer, running recording sessions, arranging compositions and guiding technical production for musical projects. Or work as a Composer, Performer, DJ or Songwriter with the ability to produce and perfect your own recordings.

Gain a multifaceted music education with a balanced focus on performance, technology, composition, audio and industry know-how. Whether you're just starting out or you're an experienced producer looking to hone your craft, our Music Production course is the right choice for you.

Train with our industry-recognised lecturers and mentors, who are currently working as music producers, recording artists, artist managers, studio engineers and live sound technicians. Learn in small classes armed with the best in music software, facilities and technology thanks to our Ableton-certified course and industry partnerships with iZotope, Melbourne Electronic Sound Studio and more.

HIGHLIGHTS

- → Learn practical skills in software applications like Ableton Live, Logic Pro X and Pro Tools, Sibelius, and MuseScore
- → Focus on composition, songwriting, remixing, sound design, and music performance
- → Blend of music production, performance, technology and industry business skills
- → Learn business and entrepreneurial skills for the music industry
- → Learn from industry experts and collaborate with students from other creative courses
- → Be selected for international exchange opportunities in Germany

CAREERS

A range of careers are available for graduates, some of which include:

- → **Composer (contemporary music, film and games)**
  Average salary AU$52-102,000
- → **Audio Engineer**
  Average salary AU$55-100,000
- → **Broadcast Producer**
  Average salary AU$93-$113,000

Ableton Certified Training Center

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Music Production**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Music Production**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	RECORD AND MIX	COMPOSE AND PRODUCE	DEVISE AND DEVELOP	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1		Composing and Sequencing	Music Production Foundations	Creative Foundations
DIPLOMA — TRIMESTER 2	Mixing Foundations		Technology in Performance 1	Industry Foundations
DIPLOMA — TRIMESTER 3	Recording Foundations	Creative Software Practice		

SECOND YEAR	RECORD AND MIX	COMPOSE AND PRODUCE	DEVISE AND DEVELOP	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Collaborative Recording	Music for the Moving Image	Songwriter Producer	
BACHELOR DEGREE — TRIMESTER 5		Remixing & Arranging	Technology in Performance 2	Sound Studies
BACHELOR DEGREE — TRIMESTER 6	Mastering			Content Creation

THIRD YEAR	RECORD AND MIX	COMPOSE AND PRODUCE	DEVISE AND DEVELOP	CREATIVE FOUNDATIONS
TRIMESTER 7		Producing Styles and Genres	Capstone Development: Mentorship	Elective
TRIMESTER 8	Contemporary Production		Creative Entrepreneurship	Industry Placement or Professional Portfolio
TRIMESTER 9	Music Production Capstone Project			

CRICOS Codes: Bachelor 095133A (2 years), 104505K (3 years)
Diploma 095135K (2 trimesters), 104438E (3 trimesters)

ACCELERATED OPTION

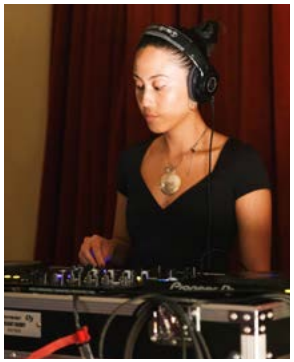
FIRST YEAR		RECORD AND MIX	COMPOSE AND PRODUCE	DEVISE AND DEVELOP	CREATIVE FOUNDATIONS
DIPLOMA	TRIMESTER 1	Mixing Foundations	Composing and Sequencing	Music Production Foundations	Creative Foundations
	TRIMESTER 2	Recording Foundations	Creative Software Practice	Technology in Performance 1	Industry Foundations
	TRIMESTER 3	Collaborative Recording	Music for the Moving Image	Songwriter Producer	Sound Studies

SECOND YEAR		RECORD AND MIX	COMPOSE AND PRODUCE	DEVISE AND DEVELOP	CREATIVE FOUNDATIONS
BACHELOR DEGREE	TRIMESTER 4	Mastering	Remixing & Arranging	Technology in Performance 2	Content Creation
	TRIMESTER 5	Contemporary Production	Producing Styles and Genres	Capstone Development: Mentorship	Elective
	TRIMESTER 6	Music Production Capstone Project		Creative Entrepreneurship	Industry Placement or Professional Portfolio

STUDENT EXPERIENCE



Two Music Production students received scholarships to attend Popakademie in Germany, producing original tracks.



Students performed at ROAR Festival alongside artists Ella Hooper and Kate Ceberano



Students regularly attend Ableton masterclasses and workshops to stay up-to-date with industry trends and production techniques.

INDUSTRY SNAPSHOT

Australia's music industry is experiencing a period of robust growth, presenting promising opportunities for graduates of Bachelor programs in Music Production.

In 2024, the recorded music sector achieved its sixth consecutive year of growth, with wholesale sales increasing by 6.1% to reach AU$717 million. This expansion was primarily driven by digital sales, which now constitute over 91% of the market.

Projections indicate that the overall music market is expected to grow at a compound annual growth rate (CAGR) of 5.2% potentially reaching AU$720.24 million by 2034.



Student Zander performing at the Collarts Orientation Party at Howler.

INDUSTY AND SOFTWARE PARTNERSHIPS AND CONNECTIONS

Ableton Live · iZOTOPE by Native Instruments · SLATE DIGITAL

Roland · STEVEN SLATE DRUMS · NATIVE INSTRUMENTS

POPAKADEMIE BADEN-WÜRTTEMBERG UNIVERSITY OF POPULAR MUSIC AND MUSIC BUSINESS · mannys · UNIVERSAL AUDIO

MUSIC VICTORIA · SYNTH TEMPLE · celemony_

CRICOS Codes: Bachelor 095133A (2 years), 104505K (3 years)
Diploma 095135K (2 trimesters), 104438E (3 trimesters)



"The best part about studying at Collarts would definitely be working with other passionate people.

It's great to see how projects evolve and how much better they become when you have the feedback of others."

MICHAEL BARBAGALLO
Collarts Audio Production Alum

MUSIC PERFORMANCE

Turn music into a lasting career

Get ready for a career as a Songwriter, Composer or Recording Artist, establishing yourself in the creative industries by writing, performing and recording your own music. Work as a Music Teacher to nurture emerging creatives, or as a Music Director to lead, advise and coordinate musical groups of all kinds.

Work closely with our industry-recognised and ARIA award-winning teaching staff to develop your skills in solo and collaborative performance, music analysis, songwriting and technical musicianship.

Choose an area of specialisation from vocal, instrumental or songwriting, and grow your abilities through weekly one-on-one lessons and mentorship from industry experts. You'll also work with students from other courses to start building your network early and get a well-rounded understanding of industry-wide processes.

Craft, perform, record and produce original music in our world-class studios and auditorium. You'll then back up this real-life writing and performance experience through 60 hours of industry placement or build a portfolio of your own recorded music, ensuring you feel confident and career-ready upon graduation.

HIGHLIGHTS

- → Opportunity to record an EP or complete 60 hours of industry placement in the Bachelor degree
- → Choose electives across Audio Engineering and Music Production to build recording skills
- → Potential selection to attend International Songwriter Week at Popakademie in Germany
- → Regular live performances through ensemble classes, Collarts-run events and music festivals
- → Learn with industry and software partnerships including AVID, Earlab, Dolby Atmos and Ableton

CAREERS

A range of careers are available for graduates, some of which include:

- → **Songwriter / Composer**
  Average salary AU$59-108,000
- → **Recording Artist**
  Average salary AU$59-108,000
- → **Music Teacher**
  Average salary AU$85-115,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Music Performance**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Music Performance**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	PRINCIPAL STUDY	ENSEMBLE PERFORMANCE	MUSIC THEORY AND AURAL	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Technique Foundations 1	Ensemble Foundations 1		Creative Foundations
DIPLOMA – TRIMESTER 2	Technique Foundations 2		Theory and Aural Studies 1	Industry Foundations
DIPLOMA – TRIMESTER 3		Ensemble Foundations 2	Theory and Aural Studies 2	

SECOND YEAR	PRINCIPAL STUDY	ENSEMBLE PERFORMANCE	MUSIC THEORY AND AURAL	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Professional Practice 1	Music Direction 1	Theory and Aural Studies 3	
BACHELOR DEGREE – TRIMESTER 5	Professional Practice 2	Music Direction 2		Introduction to Entertainment Management
BACHELOR DEGREE – TRIMESTER 6			Theory and Aural Studies 4	Elective

THIRD YEAR	PRINCIPAL STUDY	ENSEMBLE PERFORMANCE	MUSIC THEORY AND AURAL	CREATIVE FOUNDATIONS
TRIMESTER 7	Professional Presentation 1: Capstone Pre Production	Professional Ensemble Presentation 1	Theory and Aural Studies 5	
TRIMESTER 8		Professional Ensemble Presentation 2	Theory and Aural Studies 6	Music Tuition
TRIMESTER 9	Professional Presentation 2: Capstone Showcase			Industry Placement or Professional Portfolio

CRICOS Codes: Bachelor 084558M (2 years), 104504M (3 years)
Diploma 088017G (2 trimesters), 104429F (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	PRINCIPAL STUDY	ENSEMBLE PERFORMANCE	MUSIC THEORY AND AURAL	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Technique Foundations 1	Ensemble Foundations 1	Theory and Aural Studies 1	Creative Foundations
DIPLOMA – TRIMESTER 2	Technique Foundations 2	Ensemble Foundations 2	Theory and Aural Studies 2	Industry Foundations
DIPLOMA – TRIMESTER 3	Professional Practice 1	Music Direction 1	Theory and Aural Studies 3	Introduction to Entertainment Management

SECOND YEAR	PRINCIPAL STUDY	ENSEMBLE PERFORMANCE	MUSIC THEORY AND AURAL	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Professional Practice 2	Music Direction 2	Theory and Aural Studies 4	Elective
BACHELOR DEGREE – TRIMESTER 5	Professional Presentation 1: Capstone Pre Production	Professional Ensemble Presentation 1	Theory and Aural Studies 5	Music Tuition
BACHELOR DEGREE – TRIMESTER 6	Professional Presentation 2: Capstone Showcase	Professional Ensemble Presentation 2	Theory and Aural Studies 6	Industry Placement or Professional Portfolio

STUDENT EXPERIENCE



Students performed live at ROAR Music Festival as part of their end-of-trimester music performance showcase.



Students and alumni attended the Australian Women in Music Awards, celebrating female talent in the music industry.



Two Music Performance students received scholarships to attend a music camp at Popakademie in Germany.

INDUSTRY SNAPSHOT

The Australian music industry is experiencing a dynamic resurgence, offering promising prospects for graduates.

In 2024, the recorded music sector achieved its sixth consecutive year of growth, with wholesale sales rising by 6.1% to AU$717 million, reflecting a robust demand for Australian music talent.

The live music scene is also thriving; for instance, New South Wales's live music sector contributes AU$5.5 billion to the economy and supports 25,000 jobs. Nationally, the live music sector comprises around 41,000 workers, including 14,200 primary roles such as performers and composers.



Dallas Frasca is an award-winning musician and songwriter, as well as a Music Performance lecturer at Collarts.

Photo by Collarts Photography students featuring Collarts Music Performance staff Ella and Jesse Hooper from ARIA-award-winning band Killing Heidi.





"I needed the hands-on experience and that's the benefit of Collarts. The accessibility to the tutors and the fact they are just around the corner is great too. There’s no divide. It's that community and the people who I'm studying with that I've loved so far."

BENJI COLBOURNE
Music Production Alum and Collarts Teacher



FILM & THEATRE

ACTING

Real-world skills for the role of a lifetime

Get ready for a career as an Actor or Performer, establishing yourself as a force in stage and theatre productions.

Hone your acting skills and become the performer you were born to be. Our Acting course is the perfect starting point for students who want to pursue a professional career in stage and theatre productions.

Under the guidance and mentorship of industry-recognised actors and performers, you'll undertake units in theatre studies, improvisation, Australian theatre, critical thinking and performance. Gain a sound theoretical grounding and industry awareness, coupled with experience in collaboration and theatre production.

You'll have ample opportunities for hands-on performance experience through our industry partnerships. Learn on the job with sought-after industry placements, and work closely with students from other courses to foster a well-rounded understanding of the arts and entertainment industries.

HIGHLIGHTS

- → Learn from nationally recognised and critically acclaimed professionals in theatre studies, improvisation, acting studio, performance, and Australian theatre, ensuring you gain real world insights and mentorship
- → Collaborate closely with students from other disciplines, gaining valuable insights into the collaborative nature of the theatre and performing arts industry
- → Learn on campuses with working theatre, auditorium, and black box theatre

CAREERS

A range of careers are available for graduates, some of which include:

- → **Actor / Performer**
  Average salary AU$60-130,000
- → **Casting Director**
  Average salary AU$70-130,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Performing Arts**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Performing Arts (Acting)**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Theatre Studies 1		Theatre Making	Creative Foundations
DIPLOMA – TRIMESTER 2	Theatre Studies 2	Acting Foundations		Industry Foundations
DIPLOMA – TRIMESTER 3		Ensemble Production		

SECOND YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Twentieth Century Practice	Acting Studio & Performance		
BACHELOR DEGREE – TRIMESTER 5		Collaborative Project		Applied Dramaturgy
BACHELOR DEGREE – TRIMESTER 6	Australian Theatre			Elective

THIRD YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
TRIMESTER 7	Intimacy, Consent, Stage Combat	Improvisation		Devising Project
TRIMESTER 8	Performance Innovation		Screen Acting	Industry Placement or Professional Portfolio
TRIMESTER 9		Capstone Production		

CRICOS Codes: Bachelor 109168D (2 years), 109169C (3 years)
Diploma 109174F (2 trimesters), 109175E (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1	Theatre Studies 1	Acting Foundations	Theatre Making	Creative Foundations
TRIMESTER 2	Theatre Studies 2	Ensemble Production		Industry Foundations
TRIMESTER 3	Twentieth Century Practice	Acting Studio & Performance		Applied Dramaturgy

SECOND YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Australian Theatre	Collaborative Project		Elective
TRIMESTER 5	Intimacy, Consent, Stage Combat	Improvisation	Screen Acting	Devising Project
TRIMESTER 6	Performance Innovation	Capstone Production		Industry Placement or Professional Portfolio

STUDENT EXPERIENCE



The Birthday Party theatre show.



Scenes from a Climate Era theatre show.



The House of Bernarda Alba theatre show.

INDUSTRY SNAPSHOT

The Australian acting industry plays a vital role in the country's cultural and economic landscape. According to Creative Australia the industry is contributing to a creative sector valued at over AU$100 billion annually.

Acting graduates enter a diverse and expanding field that spans film, television, theatre, voiceover, streaming platforms, gaming, advertising and immersive media.

Australia is internationally recognised for producing highly trained performers who find work both locally and abroad, with cities like Melbourne and Sydney serving as creative hubs for national and international productions.



Performing Arts theatre show



COMEDY WRITING & PERFORMANCE

Learn the art of comedy

Get ready for an exciting career in the comedy industry as a Writer, Performer, Producer or Director, bringing your own unique voice to solo and collaborative storytelling and comedic performances of all kinds. Gain skills in creating live, screen, audio and online comedy productions plus entrepreneurial know-how in this dynamic field of entertainment.

Take advantage of one of the most unique courses in Australia and pursue your dream career in the comedic side of the arts and entertainment industries.

Our Comedy course is led by industry-recognised teachers and mentors who are currently working across the theatre, film, television, radio and podcasting fields. You'll focus on comedy performance, comedy writing, production and entrepreneurship, all backed by hands-on experience, a professional comedy portfolio showcase, and sought-after internships.

HIGHLIGHTS

- The course offers a comprehensive curriculum covering comedy performance, writing, production and entrepreneurship, preparing students for diverse roles
- Learn from industry-recognised lecturers and mentors actively working in theatre, film, television, radio and podcasting
- Participate in events like the Melbourne International Comedy Festival, showcasing your work to a wider audience
- Study in world-class creative spaces and classrooms equipped for performance and production

CAREERS

A range of careers are available for graduates, some of which include:

- **Comedy Writer**
- **Stand-Up Comedian**
- **Comic Actor**

WHAT YOU WILL STUDY

Flexible course options

- **Diploma of Performing Arts**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- **Bachelor of Performing Arts (Comedy)**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR		MATERIAL CREATION	PERFORMANCE	THEORY	INDUSTRY PRODUCTION
DIPLOMA	TRIMESTER 1	Theories of Humour	Acting Foundations		Critical Thinking
	TRIMESTER 2	Intercultural History of Comedy	Creating a Character	Devising for Performance	
	TRIMESTER 3			Writing Comedy for Live Solo Performance	The Self-Producing Comedian

SECOND YEAR		MATERIAL CREATION	PERFORMANCE	THEORY	INDUSTRY PRODUCTION
BACHELOR DEGREE	TRIMESTER 4	Writing Comedy for Live Ensemble Performance	Live Comedic Performance	Comedy Genres	
	TRIMESTER 5	Writing Comedy for Audio		Radical Comedies	Publicity & Promotions
	TRIMESTER 6		Directing Comedy		Live Production

THIRD YEAR		MATERIAL CREATION	PERFORMANCE	THEORY	INDUSTRY PRODUCTION
	TRIMESTER 7	Writing Comedy for Screen		Screen Comedy	Screen Production
	TRIMESTER 8		Comedic Performance for Screen		Creative Arts Business
	TRIMESTER 9	Capstone Creative Project			

CRICOS Codes: Bachelor 0100339 (2 years), 104507H (3 years)
Diploma 0100338 (2 trimesters), 104456C (3 trimesters)

ACCELERATED OPTION

FIRST YEAR		MATERIAL CREATION	PERFORMANCE	THEORY	INDUSTRY PRODUCTION
DIPLOMA	TRIMESTER 1	Devising for Performance	Acting Foundations	Theories of Humour	Critical Thinking
	TRIMESTER 2	Writing Comedy for Live Solo Performance	Creating a Character	Intercultural History of Comedy	The Self-Producing Comedian
	TRIMESTER 3	Writing Comedy for Live Ensemble Performance	Live Comedic Acting	Comedy Genres	Publicity & Promotions

SECOND YEAR		MATERIAL CREATION	PERFORMANCE	THEORY	INDUSTRY PRODUCTION
BACHELOR DEGREE	TRIMESTER 4	Writing Comedy for Audio	Directing Comedy	Progressive Comedy	Live Production
	TRIMESTER 5	Writing Comedy for Screen	Comedic Performance for Screen	Screen Comedy	Screen Production
	TRIMESTER 6	Capstone Creative Project			Creative Arts Business

STUDENT EXPERIENCE



Award winning comedian, writer, and actor Gillian Cosgriff joined students for an inspiring discussion about performance and storytelling.



Comedy students performed live at the Melbourne International Comedy Festival, gaining industry experience on a national stage.



Broden Kelly, star of Aunty Donna's Big Ol' House of Fun, visited students to share career insights and industry advice.

INDUSTRY SNAPSHOT

Australia's comedy scene is thriving, offering a growing number of opportunities for graduates with specialised training.

From live standup and sketch comedy to writing for TV, podcasts and digital platforms, the comedy industry continues to expand alongside Australia's broader performing arts sector, which contributed over AU$2 billion to GDP in 2023–24.



Comedy students performing at Melbourne International Comedy Festival.

"The Comedy course is the best thing I've ever done. It was fun and challenging in the best way.

I constantly use the skills I learned at Collarts to do my job as a full-time theatre technician."

HANNAH WILLOUGHBY
Comedy Alum

CRICOS Codes: Bachelor 0100339 (2 years), 104507H (3 years)
Diploma 0100338 (2 trimesters), 104456C (3 trimesters)

CIRCUS ARTS

Your immersive ticket to the real-world circus stage

Get ready for a career within the extraordinary world of circus arts, where you can bend reality and defy gravity to tap into true artistic expression. Step into the spotlight as a Circus Performer, Physical Theatre Artist or Stunt Performer. Find your place in the entertainment industry as a Circus Producer, Show Director or take your skills backstage into a role that keeps the show running!

Create, perform and develop your circus and physical theatre skills through an immersive and accredited curriculum expertly designed to ensure technical and artistic excellence. A qualification in Circus Arts forms a sturdy foundation from which you can leap into boundless avenues across a wide range of creative industries.

During your studies, you'll work closely with a team of highly advanced circus artists, industry professionals, and practitioners within the National Institute of Circus Arts (NICA)'s world-class facilities. You'll gain real-world performance experience and collaborate with your peers and directors, as well as have many opportunities to develop and perform masterpieces of your own creation. By the end of your studies, you'll have gained the skills, knowledge, network and support you need to make circus arts your professional reality.

HIGHLIGHTS

- → Develop analytical skills in anatomy and biomechanics; business, the contemporary circus industry, applied practices and circus history
- → Meet recruiters from major circus companies
- → Receive the highest level of accredited circus training in Australia
- → NICA is recognised nationally and internationally as a centre for excellence through affiliated and credited partnerships with official industry governing bodies such as ARTS8 and FEDEC (Federation of European Professional Circus Schools)

CAREERS

A range of careers are available for graduates, some of which include:

- → **Circus Performer**
- → **Film, Television & Live Theatre Performer**
- → **Independent Artist**

WHAT YOU WILL STUDY

FIRST YEAR	CIRCUS ARTS THEORY & CONTEXTS	PRINCIPLES OF CIRCUS ARTS	CIRCUS PERFORMANCE & MOVEMENT	CIRCUS ARTS SPECIALISATION
STAGE 1	History and Application of Circus Arts	Foundation Studies in Circus Arts	Performance Movement Studies 1	Introduction to Anatomy and Biomechanics
STAGE 2	Introduction to the Technical Aspects of Circus Production	Ensemble and Foundation Studies in Circus Arts	Performance Movement Studies 2	Specialisation and Physiology
STAGE 3	The Contemporary Circus Industry	Ensemble and Intermediate Studies in Circus Arts 1	Performance Movement Studies 3	Circus Arts Specialisation 1
STAGE 4	Circus History & Culture - Cultural Theory and Representation	Ensemble and Intermediate Studies in Circus Arts 2	Performance Movement Studies 4	Circus Arts Specialisation 2

SECOND YEAR	CIRCUS ARTS THEORY & CONTEXTS	PRINCIPLES OF CIRCUS ARTS	CIRCUS PERFORMANCE & MOVEMENT	CIRCUS ARTS SPECIALISATION
STAGE 5	Circus Studies Industry Project	Ensemble and Advanced Circus Arts	Capstone Ensemble Show	Circus Arts Specialisation Advanced
STAGE 6	Arts Management - The Business of Circus	Performance Project	Circus Specialisation Showcase	

National Institute of Circus Arts

This course is delivered by NICA.



INDUSTRY SNAPSHOT

The broader arts and entertainment sector, encompassing circus arts, contributes approximately AU$14.7 billion annually to Australia's GDP and employs around 194,000 individuals.

Specifically, the Arts and Recreation Services industry, which includes circus arts, is projected to grow by 5.5% over the next five years. This growth indicates a steady demand for skilled performers and creative professionals in the field.

The circus arts not only offer economic benefits but also play a crucial role in enriching Australia's cultural landscape. With a history of innovation and a commitment to artistic excellence, the industry continues to evolve, embracing contemporary practices and expanding its reach both nationally and internationally.

"After graduating from NICA, I founded my own contemporary circus company that has been producing and touring shows domestically and internationally ever since."

CHARICE RUST
Bachelor of Circus Arts Alum

SCREEN & MEDIA

Calling all storytellers

Get ready for a career as a Screenwriter, Filmmaker, Director, Editor or Producer, establishing yourself within the film, TV and media industries as you create everything from short and feature films to TV series and documentaries.

Master the fundamentals of filmmaking and directing in our well-rounded Screen & Media course. Explore storytelling techniques, new filmmaking technologies, distribution and marketing strategies, and the ever-evolving media landscape.

Work with our award-winning teaching staff with experience in screenwriting, directing, post-production and more, who serve not only as expert mentors but as your direct connection with the local and global film industries.

Gain hands-on experience and build your creative network with the aid of our cutting-edge facilities and ongoing industry partnerships with Melbourne International Film Festival, top-of-the-line gear suppliers and a variety of film production companies.

HIGHLIGHTS

- Victoria's first ARRI-accredited film school, using Alexa35 cameras and ARRI signature lens
- Develop a final creative project that showcases your skills and knowledge, serving as a culmination of your learning experience
- Learn from award-winning professionals actively working in screenwriting, directing, cinematography, and post-production offering real world insights and mentorship

CAREERS

A range of careers are available for graduates, some of which include:

- **Cinematographer**
  Average salary AU$110-120,000
- **Documentary Filmmaker**
  Average salary AU$60-80,000
- **Producer**
  Average salary AU$74-170,000

ARRI Certified Film School

WHAT YOU WILL STUDY

Flexible course options

- **Diploma of Screen & Media**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- **Bachelor of Screen & Media**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	SCREEN & MEDIA STUDIES	CREATIVE DEVELOPMENT	PRODUCTION	PRACTICE
DIPLOMA – TRIMESTER 1	Critical Thinking: Screen and Media Theory		Introduction to Production	Video and Digital Filmmaking
DIPLOMA – TRIMESTER 2	Australian Screen Cultures	Stories on Screen	Digital Film Editing	
DIPLOMA – TRIMESTER 3		Episodic Screenwriting		Mobile Filmmaking

SECOND YEAR	SCREEN & MEDIA STUDIES	CREATIVE DEVELOPMENT	PRODUCTION	PRACTICE
BACHELOR DEGREE – TRIMESTER 4	Global Screen Cultures		Screen Craft	Episodic Production
BACHELOR DEGREE – TRIMESTER 5		Screenwriting for Short Film	Soundtrack for Screen	Branded Content
BACHELOR DEGREE – TRIMESTER 6	Elective	Documentary Development		

THIRD YEAR	SCREEN & MEDIA STUDIES	CREATIVE DEVELOPMENT	PRODUCTION	PRACTICE
TRIMESTER 7	Impact, Marketing and Distribution		Documentary Production	Professional Inquiry
TRIMESTER 8		Capstone Development	Industry Placement	Creative Entrepreneurship
TRIMESTER 9	Screen Studies and Creative Capstone Project			

CRICOS Codes: Bachelor 0101953 (2 years), 104508G (3 years)
Diploma 0101954 (2 trimesters) 104469J (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	SCREEN AND MEDIA STUDIES	CREATIVE DEVELOPMENT	PRODUCTION	PRACTICE
DIPLOMA – TRIMESTER 1	Critical Thinking: Screen and Media Theory	Stories on Screen	Introduction to Production	Video and Digital Filmmaking
DIPLOMA – TRIMESTER 2	Australian Screen Cultures	Episodic Screenwriting	Digital Film Editing	Mobile Filmmaking
DIPLOMA – TRIMESTER 3	Global Screen Cultures	Screenwriting for Short Film	Screen Craft	Episodic Production

SECOND YEAR	SCREEN AND MEDIA STUDIES	CREATIVE DEVELOPMENT	PRODUCTION	PRACTICE
BACHELOR DEGREE – TRIMESTER 4	Elective	Documentary Development	Soundtrack for Screen	Branded Content
BACHELOR DEGREE – TRIMESTER 5	Impact, Marketing and Distribution	Capstone Development	Documentary Production	Professional Inquiry
BACHELOR DEGREE – TRIMESTER 6	Screen Studies and Creative Capstone Project		Industry Placement	Creative Entrepreneurship

STUDENT EXPERIENCE



Hands-on experience using professional ARRI cameras to develop industry-standard filmmaking skills.



MIFF partnership provides students opportunities to intern and produce a cinema ad screened at the festival.



Students present their Capstone films at Treasury Theatre, highlighting their filmmaking and storytelling skills.

INDUSTRY SNAPSHOT

The Australian film and television industry is a dynamic and growing sector that plays a significant role in the country's cultural landscape and economy. Contributing billions to Australia's GDP, the industry supports thousands of jobs and continues to expand with increasing demand for high quality local content across traditional broadcast, streaming platforms, and emerging digital media.

For graduates in Screen & Media, career opportunities as Producers, Documentary Filmmakers and Cinematographers are promising, driven by Australia's strong history of storytelling, government support through funding bodies like Screen Australia, and a global appetite for diverse voices and authentic narratives.

"I am so happy I joined Collarts. I told my mum yesterday that I realised I hadn't ever smiled so much in one day. I love the teachers and the students are cool, genuine people. I am actually excited to attend class on campus tomorrow."

SEAN TODD
Screen & Media Alum



CRICOS Codes: Bachelor 0101953 (2 years), 104508G (3 years)
Diploma 0101954 (2 trimesters) 104469J (3 trimesters)

STAGE MANAGEMENT

Bring the show to life

Get ready for a career as a Stage Manager for theatre, facilitating and overseeing communication between creative and technical departments to produce smooth and successful performances.

Master the art of stage management and find your place within the creative industries. Our Stage Management course is perfect for students who want to work behind the scenes in a variety of performing arts fields, from small-scale shows to major productions.

You'll be taught by experienced industry experts working in stage production, theatre and beyond, allowing you to start forging industry connections from your very first class. Learn the ins and outs of theatre studies, technical production and critical thinking, while also engaging in plenty of project-based stage management work.

Undertake sought-after industry placements with local theatre companies and venues, including our industry partner Theatreworks. Work closely with students from other courses to build a connected, collaborative understanding of the creative industries at large.

HIGHLIGHTS

- → Exercise critical thinking and judgment with a global outlook to identify problems and find solutions in the planning, production and realisation of performed works
- → Adapt knowledge and skills in stage management through creativity, leadership, technical aptitude and communication
- → Get real-life experience through industry placements
- → Collaborate on industry projects with students from other courses

CAREERS

A range of careers are available for graduates, some of which include:

- → **Stage Manager**
  Average salary AU$75-90,000
- → **Venue Manager**
  Average salary AU$85-110,000
- → **Lighting Designer**
  Average salary AU$55-97,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Performing Arts**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Performing Arts (Stage Management)**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Theatre Studies 1		Theatre Making	Creative Foundations
DIPLOMA – TRIMESTER 2	Theatre Studies 2	Acting Foundations		Industry Foundations
DIPLOMA – TRIMESTER 3		Ensemble Production		

SECOND YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Twentieth Century Practice	Stage Management 1	Technical Production 1	
BACHELOR DEGREE – TRIMESTER 5		Collaborative Project		Applied Dramaturgy
BACHELOR DEGREE – TRIMESTER 6	Australian Theatre			Elective

THIRD YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
TRIMESTER 7	Intimacy, Consent, Stage Combat	Stage Management 2		Devising Project
TRIMESTER 8	Performance Innovation		Technical Production 2	Industry Placement or Professional Portfolio
TRIMESTER 9		Capstone Production		

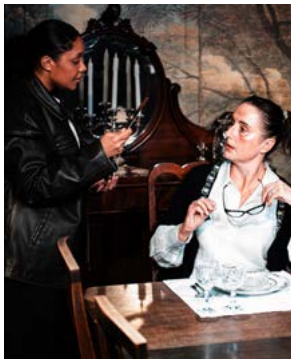
CRICOS Codes: Bachelor 109170K (2 years), 109171J (3 years)
Diploma 109174F (2 trimesters), 109175E (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1	Theatre Studies 1	Acting Foundations	Theatre Making	Creative Foundations
DIPLOMA — TRIMESTER 2	Theatre Studies 2	Ensemble Production		Industry Foundations
DIPLOMA — TRIMESTER 3	Twentieth Century Practice	Stage Management 1	Technical Production 1	Applied Dramaturgy

SECOND YEAR	STUDIOS	PRACTICAL	PRACTICAL	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Australian Theatre	Collaborative Project		Elective
BACHELOR DEGREE — TRIMESTER 5	Intimacy, Consent, Stage Combat	Stage Management 2	Technical Production 2	Devising Project
BACHELOR DEGREE — TRIMESTER 6	Performance Innovation	Capstone Production		Industry Placement or Professional Portfolio

STUDENT EXPERIENCE



The Dining Room theatre show.



The Birthday Party theatre show.



Pool (No Water) theatre show.

INDUSTRY SNAPSHOT

Australia's live performance industry is booming; 2023 saw ticketed attendance hit AU$30.1 million and total revenue reach AU$3.1 billion, the strongest year on record in a post-COVID, no-restriction environment.

Stage managers play a critical role in creating this success. From coordinating technical teams to ensuring safety, timing, performer welfare and production flow, their skills are essential behind the scenes. Most large-scale productions, festivals, concerts, theatre shows and touring companies rely on people who can manage complexity, logistics, and creative collaboration under pressure.

For graduates, this means strong prospects as Stage Managers, Production Coordinators or Event Managers especially with demand rising alongside increasing live performance attendance and investment.

"Collarts gives you a safe space to explore, and you can just run with it. [The lecturers] really want to work with you to grow our ideas, rather than to re-write them."

MILLIE SHANKS
Stage Management Alum



CRICOS Codes: Bachelor 109170K (2 years), 109171J (3 years)
Diploma 109174F (2 trimesters), 109175E (3 trimesters)

WRITING & DIRECTING

Let your ideas take centre stage

Get ready for a career as a Writer or Director for stage and theatre, bringing your ideas and creative vision to life in performances of all sizes.

Put your stamp on stage and theatre productions of all kinds, from heart-wrenching stage plays to old classics.

Our Writing & Directing course is the perfect path into the performing arts, equipping you with fundamental knowledge, practices and skills around writing and realising stage scripts. Through units on theatre studies, writing, directing and production, you'll build a foundational understanding of character, action and performance.

Learn from industry experts currently working as writers and directors, collaborate with students from other creative courses, and gain hands-on experience in sought-after industry placements. All in order to graduate with a well-rounded grasp on the arts and entertainment industries.

HIGHLIGHTS

- Gain an in-depth understanding of writing, directing and the performing arts
- Build creative and technical skills in writing and directing for performance
- Evaluate theoretical concepts, technical processes, and creative and cultural ideas
- Exercise critical thinking and judgment with a global outlook to identify problems and find solutions in the planning, production and realisation of performing arts works
- Get real-life experience through industry placements
- Collaborate on industry projects with students from other courses

CAREERS

A range of careers are available for graduates, some of which include:

- **Writer**
- **Director**
- **Artistic Director**

WHAT YOU WILL STUDY

Flexible course options

- **Diploma of Performing Arts**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- **Bachelor of Performing Arts (Writing & Directing)**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

FIRST YEAR	STUDIOS	PRACTICAL	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA – TRIMESTER 1	Theatre Studies 1		Theatre Making	Creative Foundations
DIPLOMA – TRIMESTER 2	Theatre Studies 2	Acting Foundations		Industry Foundations
DIPLOMA – TRIMESTER 3		Ensemble Production		

SECOND YEAR	STUDIOS	PRACTICAL	PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE – TRIMESTER 4	Twentieth Century Practice	Writing Studio	Directing Studio	
BACHELOR DEGREE – TRIMESTER 5		Collaborative Project		Applied Dramaturgy
BACHELOR DEGREE – TRIMESTER 6	Australian Theatre			Elective

THIRD YEAR	STUDIOS	PRACTICAL	PRACTICE	CREATIVE FOUNDATIONS
TRIMESTER 7	Intimacy, Consent, Stage Combat	Writing for Screen		Devising Project
TRIMESTER 8	Performance Innovation		Directing for Screen	Industry Placement or Professional Portfolio
TRIMESTER 9		Capstone Production		

CRICOS Codes: Bachelor 109172H (2 years), 109173G (3 years)
Diploma 109174F (2 trimesters), 109175E (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	STUDIOS	PRACTICAL	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1	Theatre Studies 1	Acting Foundations	Theatre Making	Creative Foundations
DIPLOMA — TRIMESTER 2	Theatre Studies 2	Ensemble Production		Industry Foundations
DIPLOMA — TRIMESTER 3	Twentieth Century Practice	Writing Studio	Directing Studio	Applied Dramaturgy

SECOND YEAR	STUDIOS	PRACTICAL	PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Australian Theatre	Collaborative Project		Elective
BACHELOR DEGREE — TRIMESTER 5	Intimacy, Consent, Stage Combat	Writing for Screen	Directing for Screen	Devising Project
BACHELOR DEGREE — TRIMESTER 6	Performance Innovation	Capstone Production		Industry Placement or Professional Portfolio

STUDENT EXPERIENCE



Pool (No Water) theatre show.



The House of Bernarda theatre show.



Waiting For Godot theatre show.

INDUSTRY SNAPSHOT

The Australian performing arts industry is a dynamic and evolving sector that plays a vital role in the country's creative economy. For graduates pursuing careers as Writers, Directors, or Artistic Directors, the industry offers growing opportunities across theatre, film, television, and emerging digital platforms.

According to the Australia Council for the Arts, performing arts contributed over AU$2 billion to Australia's GDP in recent years, and the sector continues to benefit from strong government and private investment in cultural development.

Employment for Artistic Directors and Media Professionals is projected to grow steadily, particularly as independent companies and regional theatres increase their output and streaming services expand demand for original content.





WRITING & COMMUNICATION

JOURNALISM AND NEW MEDIA

Be the leader of the story

The course prepares future storytellers to thrive in a fast-changing digital landscape in various roles including Journalist, Editor, Producer, Digital Content Creator, Podcaster, Social Media Manager and Publicist.

Combining traditional journalism with cutting-edge skills in multimedia, mobile, and social media storytelling, you'll learn to craft impactful narratives across platforms with a focus on the creative industries.

Through hands-on projects, video and audio production, photojournalism, and social media strategy, graduates develop strong industry portfolios and practical expertise. With guidance from experienced media professionals and opportunities for industry placement, you'll gain the skills, connections and entrepreneurial mindset needed to succeed in newsrooms, content creation and digital communications.

Lead the story and shape the future of media.

HIGHLIGHTS

- → Study in our world-class studios, creative spaces and classrooms
- → Understand best practice in the current media landscape
- → Collaborate with students from other courses and gain real-life media experience
- → Work with designers, photographers, and creators to produce GEORGE magazine

CAREERS

A range of careers are available for graduates, some of which include:

- → **Journalist**
  Average salary AU$70-115,000
- → **Digital Content Creator / Multimedia Producer**
  Average salary AU$75-90,000
- → **Video & Audio Producer / Podcaster**
  Average salary AU$70–90,000
- → **Social Media Strategist / Content Manager**
  Average salary AU$70k-90,000
- → **Publicist / Communications Manager**
  Average salary AU$60-95,000

WHAT YOU WILL STUDY

Flexible course options

- → **Diploma of Journalism and New Media**
  Two trimesters (Accelerated) or three trimesters (Standard) full-time
- → **Bachelor of Journalism and New Media**
  Two years (Accelerated) or three years (Standard) full-time

STANDARD OPTION

		STUDIOS	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
FIRST YEAR					
DIPLOMA	TRIMESTER 1	Media and Society		Mobile and Digital Journalism	Creative Foundations
	TRIMESTER 2	Journalism Law and Ethics	Principles of Journalism	Professional Writing and Editing	
	TRIMESTER 3		Lifestyle, Fashion and Entertainment Journalism		Industry Foundations
SECOND YEAR					
BACHELOR DEGREE	TRIMESTER 4	Creative Industries		Audio Journalism	Elective
	TRIMESTER 5		Social Media Strategy	Video Journalism	Photojournalism and Documentary Photography
	TRIMESTER 6	Publicity and Public Relations	Music, Performance and Screen Journalism		
THIRD YEAR					
	TRIMESTER 7	Community Storytelling and Cultural Impact		Journalism Capstone Development	Multiplatform Storytelling
	TRIMESTER 8		Feature Writing		Industry Placement or Portfolio
	TRIMESTER 9	Creative Entrepreneurship	Capstone Project		

CRICOS Codes: Bachelor 114780H (2 years), 114781G (3 years)
Diploma 114782F (2 trimesters), 114783E (3 trimesters)

ACCELERATED OPTION

FIRST YEAR	STUDIOS	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
DIPLOMA — TRIMESTER 1	Media and Society	Principles of Journalism	Mobile and Digital Journalism	Creative Foundations
TRIMESTER 2	Journalism Law and Ethics	Lifestyle, Fashion and Entertainment Journalism	Professional Writing and Editing	Industry Foundations
TRIMESTER 3	Creative Industries	Social Media Strategy	Audio Journalism	Elective

SECOND YEAR	STUDIOS	PRINCIPLES	PRACTICE	CREATIVE FOUNDATIONS
BACHELOR DEGREE — TRIMESTER 4	Publicity and Public Relations	Music, Performance and Screen Journalism	Video Journalism	Photojournalism and Documentary Photography
TRIMESTER 5	Community Storytelling and Cultural Impact	Feature Writing	Journalism Capstone Development	Multiplatform Storytelling
TRIMESTER 6	Creative Entrepreneurship	Capstone Project		Industry Placement or Portfolio

STUDENT EXPERIENCE



On set with the team at current affairs TV show The Project.



Students experiencing the Jase & Lauren Breakfast Radio Show on NOVA FM.



Student excursion to write about Mao's Last Dancer.

INDUSTRY SNAPSHOT

The Information, Media, and Telecommunications industry contributed 31.1% to Australia's digital activity in the economy for 2021-22, highlighting the sector's significant role in the nation's digital economy.

As the industry continues to evolve, there is a growing demand for professionals who can adapt to new technologies and audience behaviours.

Graduates equipped with skills in multimedia storytelling, digital content creation and audience engagement are well-positioned to contribute to and benefit from the dynamic Australian and internaitonal media landscapes. Graduates will also enhance storytelling in the arts and culture sectors which make important contributions to local economies.



Production of GEORGE magazine with Photography and Design students.

"Coming from a big uni to Collarts where you can actually talk one-on-one with the lecturers who care about how you're doing was refreshing; you're not just a number... "

KATE STREADER
Freelance Writer & Editor
and former Music Journalist at
Beat Magazine





POSTGRADUATE

GRADUATE CERTIFICATE IN HIGHER EDUCATION
(CREATIVE ARTS)

It's time to teach the thing you love

This dynamic and transformative course is specifically designed for educators in the creative arts.

It's a unique opportunity to connect your love for the creative arts with the art of teaching, opening doors to a fulfilling and impactful career in higher education.

This course will be complemented by on-campus intensive workshops in each unit, weekly or fortnightly interactive online seminars, and asynchronous collaboration opportunities.

HIGHLIGHTS

- → Interpret and design curriculum and assessments tailored for creative arts students
- → Explore and apply teaching frameworks that fit various learning environments in the creative arts
- → Use theoretical, practical and critical insights to innovate and enhance your teaching practice
- → Develop your professional identity as a creative arts educator through reflective practices
- → Incorporate scholarly and reflective approaches to continuously improve your pedagogy

CAREERS

A range of careers are available for graduates, some of which include:

- → **Sessional Teacher**
  Average salary AU$110-161,000
- → **Subject Matter Expert**
  Average salary AU$67-131,000
- → **Course Leader**
  Average salary AU$66-103,000

WHAT YOU WILL STUDY

Transform your creative practice into a powerful force for education. Designed for artists, educators and academic leaders, this course bridges your passion for the creative arts with the craft of teaching in higher education.

Whether you're already working in academia or looking to transition into a teaching role, this certificate equips you with practical, research-informed tools to engage and inspire the next generation of creatives.

LEARNING OUTCOMES

- → Apply evidence-based pedagogies in creative settings
- → Design inclusive and reflective learning environments
- → Develop and evaluate curriculum and assessment in creative disciplines
- → Build a teaching identity informed by scholarship and reflective practice

STANDARD OPTION

	UNIT 1	UNIT 2	UNIT 3	UNIT 4
SEMESTER 1	Creative Arts Pedagogies	Learning Environments for Creative Arts		
SEMESTER 2			Understand Curriculum Design and Assessment	Scholarly Practice



MASTER OF CREATIVE INDUSTRIES

Lead the future of creativity with bold ideas and innovation

The Master of Creative Industries empowers you to shape the future of the Australian economy through creative innovation, collaboration, and entrepreneurial thinking.

Perfect for creatives ready to lead ambitious projects, it blends real-world practice with strategic insight to drive impactful cultural and industry change.

Designed for emerging and established creatives, the program equips you with advanced skills in your chosen discipline, a critical understanding of the creative industries and the ability to navigate the cultural and commercial contexts that shape creative work.

You will undertake a significant, self-directed creative project supported by a robust research framework, enabling you to consolidate your practice and contribute original insights to your field.

HIGHLIGHTS

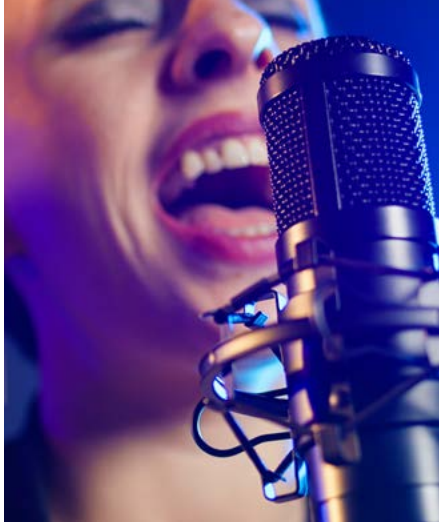
- → Bring your project to life in a safe, inclusive and creative space
- → Access to a range of creative and performing arts industry experts and like-minded peers
- → Innovation through interdisciplinary collaboration to build new networks
- → Working with industry to solve unique problems through capstone projects
- → Social responsibility, creativity and sustainability are championed
- → Peer-to-peer learning and collaboration

CAREERS

A range of careers are available for graduates, some of which include:

- → **Creative Director**
  Average salary AU$130-160,000
- → **Cultural or Industry Leader**
  Average salary AU$100-160,000
- → **Academic or Lecturer in Creative and Performing Arts industries**
  Average salary AU$90-120,000
- → **Creative Practitioner (interdisciplinary)**
  Average salary AU$80-130,000

WHAT YOU WILL STUDY



Flexible course options

- → **Master of Creative Industries**
  Six trimesters full time or part-time equivalent
- → **Graduate Certificate of Creative Industries**
  Two trimesters full time or part-time equivalent

STANDARD OPTION

FIRST YEAR	CONTEXTS	PRINCIPLES	PRACTICAL
TRIMESTER 1	Creative Identity	Practice as Research	Practice Workshop 1A (Creative Arts Research Methods)
TRIMESTER 2	Arts and Design Law and Ethical Practice	Creative Industries Ecosystems	Practice Workshop 1B (Creative Arts Research Methods)
TRIMESTER 3			Practice Workshop 2 (Applied Professional Practice)

SECOND YEAR	CONTEXTS	PRINCIPLES	PRACTICAL
TRIMESTER 4	Creative Futures: Innovation and Disruption		Practice Workshop 3 (Creative Research Project Proposal)
TRIMESTER 5		Curation, Connection and Engagement	Major Creative Project (2-unit equivalent)
TRIMESTER 6			Major Creative Project (2-unit equivalent)

MASTER OF DESIGN

Design the change that defines tomorrow

The Master of Design empowers you to shape the future of the Australian economy through design innovation, collaboration, and entrepreneurial thinking.

Master cutting-edge design practices and strategic thinking to lead ambitious projects and create transformative solutions. Ideal for those seeking to lead design teams and pioneer future-facing design approaches.

You will have the opportunity to design, develop and complete a significant creative project supported by a research component.

HIGHLIGHTS

- → Design and design thinking are championed
- → Bringing your project to life in a safe, inclusive and creative space
- → Access to a range of design industry experts and like-minded peers
- → Innovation through interdisciplinary collaboration to build new networks
- → Working with industry to solve unique problems through capstone projects
- → Social responsibility and sustainability are championed

CAREERS

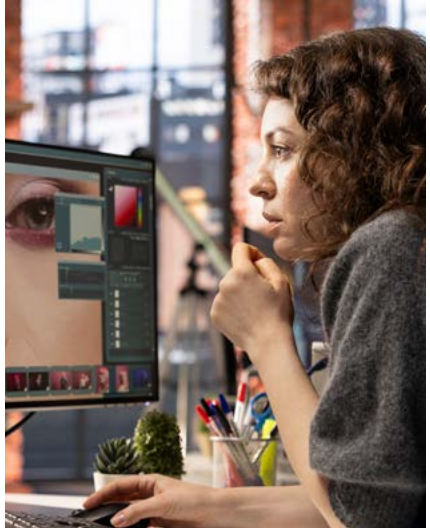
A range of careers are available for graduates, some of which include:

- → **Creative Director**
  Average salary AU$130-160,000
- → **Designer (interdisciplinary)**
  Average salary AU$80-130,000
- → **Academic or Lecturer in Creative and Performing Arts industries**
  Average salary AU$90-120,000

WHAT YOU WILL STUDY

Flexible course options

- → **Master of Design**
  Six trimesters full time or part-time equivalent
- → **Graduate Certificate of Design**
  Two trimesters full time or part-time equivalent



STANDARD OPTION

FIRST YEAR	CONTEXTS	PRINCIPLES	PRACTICAL
TRIMESTER 1	Creative Identity	Practice as Research	Design Studio 1A (Design Research Methods)
TRIMESTER 2	Arts and Design Law and Ethical Practice	Creative Industries Ecosystems	Design Studio 1B (Design Research Methods)
TRIMESTER 3			Design Studio 2 (Design Entrepreneurship and Leadership)

SECOND YEAR	CONTEXTS	PRINCIPLES	PRACTICAL
TRIMESTER 4	Creative Futures: Innovation and Disruption		Design Studio 3 (Design Research Project Proposal)
TRIMESTER 5		Curation, Connection and Engagement	Major Design Project (2-unit equivalent)
TRIMESTER 6			Major Design Project (2-unit equivalent)

CAMPUS CULTURE

Collarts has a supportive and engaging campus culture. By encouraging communication and collaboration across courses, students have the opportunity to study with people who share their passion for creativity, who will form a part of their valuable future network for collaboration throughout their career.

ORIENTATION WEEK

At Collarts, Orientation Week – better known as O-Week – is the perfect time for new students to get to know each other. Each course has dedicated Orientation Days to connect them with their peers and teachers, receive critical information, get their Student ID photos taken, learn about support services and understand what they'll be studying. Our celebrated O-Week Party also commemorates the start of a brand new trimester with a night of great live music and entertainment.

WELCOME FEST

Welcome Fest aims to excite and engage both new and current students, encouraging them to connect with the Collarts community.
Take part in a diverse range of activities across ALL of our campuses!
From free food, industry talks and DJs, to silent disco, mini golf and student performances. Plus so much more!

STUDENT EVENTS

Encouraging students to get involved in life at Collarts, student events are a frequent occurrence at all campuses. From industry talks to competitive karaoke fundraisers, every event focuses on providing invaluable, hands-on industry experience while making new friends. New students are encouraged to attend and partake in student events, with many opportunities to get involved at every stage.

STUDENT REPRESENTATIVE COUNCIL

Putting student experiences first, the Collarts Student Representative Council is a self-appointed council that liaise with Collarts staff and board members to give a voice to the student body. Working to represent all students in the Collarts community, the Student Representative Council also assists with key events and on-campus activities.



"Collarts has been an amazing journey for me. The support and encouragement that I have received from staff and students alike is rare and unlike any other community that I have been a part of.

I am never discouraged whenever I share crazy ideas."

S. BARADHI
Audio Engineering Alum

DOUBLE DEGREES



Collarts' double degrees are designed for students who want to develop their creative practice while gaining a strong foundation in business.

By combining a creative discipline with the Bachelor of Applied Business, students graduate with a dual qualification that not only showcases their artistic expertise, but also equips them with the management, strategy and leadership skills needed to thrive in today's competitive industries.

This means you'll build your craft while also learning how to market, manage and sustain your career or business.

The combination of creativity and business acumen opens doors to a wider range of career pathways, giving you greater flexibility across industries. This ensures you graduate ready to navigate both the artistic and commercial sides of the creative economy.

DESIGN (FASHION & SUSTAINABILITY) / APPLIED BUSINESS (FASHION MARKETING)

CRICOS Codes 108971G (3 years accelerated + accelerated), 108973E (3.8 years accelerated + standard), 108974D (4 years standard + accelerated), 108972F (4.8 years standard + standard)

This double degree is a blend of the Bachelor of Design (Fashion & Sustainability) and the Bachelor of Applied Business (Fashion Marketing). It's a carefully curated balance of contemporary garment design, sustainable construction methods, and the business savvy and ethics required for the fashion world – both now and in the future.

collarts.edu.au/fashion-double-degree

AUDIO PRODUCTION / APPLIED BUSINESS (ENTERTAINMENT MANAGEMENT)

CRICOS Codes 096473F (3 years accelerated + accelerated),
104509F (4 years standard + accelerated), 104510B (4.8 years standard + standard)

This double degree is a blend of the Bachelor of Audio Production and the Bachelor of Applied Business (Entertainment Management). It's a carefully curated balance of advanced sound engineering, studio recording, and live production, with the strategic thinking, leadership, and business skills needed to thrive in the entertainment industry. Graduates are prepared to shape the future of music, media and live events with both technical mastery and business insight.

MUSIC PERFORMANCE / APPLIED BUSINESS (ENTERTAINMENT MANAGEMENT)

CRICOS Codes 096472G 3 years (accelerated + accelerated), 104511A (4 years standard + accelerated),
104512M (4.8 years standard + standard)

This double degree is a blend of the Bachelor of Music Performance and the Bachelor of Applied Business (Entertainment Management). It's a carefully curated balance of musicianship, stagecraft and creative collaboration, with the commercial knowledge, management expertise and ethical foundations required for the global entertainment landscape. Graduates are equipped to perform, lead and innovate across diverse music and business contexts.

APPLICATION PROCESS

INTAKES

Trimester 1: February
Trimester 2: June
Trimester 3: September

STEP 1: Application
Apply online at collarts.edu.au/apply

STEP 2: Documentation
- → Certified copy of transcripts and High School Certificate (translated if necessary)
- → English test results or alternative evidence of English proficiency
- → Certified copy of passport
- → Current visa (if applicable)
- → Genuine student requirement (If applicable)

STEP 3: Interview and/or Audition
- → **Interview**
  All courses

and

- → **Audition**
  Acting / Comedy / Music Performance

or

- → **Optional Portfolio**
  Animation / Game Design / Graphic & Digital Design / Interior Design / Photography

STEP 4: Offer
Receive a Letter of Offer

STEP 5: Acceptance
Return the signed Student Agreement so we can issue an invoice

STEP 6: Confirmation
Collarts will issue an Electronic Confirmation of Enrolment

STEP 7: Health Cover
Purchase Overseas Student Health Cover

STEP 8: Visa
Apply for your visa

STEP 9: See you in Melbourne!

Apply now →

ENTRY REQUIREMENTS

PROGRAM REQUIREMENTS

DIPLOMA & DEGREE PROGRAMS

International students must meet the following criteria:

- → Must be at least 18 years old at course commencement;
- → Successful completion of a senior secondary school certificate equivalent to Australian year 12;
- → English language requirements; and
- → Must attend a Collarts interview.

POSTGRADUATE PROGRAMS

- → Bachelor-level degree in cognate discipline; or
- → Bachelor-level degree in non-cognate discipline and portfolio of related work; or
- → 7 years of experience in a design or related field and a portfolio of related work.

ENGLISH LANGUAGE REQUIREMENTS

Our English requirement is an overall IELTS score of 6.0 (with no single band score below 6.0) for all the courses, except Journalism and New Media, or post-graduate programs, where students are required to have an overall IELTS score of 6.5 (with no single band score below 6.0).

Applicants may also provide the following as evidence of their English proficiency:

- → English Language Test: TOEFL, PTE, Cambridge English Test under 2 years old. Minimum results apply
- → Results of English subjects in a range of countries' secondary school certificate, A-Level or the International Baccalaureate.
  Please contact international@collarts.edu.au if you have any questions
- → Successful completion of an English course at any of our pathway providers.



SUPPORT

Students can access support and wellbeing services directly by contacting support@collarts.edu.au.

The support team are able to provide assistance with:

- → Academic support and exam preparation
- → Disability support
- → Wellbeing services
- → Free counselling
- → Stress management
- → CV and job interview preparation
- → Career and placement support

FEES & SCHOLARSHIPS

Collarts is proud to make creative arts education more accessible for international students. With scholarships in 2026 of up to AU$12,000 for bachelor degrees and AU$4,000 for diplomas, students can pursue their passion in Australia with greater support.

Eligibility criteria apply.

Fee information can be viewed at collarts.edu.au/study-information/fees

ARTICULATION PATHWAY PROVIDERS

PROVIDER	PATHWAY PARTNER PROGRAM	COLLARTS PROGRAM	CREDITS
GREENWICH Management College	Diploma of Business	Bachelor of Applied Business (Entertainment Management)	12
		Bachelor of Applied Business (Fashion Marketing)	12
	Diploma of Project Management	Bachelor of Entertainment Management	18
	Diploma of Leadership & Management	Bachelor of Applied Business (Entertainment Management)	12
		Bachelor of Applied Business (Fashion Marketing)	12
INSIGHT ACADEMY	Diploma of Business	Bachelor of Applied Business (Entertainment Management)	12
		Bachelor of Applied Business (Fashion Marketing)	12
	Diploma of Project Management	Bachelor of Applied Business (Entertainment Management)	12
	Advanced Diploma of Leadership & Management	Bachelor of Applied Business (Entertainment Management)	18
		Bachelor of Applied Business (Fashion Marketing)	12
	Advanced Diploma of Program Management	Bachelor of Applied Business (Entertainment Management)	12
		Bachelor of Applied Business (Fashion Marketing)	12
THAMES INTERNATIONAL	Year 1 & 2 of BA of Arts in Communication	Bachelor of Digital & Social Media	72
		Bachelor of Fashion Marketing (Branding and Communication)	48
		Bachelor of Fashion Marketing (Buying and Retail Management)	48
	Years 1 & 2 of BSc in Business administration Major in Marketing Management	Bachelor of Applied Business (Entertainment Management)	60
		Bachelor of Fashion Marketing (Buying and Retail Management)	48
		Bachelor of Fashion Marketing (Branding and Communication)	48
		Bachelor of Digital & Social Media	18

PROVIDER	PATHWAY PARTNER PROGRAM	COLLARTS PROGRAM	CREDITS
ilsc Greystone COLLEGE	Diploma of Business	Bachelor of Applied Business (Entertainment Management)	24
	Diploma of Business (Digital Transformation)	Bachelor of Applied Business (Entertainment Management)	18
	Diploma of Business (Organisational Development)	Bachelor of Applied Business (Entertainment Management)	24
	Diploma of Project Management	Bachelor of Applied Business (Entertainment Management)	24
	Diploma of Leadership & Management	Bachelor of Applied Business (Entertainment Management)	24
		Bachelor of Applied Business (Fashion Marketing)	6
	Diploma of Marketing & Communication	Bachelor of Applied Business (Entertainment Management)	24
		Bachelor of Fashion Marketing	18
	Advanced Diploma of Leadership & Management	Bachelor of Applied Business (Entertainment Management)	24
		Bachelor of Applied Business (Fashion Marketing)	18
	Advanced Diploma of Marketing & Communication	Bachelor of Applied Business (Fashion Marketing)	24
		Bachelor of Applied Business (Entertainment Management)	18
	Diploma of Digital Marketing	Bachelor of Applied Business (Fashion Marketing)	12
		Bachelor of Applied Business (Entertainment Management)	12



LANGUAGE PATHWAY PROVIDERS

DISCOVER ENGLISH
discoverenglish.com.au
CRICOS: 03262J

Cambridge FCE / EAP / Cambridge

IMPACT ENGLISH COLLEGE
impactenglish.edu.au
CRICOS: 02995B

IELTS, EAP, C1 Advanced (6.0 and 6.5) EAP,
IELTS Upper intermediate (6.0)

ILSC
www.ilsc.com
CRICOS: 02137M

EAP, IELTS Mastery (l4 Level) / (A1 Level)

GREENWICH ENGLISH COLLEGE
greenwichcollege.edu.au
CRICOS: 02672K

IELTS Preparation (6.0 or 6.5) / EAP / Cambridge FCE /
Cambridge CAE

NOTES

Salary ranges presented with courses are derived from Seek, SalaryExpert, and Glassdoor.
Industry snapshots are derived from Creative Victoria, jobsandskills.gov.au, Australian Government Department of Infrastructure, Transport, Regional Development, Communications, Sports and the Arts, Arts.gov.au, Australian Bureau of Statistics and other sources.

Information accessed Aug 2025 and are a guide only.

This course guide is made using 100% post-consumer recycled paper in a chlorine-free environment.

Australia's #1 Creative Arts Provider*



GET IN TOUCH

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Director of International Recruitment

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/collarts

@collarts

@collarts

/collarts

Collarts

All information is correct as of October 2025 and is subject to change.
See collarts.edu.au for up to date details.

Australian College of the Arts Pty Ltd

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