2016 Course Structure > Bachelor of Arts (Digital Design)

You are required to complete each year level before moving onto the next, studying each unit in sequential order as detailed below. The structure of the BA (Digital Design) incorporates a step by step framework designed to build your knowledge and enable you to successfully complete each unit’s tasks and learning outcomes before moving onto the next unit/level.

### BA (Digital Design)
**Single Major**

#### Level one: Pre Major
- **Core unit**
  - APC100 Academic and Professional Communication
  - VSW100 Art & Creativity
  - VAR100 Art and Design Fundamentals
  - VIS18 Historical Issues in Art and Design
- **Major unit**
  - DIG100 Animation Design Introduction
- **Elective unit**
  - Any OUA UG unit
- **Major unit**
  - DIG120 Animation and Special Effects Compositing
- **Elective unit**
  - Any OUA UG unit

#### Level two
- **Major unit**
  - DIG251 Internet Design Introduction
  - DIG252 Internet Design Interactivity
  - DIG271 Motion Graphics Design Introduction
  - DIG272 Universal Design Principles
- **Elective unit**
  - Any OUA UG unit

#### Level Three
- **Major unit**
  - DIG351 Internet Dynamic Environment Design
  - DIG352 Internet Delivery Design
  - DIG371 Advanced Animation
  - DIG372 Digital Portfolio Development
- **Elective unit**
  - Any OUA UG unit

*Note: The OUA electives must be completed at an undergraduate level.*