

at UNSW School of Art & Design







The School of Art & Design is part of the Faculty of Arts, Design & Architecture at UNSW. We're one of Australia's largest, most dynamic and diverse creative art and design schools. We offer more disciplines and interdisciplinary study opportunities than any other school in Australia.

Using the latest teaching methods, underpinned by leading-edge technology and an innovative learning environment, we hope to inspire a new generation of creative practitioners and thinkers. Our industry-relevant programs are based in studio practice, while our pioneering research ranges from immersive interactive environments, empowering Indigenous knowledges, to interrogating diverse global issues.

Our graduates secure careers in the cultural and creative industries across Australia and internationally, making contributions to some of the most influential and prestigious organisations shaping the world today. Our distinguished alumni include critically acclaimed artists, celebrated designers, and leaders of ground-breaking enterprises and renowned cultural institutions around the globe.



1st in Australia for research excellence and impact\*

QS World University Ranking 2024



Top 20 in the world

2025 QS World University Rankings\*



Highest median graduate salaries of Go8 universies.

QILT Graduate Outcomes Survey (medium-term), 2022



Most employable university

Australian Financial Review (AFR) Top 100 Future Leaders Awards for six consecutive years (2020-2025)

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# Our students

Undergraduate **Work Integrated Learning (WIL)** is offered to students nearing the completion of programs including:

- > Bachelor of Design in Integrated Design
- > Bachelor of Fine Arts in Animation and Moving Image
- Bachelor of Fine Arts in Art Theory
- > Bachelor of Fine Arts in Visual Arts

Postgraduate **Work Integrated Learning (WIL)** is offered to students in coursework programs including:

- Master of Animation and Visual Effects
- > Master of Curating and Cultural Leadership
- Master of Design
- > Master of Simulation and Immersive Technologies



Students undertake a range of disciplinary studies throughout their program, while also engaging with interdisciplinary perspectives and practices.

Design	Fine Arts/ Visual Arts	Animation and Visual Effects	Curating	Art Theory
<ul> <li>3D Visualisation</li> <li>Experience Design (Spatial)</li> <li>Fashion Design</li> <li>Graphic Design</li> <li>Interaction (UX) Design</li> <li>Object Design</li> <li>Textiles</li> </ul>	<ul> <li>Drawing</li> <li>Painting</li> <li>Photography</li> <li>Printmaking</li> <li>Sculpture</li> <li>Moving Image</li> </ul>	<ul> <li>Animation</li> <li>Visual Effects</li> <li>Moving Image</li> <li>Sound</li> <li>Game Art</li> <li>3D Visualisation</li> </ul>	<ul> <li>Curatorial Practice and Theory</li> <li>Cultural Leadership</li> <li>Museum Studies</li> <li>Cultural Policy</li> <li>Art Writing</li> <li>Audience Engagement</li> </ul>	<ul> <li>Art History</li> <li>Local and Global Art</li> <li>Art and Institutions</li> <li>Art and Embodiment</li> <li>Art and Technology</li> </ul>

# What is involved

WIL placements require 105 hours of professional engagement, performed part-time over ten weeks. Generally, this is aligned with UNSW's term dates, however we can accommodate requests for timing to align with a specific project.

#### Indicative term dates (2026):

- > Term 1: 16 February 24 April
- > Term 2: 1 June 7 August
- > Term 3: 14 September 20 November

#### Deadlines:

Host placement description submission: Advertised 4 – 6 weeks prior to the term

Student applications: Aligned with term-specific timelines

## Roles and responsibilities

#### Student

- Complete 105 hours
- Submit placement journal and critical reflection
- Adhere to WHS, codes of conduct and confidentiality

## Host

- Provide orientation, supervision, mentorship and resources
- Ensure safe workplace
- Understand students will not conduct the level of work expected of a full-time employee

### **UNSW Staff**

- Approve WIL agreements
- Monitor progress and resolve issues
- Support academic outcomes



# **WIL Studio**

Launched in 2025, our new WIL Studio provides a dedicated professional workspace on the UNSW Paddington campus. This collaborative working space is available for placements with organisations that don't have the infrastructure to offer workspace on site.

The WIL Studio simulates a work environment, with bookable desks, collaborative spaces and industry-relevant resources required to set students up for success. It is accessible to students and hosts during the placement dates for project work and meetings.

If your organisation is interested in hosting a WIL placement but doesn't have the infrastructure, the WIL Studio provides the opportunity to work with and mentor our students.

To enquire, contact ada-wil@unsw.edu.au





Interested in being a WIL Host?

If you're an organisation, institution or professional working in a field related to UNSW School of Art & Design's offerings in Fine Arts, Design, Curating and Cultural Leadership, and/or Animation and Visual Effects, contact <a href="mailto:ada-wil@unsw.edu.au">ada-wil@unsw.edu.au</a> to start the process.

#### **Application Process**

- 1. Host and WIL Team meet-up: We encourage a meet-up (virtual) before we enter into the agreement.
- 2. **Submission:** Complete an Opportunity Offer Form by term deadlines.
- **3. Student Matching:** Opportunities will advertised via our InPlace system. The host will interview students.
- **4. WIL Agreement:** Signed by host, student, and UNSW. In some cases, the Company Deed Poll will be required.
- **5. Enrolment:** Successful students will be enrolled in the course with tuition.

