COURSE OUTLINE

DES309 Design Capstone

School: School of Business and Creative Industries

2026 | Trimester 2

UniSC Sunshine Coast UniSC Moreton Bay	BLENDED LEARNING	Most of your course is on campus but you may be able to do some components of this course online.
Online	ONLINE	You can do this course without coming onto campus, unless your program has specified a mandatory onsite requirement.

Please go to unisc.edu.au for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

This course will help transition you from design student to design professional. You will create and exhibit a major capstone project for the annual UniSC Design Exhibition. This project and supporting design portfolio will showcase your creative work, strengths and skills. As a designer, it is important to possess strong communication and business skills to navigate the complexities of the contemporary art and design industry. This course places emphasis on developing an awareness of professional design industry, networks and practices, as well as entrepreneurial and personal development strategies.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled face to face workshops.	2hrs	Week 1	10 times
Fieldwork – Scheduled face to face field trip	2hrs	Week 5	2 times
ONLINE			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled online workshops (Recorded).	2hrs	Week 1	10 times
Fieldwork – Scheduled virtual field trips (Recorded).	2hrs	Week 5	2 times

1.3. Course Topics

Design exhibitions

Art and design curation

Industry engagement

Industry partnerships

Portfolio development

Design research

Grants and community partnerships

Capstone projects

Intellectual property and design ethics

Inclusive design

Professional pathways in design

2. What level is this course?

300 Level (Graduate)

Demonstrating coherence and breadth or depth of knowledge and skills. Independent application of knowledge and skills in unfamiliar contexts. Meeting professional requirements and AQF descriptors for the degree. May require pre-requisites where discipline specific introductory or developing knowledge or skills is necessary. Normally undertaken in the third or fourth full-time study year of an undergraduate program.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES On successful completion of this course, you should be able to...		GRADUATE QUALITIES Completing these tasks successfully will contribute to you becoming...
1	Produce a professional portfolio and CV for an industry design project or organisation	Engaged
2	Interpret and reflect on legal, ethical and professional practice frameworks that are relevant to a specific design industry	Ethical
3	Demonstrate graduate level design thinking and advanced communication skills and practices.	Empowered
4	Demonstrate critical and creative thinking and skills in synthesising and transforming research and ideas into an original and convincing outcome	Creative and critical thinker Empowered Engaged
5	Demonstrate interdisciplinary knowledge and skills to position design practice in diverse environments, challenges and contexts	Creative and critical thinker
6	Develop culturally sensitive design skills that respond to place, embrace sustainability, and acknowledge Indigenous protocols and perspectives	Ethical Sustainability-focussed
7	Develop advanced project management skills to work collaboratively to produce a professional design exhibition	

5. Am I eligible to enrol in this course?

Refer to the UniSC Glossary of terms for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

Completed 192 units

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. Specific assumed prior knowledge and skills (where applicable)

In order to produce a professional standard portfolio, students must have developed a substantial body of creative work throughout their design degree. They must also have acquired the necessary software skills to independently produce a book, website or show reel, depending on their discipline.

5.5. Microcredential Information

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

In week 3, students will prepare and present their draft work in a formal group critique session where they will receive formative peer and tutor feedback. Throughout the semester, general feedback and/or one-on-one consultations will be offered on a weekly basis in class.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Creative, and Written Piece	Individual	20%	Creative branding portfolio and 250 words	Week 4	Online Submission
All	2	Artefact - Creative, and Oral	Individual	30%	10 minute oral presentation or interview, 2 page CV and 500 word report	Week 9	In Class
All	3	Artefact - Creative	Individual	50%	Capstone project (format negotiated with your tutor) and professional portfolio.	Week 12	In Class

All - Assessment Task 1: Personal Branding and Rationale

GOAL:	The goal of this task is for you to explore and develop your personal brand and identity as a designer.
PRODUCT:	Artefact - Creative, and Written Piece
AUTHORSHIP STATEMENT:	
FORMAT:	You will produce a professional identity that can be applied across a range of media specific to your design discipline. This task prepares you for starting your own business or applying for jobs in the design industry. The media and artefacts you include in your branding portfolio can be negotiated with your tutor. The final submission will include a cohesive portfolio that reflects your ethics and values as a designer.

CRITERIA:

No.		Learning Outcome assessed
1	Develop an original visual identity that reflects on your ethics and values as a designer	2 3
2	Reflect on legal, ethical and intellectual property rights involved with creative branding	2
3	Communication and originality in final design outcomes	3 4

GENERIC SKILLS:	Communication, Organisation, Information literacy

All - Assessment Task 2: Transitioning to Industry

GOAL:	This task will help you prepare for your transition from university to a professional design career. You will research and evaluate a particular segment of the design industry that you are interested in and produce a digital resume (CV) specifically catering to that area/company that will form the basis for a simulated interview or design pitch.
PRODUCT:	Artefact - Creative, and Oral
AUTHORSHIP STATEMENT:	
FORMAT:	You will research a specific project, studio, agency, grant or client of your choice that aligns with your discipline and career interests. This will form the basis of your simulated interview or design pitch. You will prepare a written (500 word) report explaining the reasons for your choice along with findings of your research, including philosophy and culture, position in the industry and any other information relevant to your oral presentation or interview. You will prepare a 2-page digital CV showcasing your skills, experience, qualifications and examples of your work in an appropriate format to your discipline. You will submit this on Canvas. During the oral presentation you will present your work in a simulated interview and/or design pitch, and answer questions related to your selected company, client or project. Further information and requirements are available on Canvas.

CRITERIA:

No.		Learning Outcome assessed
1	Depth of knowledge of your chosen studio, project, company or client	1 2
2	Quality of content and final work included in CV and interview	1 3
3	Professional presentation and communication	3 4
4	Ability to meet the requirements set in the project brief in a professional manner	4

GENERIC SKILLS:	Communication, Collaboration, Problem solving, Information literacy

All - Assessment Task 3: Capstone Design Project and Professional Portfolio

GOAL:	Create an original capstone design project for the graduate exhibition in the UniSC Art Gallery, supported by an industry-standard professional portfolio that showcases your creative practice, skills and disciplinary strengths. This task represents the culmination of your degree and demonstrates your readiness for professional creative practice.
PRODUCT:	Artefact - Creative
AUTHORSHIP STATEMENT:	
FORMAT:	You will research, design and deliver an original creative project for the graduate exhibition in the UniSC Art Gallery. Your capstone project should showcase your capabilities as a designer and reflect the skills, methods and creative direction you have developed throughout your degree. Your capstone project may be produced in any creative medium, and must be delivered to a professional standard suitable for installation and exhibition in a professional gallery environment. Alongside the creative work, you will produce an industry-standard professional portfolio featuring 3–5 curated projects created throughout your studies. Your portfolio should demonstrate the depth and breadth of your design practice and present your work in a clear, polished and professional format suitable for industry audiences. An essential part of this task is your active contribution to the graduate exhibition. Your capstone project will be displayed as part of a group exhibition open to invited industry professionals, staff, peers and the local community. The success of the exhibition relies on individual commitment and effective teamwork. You are required to participate in the planning and development of the exhibition and assist with tasks such as installation, marketing and design as part of exhibition teams. Further requirements, discipline-specific guidelines and exhibition information and timelines are provided in the Assessment 3 folder on Canvas.
CRITERIA:	**No.** / **Learning Outcome assessed** 1 — Produce an original capstone project and design portfolio — 1 2 — Demonstrate graduate level design thinking, effective teamwork and advanced communication skills in the development of the exhibition and capstone project — 3 3 — Apply critical and creative thinking in the development and delivery of an original capstone project and portfolio — 4 4 — Effective approaches to collaboration and contributions to the final exhibition — 4 5 6 7
GENERIC SKILLS:	

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site– Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

> There are no required/recommended resources for this course.

8.2. Specific requirements

Nil

9. How are risks managed in this course?

Risk assessments have been performed for all field activities and low to moderate levels of health and safety risk exists. Moderate risks may include working in an Australian bush setting, working with people, working outside normal office hours for example. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the online induction training for students, and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

10.2. Assessment: Additional Requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:
(a) The final mark is in the percentage range 47% to 49.4%; and
(b) The course is graded using the Standard Grading scale

10.3. Assessment: Submission penalties

Late submissions may be penalised up to and including the following maximum percentage of the assessment task's identified value, with weekdays and weekends included in the calculation of days late:
(a) One day: deduct 5%;
(b) Two days: deduct 10%;
(c) Three days: deduct 20%;
(d) Four days: deduct 40%;
(e) Five days: deduct 60%;
(f) Six days: deduct 80%;
(g) Seven days: A result of zero is awarded for the assessment task.

The following penalties will apply for a late submission for an online examination:
Less than 15 minutes: No penalty
From 15 minutes to 30 minutes: 20% penalty
More than 30 minutes: 100% penalty

10.4. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching

10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The Student Charter sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.6. General Enquiries

For course-specific questions, contact your teaching staff or Course Coordinator.

For other enquiries or to access support, please contact Student Central:

- UniSC Student Central
- UniSC Adelaide Student Central