The workplace of the future will look different from today’s. Are you ready?

At Flinders, we’re constantly developing new course offerings and fine-tuning our degrees to ensure you’re prepared for this change.

You’ll gain specialised skills and knowledge in your chosen field plus develop abilities in independent thinking, communication, collaboration, ethics and creativity – qualities that will prepare you to become an expert and innovator in your field.

Whether you’d like to excel in a profession, pursue research that makes a difference, or forge an entirely new path, Flinders gives you the confidence to achieve your ambitions. It all starts with a Flinders degree.

flinders.edu.au/newcourses

Tomorrow’s careers today

Nursing/Letters (Health) Combinations

Hold life and health in your hands.

Bachelor of Nursing (Pre-registration)
Combined with Bachelor of Letters (Health): Ageing, Disability, Health Education/Promotion, or Nutrition

SATAC CODE 214313
DURATION 4 years full-time (or equivalent part-time)

Nurses are multifaceted professionals who play an important role in health promotion, maintenance and education, as well as in traditional patient care and the restoration of health. These combined degrees aim to prepare you to become a nurse who: has a clear understanding of the professional requirements of nursing, can be reflective about your practice, has further knowledge of one of the key aspects of health, and has well-developed clinical reasoning skills.

WHAT YOU WILL STUDY
By studying a Bachelor of Nursing (Pre-registration)/Bachelor of Letters (Health), you can follow your interests and aspirations to enhance your career prospects. You will undertake core topics in health practitioner practice, social analysis of health and social health research, plus topics from within one of the streams below:

• Ageing – choose from a range of topics including foundation skills in ageing studies, enhancing life with meaningful activities, quality care and support for people with dementia, enabling environments for older people, and age as an asset: productive ageing.

• Disability – choose from a range of topics including perspectives on disability and rehabilitation, lifespan development, health issues and disability, human diversity and interpersonal and group skills, and communication and language.

• Health education/promotion – choose from a range of topics including health promotion for health professionals, project management for health promotion, contemporary issues in health service management, and health: a psychological perspective.

• Nutrition – choose from a range of topics including the Australian table: an introduction to food and food culture; food systems; nutrition; physical activity and health; nutrition across the lifecycle; individual, social and environmental perspectives on food consumption; and nutrients role and function.

You may also be interested in...
You can also study the three-year Bachelor of Nursing (Pre-registration) (SATAC code: 214311) or the Bachelor of Nursing (Pre-registration) (Riverland) (SATAC code: 214312).

SATAC CODE 214313
DURATION 4 years full-time (or equivalent part-time)
Tourism & Events

Bachelor of Tourism and Events

SATAC CODE 224001
DURATION 3 years full-time (or equivalent part-time)

Combined with Bachelor of Arts, Business, Business (Human Resource Management), Business (Innovation and Enterprise), Business (International Business), Business (Management), Business (Marketing), or Languages

WHAT YOU WILL STUDY
First year comprises topics in marketing, tourism studies, academic and professional communication, introduction to events, and options from topics in media and society, Aboriginal studies, or environment and society. Second and third year comprises topics in event design and management, business planning and innovation, tourism planning and development, contemporary issues in tourism, events tourism research, digital graphic design, and options from topics in cultural policy, arts and festival performance and curation, social media marketing, and Australian studies. You will also complete either a research project or an international/community project and also undertake a professional experience placement of four weeks in duration.

SATAC CODE 224002
DURATION 4 years full-time (or equivalent part-time)

Creative Arts (Enterprise)

Bachelor of Creative Arts (Enterprise)

SATAC CODE 224121
DURATION 3 years full-time (or equivalent part-time)

WHAT YOU WILL STUDY
With a focus on cultural tourism and festival and event design, this degree has been built with industry input and examines the issues, trends and approaches in the global tourism and events industry. It prepares you for exciting careers in tourism, festivals and events management.

WHAT YOU WILL STUDY
First year comprises topics in marketing, tourism studies, academic and professional communication, introduction to events, and options from topics in media and society, Aboriginal studies, or environment and society. Second and third year comprises topics in event design and management, business planning and innovation, tourism planning and development, contemporary issues in tourism, events tourism research, digital graphic design, and options from topics in cultural policy, arts and festival performance and curation, social media marketing, and Australian studies. You will also complete either a research project or an international/community project and also undertake a professional experience placement of four weeks in duration.

WHAT YOU WILL STUDY
With the cultural and creative industries accounting for 3% of world GDP and employing 29.5 million people*, our new degree prepares you for global careers in the creative arts and cultural enterprises.

Developed with input from leading industry practitioners, this degree takes a contemporary arts practice and industry-focused approach to deliver entrepreneurship, arts and festival management, creative computing and cultural policy education for the local and global creative arts and cultural industries. Strong industry involvement ensures you will benefit from practical experiences, hands-on projects, design thinking and direct contact with practitioners and industry.

* worldcreative.org

ADMISSION PATHWAYS
In addition to direct entry, you can also study the Bachelor of Media Arts (SATAC code: 224731) or the Bachelor of Arts (SATAC code: 214031) as a pathway to this degree.
With a focus on developing the range of creative, practical, critical and collaborative skills necessary to pursue a career in visual effects and entertainment design, our degree equips you with the professional skills of digital media production and a broad knowledge of screen media.

WHAT YOU WILL STUDY
You will learn from academic staff and current industry professionals in an intense learning environment. This gives you the opportunity to develop skills in a range of areas suitable to your interests and skills, such as 2D and 3D animation, game art, and entertainment design with CDW Studios. You will complete a range of other electives, including opportunities to work with a number of our partners in game art, animation and visual effects while working in a collaborative environment. Based on industry practices, this environment enables you to put your skills and creative intelligence into practice in real-life ‘pipelines’. At the completion of the degree, you will have a collection of your creative achievements (e.g. short films, animations, graphic novels and games) for a professional portfolio. You will have the opportunity to learn from and work with industry leaders, which will help you to gain employment in the arts, entertainment and communication industries. Graduates may also pursue entrepreneurial ventures in the media industry.

As a student in the honours stream, you will devise, develop and deliver a major project in digital media in your fourth year.

ADMISSION REQUIREMENTS
Bachelor of Creative Arts (Visual Effects and Entertainment Design) (Honours): Direct-entry applicants (SATAC code: 224131/224171) are required to submit a written statement, CV and a portfolio.

Bachelor of Creative Arts (Visual Effects and Entertainment Design) (VET pathway) (SATAC code: 224161): Only open for students transitioning with a VET qualification such as the Advanced Diploma of Screen and Media, including Specialising in Game Art or CGI and Visual Effects; Diploma of Screen and Media; or the Diploma of Digital and Interactive Games. No written statement, CV or portfolio is required.

ADMISSION PATHWAYS
Students who have not been successful in gaining entry to this degree can study appropriate topics in the first year of the Bachelor of Media Arts (SATAC code: 224731) and apply for transfer at the end of their first year of study.

Boost your career options in communications.

Bachelor of Media and Communication
SATAC CODE: 224151
DURATION: 3 years full-time (or equivalent part-time)

Bachelor of Media and Communication
SATAC CODE: 224131
DURATION: 4 years full-time (or equivalent part-time)

Combined with Bachelor of Sport, Health and Physical Activity
SATAC CODE: 224152
DURATION: 4 years full-time (or equivalent part-time)

WHAT YOU WILL STUDY
You will learn how to write for online environments, advertising, technical purposes, public relations, and corporate purposes. In addition, you will take topics in communication, multimedia production, digital graphic design, publishing, editing, marketing, media, and business. In first year, you will undertake topics in visual communication, marketing and professional writing. In second and third years, you will undertake topics in graphic design, social media, social media editing, and multimedia, and further topics in professional writing. Throughout the degree, you will undertake industry-related projects where you can apply the skills you’re developing.

ADMISSION PATHWAYS
You can also study the Bachelor of Media Arts (SATAC code: 224731) or the Bachelor of Arts (SATAC code: 214031) as a pathway to this degree.
Bachelor of Science (Palaeontology)

Focussed on uncovering long-buried secrets that deepen our understanding of how life on Earth evolved, our palaeontology degree provides you with in-depth knowledge and appreciation of the Australian fossil record and a broad-based foundation in palaeontology and allied disciplines. You will also develop a range of transferable research, analytical and communication skills.

This is the first and only palaeontology named degree in Australasia and is taught at the purpose-built Flinders Palaeontology Laboratory. You will collaborate in our state-of-the-art, purpose-built hub. With world-class facilities and Australia’s largest palaeontology academic and research team, we see regular ground-breaking discoveries that attract international attention.

WHAT YOU WILL STUDY
Our degree integrates specialist palaeontology topics with those in biodiversity and conservation, biological diversity, earth and environmental science and biostatistics. Second year comprises topics in archaeology of the First Australians, human evolution and fossil record, animal diversity, and geological processes. Topics in human impacts and biodiversity, vertebrate palaeontology, global climate change, and the geology of Australia are also available in third year. Elective topics are offered in archaeology, marine biology, animal behaviour, research, ecology, and coastal environments. As a student in the honours stream, you will undertake a research project and further advanced level coursework. During this year, you are able to work closely with leading academics and research staff. Students present the results of their research in a thesis and a seminar.

ADMISSION PATHWAYS
In addition to direct entry, you can also study the Bachelor of Science (SATAC code: 234511) as a pathway to this degree.

Bachelor of Information Technology (Simulation and Serious Games)

SATAC CODE 224061
DURATION 3 years full-time (or equivalent part-time)

SATAC CODE 224051
DURATION 4 years full-time (or equivalent part-time)

WHAT YOU WILL STUDY
Get serious about a career in simulation and gaming.

Bachelor of Information Technology (Simulation and Serious Games)

Built on providing the skills required for games design, this degree prepares you to work in the serious gaming*, training/education, entertainment gaming and defence industries. Serious games are an important tool for modelling real-life scenarios for training, problem solving and research in a variety of fields. Developing games requires an understanding of core computing and mathematical knowledge, as well as an appreciation of human factors and interactions in such systems. Having an understanding of the role of engaging, interactive storytelling in such contexts provides an experience that aids in learning and successful outcomes.

The skills developed in these degrees open up employment opportunities in the serious games, training, education, defence, information technology and entertainment games industries. * gamesforchange.org

ADMISSION PATHWAYS
In addition to direct entry, you can also study the Bachelor of Information Technology (SATAC code: 214201) as a pathway to this degree.
Responding to the increasing demand for outdoor education practitioners, this degree aims to provide you with an understanding of the significance of sport and physical activity within the context of a healthy lifestyle and to become an effective professional in outdoor education, sport and physical activity. It also equips you with a wider knowledge base by combining the study of outdoor education, sport and physical activity with other areas including health and nutrition, tourism, business and disability.

The degree will prepare you for a career in the outdoor education and development, recreation management, sport development, leisure, health, sport and event management industries.

WHAT YOU WILL STUDY
You will undertake core sports- and health-based topics in combination with topics in business, tourism, nutrition and health sciences. The degree structure offers you the opportunity to develop skills and knowledge in areas such as environmental education leadership training, adventure tourism and adventure, sport coaching, physical activity, sport for community development, and social inclusion purposes.

Core (compulsory) topics include: sport in society, nutrition, physical activity and health, facilitating learning and development in outdoor environments, outdoor activity leadership, outdoor adventures, sport and physical education, marketing principles, introduction to sport coaching, management and administration, exercise physiology for physical educators, psychology of sport participation, and performance and nutrition for sports performance.

In the final year of the degree, you will be required to complete an industry placement/project. This degree will provide graduates with the theoretical and practical knowledge, skills and industry contacts required to enter a sports-related field of employment.

YOU MAY ALSO BE INTERESTED IN:
You can also study the Bachelor of Sport, Health and Physical Activity (SATAC code: 224741). This degree can also be combined with Business (Management) or Business (Marketing) (SATAC code: 224742), Media and Communication (SATAC code 224152) and the Bachelor of Psychological Science (SATAC code 224941).
The Flinders experience gives you the space and flexibility to choose your path and the confidence to build your own future.

Your journey will be undertaken in state-of-the-art facilities that stimulate learning and encourage you to share ideas with like-minded individuals who support and challenge you.

For a taste of the Flinders experience and to discover our campuses, take our virtual reality tour.

flinders.edu.au/experience

Open Day in the Student Hub and Plaza, Bedford Park