

AQF LEVEL	AQF LEVEL 9 CRITERIA –		PROGRAM LEARNING OUTCOMES
MASTERS DEGREE (COURSEWORK)			
PURPOSE	The Masters Degree (Coursework) qualifies individuals who apply an advanced body of knowledge in a range of contexts for professional practice or scholarship and as a pathway for further learning.		
KNOWLEDGE	Graduates of a Masters Degree (Coursework) will have: <ul style="list-style-type: none"> ▪ a body of knowledge that includes the understanding of recent developments in a discipline and/or area of professional practice ▪ knowledge of research principles and methods applicable to a field of work and or learning 	Graduates of the Master of Interactive Media will have: <ul style="list-style-type: none"> ▪ body of knowledge that includes the advanced, integrated and specialised understanding of recent developments in professional practices for multi platform interactive media; and ▪ knowledge of methods and principles for research and further learning applicable to professional practices for a multi platform discipline. 	
SKILLS	Graduates of a Masters Degree (Coursework) will have: <ul style="list-style-type: none"> ▪ cognitive skills to demonstrate mastery of theoretical knowledge and to reflect critically on theory and professional practice or scholarship ▪ cognitive, technical and creative skills to investigate, analyse and synthesise complex information, problems, concepts and theories and to apply established theories to different bodies of knowledge or practice ▪ cognitive, technical and creative skills to generate and evaluate complex ideas and concepts at an abstract level 	Graduates of the Master of Interactive Media will have expert, specialised cognitive and technical skills in interactive media enabling them to independently: <ul style="list-style-type: none"> ▪ investigate, analyse and synthesise complex information, problems, concepts and techniques demonstrate mastery of theoretical knowledge ▪ research established theories and practices in interactive media and apply these to their own professional practice ▪ utilise high level written, oral and media communication skills to interpret and clearly present knowledge and ideas about interactive media to specialist and non-specialist audiences contributing to the professional practice of interactive media. 	

**APPLICATION OF
KNOWLEDGE &
SKILLS**

<ul style="list-style-type: none"> ▪ communication and technical research skills to justify and interpret theoretical propositions, methodologies, conclusions and professional decisions to specialist and non-specialist audiences ▪ technical and communication skills to design, evaluate, implement, analyse and theorise about developments that contribute to professional practice or scholarship 	
<p>Graduates of a Masters Degree (Coursework) will demonstrate the application of knowledge & skills:</p> <ul style="list-style-type: none"> ▪ with creativity and initiative to new situations in professional practice and/or for further learning ▪ with high level personal autonomy and accountability ▪ to plan and execute a substantial research-based project, capstone experience and/or piece of scholarship 	<p>Graduates of the Master of Interactive Media will demonstrate the application of knowledge & skills to:</p> <ul style="list-style-type: none"> ▪ work creatively, autonomously and professionally in undertaking new situations in interactive media tasks ▪ work independently with initiative and judgement in applying interactive media to their professional practice ▪ plan and execute a substantial research project and communicate the results effectively.