

Program Overview

Program Code	Total Subjects	Intake	Duration	Program Structure
CO-00018	9	J/M/S	2 Semesters	80 Credit Points

Available	Code	Title	Assumed Knowledge	Requisite
J/M/S	BCAS01-020	Academic Skills		
Note: BCAS01-020 is a \$0, 0 credit point subject. It must be taken in the first semester				
J/M/S	BCDP02-101	Critical Thinking and Communication		
J/M/S	BCDP02-102	Collaboration, Teams and Leadership	BCDP02-101	
J/M/S	BCDP02-103	Responsibility, Integrity and Civic Discourse	BCDP02-101 & BCDP02-102	
J/M/S	BCDP02-062	Understanding Buildings 1		
J/S	BCDP02-027	Sustainable Development and Society		
M/S	BCDP02-056	Transforming Places		
J/S	BCDP02-058	Land Economy and the Environment		
M	BCDO02-065	Principles of Property Valuation		
J/M	BCDP02-036	Planning Process		

For students commencing in:

January 2023

Semester 1 (231)	
BCAS01-020	Academic Skills
BCDP02-101	Critical Thinking and Communication
BCDP02-062	Understanding Buildings 1
BCDP02-036	Planning Process
BCDP02-058	Land Economy and the Environment

Semester 2 (232)	
BCDP02-102	Collaboration, Teams and Leadership
BCDP02-103	Responsibility, Integrity and Civic Discourse
BCDP02-056	Transforming Places
BCDP02-065	Principles of Property Valuation

May 2023

Semester 2 (232)	
BCAS01-020	Academic Skills
BCDP02-101	Critical Thinking and Communication
BCDP02-062	Understanding Buildings 1
BCDP02-036	Planning Process
BCDP02-065	Principles of Property Valuation

Semester 3 (233)	
BCDP02-102	Collaboration, Teams and Leadership
BCDP02-103	Responsibility, Integrity and Civic Discourse
BCDP02-056	Transforming Places
BCDP02-027	Sustainable Development and Society

September 2023

Semester 3 (233)	
BCAS01-020	Academic Skills
BCDP02-101	Critical Thinking and Communication
BCDP02-062	Understanding Buildings 1
BCDP02-056	Transforming Places
BCDP02-027	Sustainable Development and Society

Semester 1 (241)	
BCDP02-102	Collaboration, Teams and Leadership
BCDP02-103	Responsibility, Integrity and Civic Discourse
BCDP02-036	Planning Process
BCDP02-058	Land Economy and the Environment