

# COURSE STRUCTURE

## Entertainment Business Management

### INTAKES

- February, June, September

### DIPLOMA

- Diploma of Entertainment Business Management
- 2 trimesters

### BACHELOR

- Bachelor of Entertainment Business Management
- 6 trimesters

○ — DIPLOMA — ○

○ — BACHELOR — ○

TRIMESTER  
**01**

**EBM201**  
Entertainment History

**EBM202**  
Producing Creative Projects 1  
[Visual & Brand Fundamentals]

**EBM203**  
The Scope of Entertainment Business

**EBM204**  
Introduction to Events

TRIMESTER  
**02**

**EBM205**  
Entertainment Marketing

**EBM206**  
Talent Discovery & Development  
[A&R]

**EBM207**  
Copyright and Publishing

**EBM208**  
Intermediate Event Management

*Students who meet all criteria may exit here with a Diploma of Entertainment Business Management*

TRIMESTER  
**03**

**EBM301**  
Entertainment Business Finance

**EBM308**  
Producing Creative Projects 2  
[Audio & Consumer Content]

**EBM408**  
Trend Forecasting

**EBM303**  
Talent Management

TRIMESTER  
**04**

**EBM306**  
Tour Management

**EBM403**  
Creative Development Hub

**EBM305**  
Business Planning and Funding

**EBM302**  
Producing Creative Projects 3  
[Transmedia & Professional Content]

TRIMESTER  
**05**

**EBM401**  
Major Project 1

**EBM402**  
Strategic Public Relations

**EBM307**  
Advanced Event Management

Elective:  
Choose one

TRIMESTER  
**06**

**EBM405**  
Major Project 2

**EBM406**  
Deal Making

**EBM407**  
Festival Management

**EBM410**  
Digital Commerce

*Students who meet all criteria may graduate here with a Bachelor of Entertainment Business Management*

### Elective Options

**EBM404**  
Talent Management 2 EBM303

**EBM309**  
EDM & DJ Management

**EBM409**  
International Tour Planning EBM306

### Special Options by Application:

**COL400**  
International Study Tour

**COL401**  
Internship

**COL402 [T6 ELECTIVE ONLY]**  
E-Portfolio

### PREREQUISITES

- Prerequisites for a unit are shown in small font, example:

**UNIT CODE**  
Unit of study title

PREREQUISITE CODE