



## **Budgeting for your course** **Master of Design**

### **Computer**

It is not compulsory to have your own computer, as we have computers available in our laboratories as well as in the library. However you may find it easier to complete your work if you have regular access to one. An internet connection is also highly recommended. If unsure of your needs, you should wait until the course has begun before making a decision about what to purchase.

When purchasing software, you should take care to buy software versions compatible with those available at the college. Consult your lecturer and the software retailer. Most programs used by Raffles College are available at “educational” prices.

Raffles College strongly condemns software piracy.

### **USB Drive**

Raffles College does not guarantee the safety of files left on its computers. You should keep your work on your own USB drive.

### **Text Books**

While one copy of each prescribed textbook is kept in the Library, it is compulsory that all students make sure they have organised access to these books for the duration of their course, either by borrowing, purchasing or photocopying the relevant sections. This is your responsibility. It is therefore strongly recommended that you purchase required texts to avoid disappointment, as the library’s open reserve system is heavily in demand, and cannot always guarantee that you will be able to access books at the very time you require them. Text book lists are provided at orientation.

### **Miscellaneous**

You will be required to take notes and will need note books or lecture pads. From time to time you will also need to purchase other materials or go on excursions. These may involve a nominal cost.

### **A note about Semester 3**

Depending on whether you take the Project, Practice or Dissertation streams, your cost for the final semester will be different. Bear in mind that practical subjects usually incur additional material costs. Please discuss this with your lecturer if you have any concerns.