COVER SHEET

Article by Robert Webb
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Entering the Real World

Priding itself on being a ‘University for the Real World', Queensland University of Technology (QUT) practises what it preaches. In a move to bring its surveying students in the School of Planning, Landscape Architecture & Surveying up to speed with the real-life work force environment, QUT has recently installed 30 licences of 4D Model. Thirty additional licences have been provided to the School of Civil Engineering.

The software is fast becoming an industry standard, a factor recognised by QUT as 4D's use in Queensland has been spearheaded by major organisations such as Queensland Department of Main Roads, and Brisbane City, Gold Coast City and Maroochy Shire Councils. 4D Model had also been in use in the QUT School of Civil Engineering for two years.

Associate Professor, Brian Hannigan, previously Head of the School of Planning, Landscape Architecure and Surveying but recently retired, said, “If we want our students to relate to the work, and the ways of working of potential employers, we need to offer them the means to emulate that. 4D Model is a case in point.”

Professor Hannigan said the software was initially being used by 150 undergraduate and 20 postgraduate students for urban design, surveying and mapping disciplines. It’s main use is in the land subdivision industry, primarily for road design. However, it would move into other disciplines within the curriculum which encompasses environmental and settlement planning and design, including urban and regional planning, and landscape architecture, he said

The Surveying curriculum is described as training in the gathering, processing, analysing and presentation of data about the earth's physical and constructed features. Students are educated in the production of plans, maps or three-dimensional digital models of existing land features or proposed designs which present solutions to complex engineering, environmental and sociological challenges.

“Student feedback, even in the first few days of implementation, and by those not particularly computer literate, has been very good. They've found the software very easy to use,” Professor Hannigan said.
“It's had a very favourable reaction in comparison to other packages, partly because it is Windows-based and easy to follow. Also it is fast, can be easily customised, and includes a powerful programming language which allows students to build their own options from its extensive programming library," he said.