Bachelor of Information Technology Suggested Study Plan for Semester 2 Start (BInfTech)

THE UNIVERSITY OF QUEENSLAND

Major in User Experience Design + Minor in Computer Systems

Valid from 2021

1	The tab	ble below shows the require	d: Compulsory Courses	Major Courses	Ainor Courses
Y1	S2	CSSE1001 Introduction to Software Engineering	INFS1200 Introduction to Information Systems	MATH1061 Discrete Mathematics	
	S1	DECO1100 Design Thinking	DECO1400 Introduction to Web Design	CSSE2010 Introduction to Computer Systems	
Y2	S2	COMP2140 Web & Mobile Programming	DECO1800 Design Computing Studio 1: Interactive Technology	DECO2800 Design Computing Studio 2: Testing & Evaluation	CSSE2310 Computer Systems Principles and Programming
	S1	DECO2200 Graphic Design	DECO2500 Human-Computer Interaction		Note: It is recommended to enrol in DECO2800
Y3	S2	DECO2300 Digital Prototyping	DECO3500 Social & Mobile Computing	DECO3801 Design Computing Studio 3: Build	after completing DECO1800. However, to fit this suggested study plan into 3 years, DECO2800 has
	S 1	DECO3800 Design Computing Studio 3: Propose	DECO3850 Physical Computing & Interaction Design Studio		been placed alongside DECO1800.



S1

Note, there are no remaining **Major Courses** for this major. Go to Step 3.



Choose **2** remaining **Minor Courses** for some free slots, accounting for prerequisites:

S1 COMS3200

S2 – – –





Fill the remaining free slots with **Program Electives** or **General Electives** from the <u>BInfTech program rules &</u> <u>requirements</u>.



Course offered in both Semester 1 & 2.

Students must follow the <u>program rules & requirements listed on the my.UQ website</u>. Future course offerings are subject to change. Seek academic advice if you are undertaking a dual degree, have any questions or if you fail any courses.

Study plan last modified: Tuesday, 8 March 2022