

### **Important Information**

It is your responsibility to ensure that you complete all the requirements for each component of this dual program in order to graduate with both degrees. The following information is designed to help you plan your enrolment to meet this goal.

### **Program Requirements**

The Program Rules outline the requirements to complete the dual program and should be read in conjunction with the course list for each component of the dual program. The program rules are available on <u>UQ's Programs and Courses</u> website for the program.

# **Program Guidelines**

Bachelor of Information Technology (BInfTech) component:

• Students must complete a major

Bachelor of Design (BDes) component:

Students must complete a major

#### Selecting Plans in mySI-net

A plan is a prescribed combination of courses within a program being either a field of study, major, extended major, specialisation, minor or extended minor.

Ensure the plans for your program are correctly listed in <u>mySI-net</u>. If you require assistance selecting your plan(s), follow these <u>instructions</u>.

#### **Course Scheduling**

This planner is intended as a guide only and is based on current scheduling of courses. Students should note that scheduling can change from year to year. You are advised to check the scheduling for the current year and contact the relevant Faculty for advice if course scheduling has changed.

#### **Exiting Early**

Students exiting early with one component of a dual degree must complete the single degree requirements of that component. Students will then be required to follow the single degree rules to complete the remaining component from that dual degree.

#### **Global Experience**

If you are planning on completing an overseas exchange, you may have to amend this plan. Students who would like an exchange experience in their program are encouraged to seek advice early in their program and be aware of the exchange deadlines: <u>https://employability.uq.edu.au/global-experiences.</u>

## **Require Further Assistance?**

If you require assistance planning your program or have concerns about meeting program requirements, contact the relevant Faculty for advice:

Program	Faculty	Contact Information
Bachelor of Information Technology	EAIT Faculty	enquiries@eait.uq.edu.au
Bachelor of Design	EAIT Faculty	enquiries@eait.uq.edu.au



## **Study Planners**

- 1. <u>Semester 1 Commencement | Full Time Study Planner BinfTech User Experience Design Major & BDes Digital</u> <u>Media & Cultures Major</u>
- 2. <u>Semester 2 Commencement | Full Time Study Planner BinfTech User Experience Design Major & BDes Digital</u> <u>Media & Cultures Major</u>



## Semester 1 Commencement | Full Time Study Planner

BACHELOR OF INFORMATION TECHNOLOGY (User Experience Design)					<b>BACHELOR OF DESIGN</b> (Digital Media & Cultures)		
		Course Code	Course Name	Units	Course Code	Course Name	Units
	Semester 1	DECO1100	Design Thinking	2	DSGN1100	Design: Interaction	2
ar 1		DECO1400	Introduction to Web Design	2	DSGN1500	Design for a Better World	2
Year	Semester 2	INFS1200	Introduction to Information Systems	2	DSGN1200	Design: Experience	2
		MATH1061	Discrete Mathematics	2		Digital Media & Cultures Level 1 Elective	2
	ster 1	CSSE1001	Introduction to Software Engineering	2	DSGN2100	Design: Organisation	2
ar 2	Semester	DECO2500	Human-Computer Interaction	2	COMU1500	Introduction to Digital Cultures	2
Year	Semester 2	COMP2140	Web/Mobile Programming	2	DSGN2200	Design: Environment	2
		DECO1800	Design Computing Studio 1 - Interactive Technology	2	COMU2150	Media and Identify	2
Ir 3	Semester 1	DECO2200	Information Visualisation	2	DSGN3100	Design: Infrastructure	2
		DECO3800	Design Computing Studio 3 – Proposal	2		Digital Media & Cultures Level 2 Elective	2
Year	ster 2	DECO2850	Design Computing Studio 2 – Interaction Design	2	COMU3300	Global Digital Cultures	2
	Semester	DECO2300	Digital Prototyping	2		Digital Media & Cultures Level 3 Elective	2
Year 4	ster 1	DECO2050	Dhusiael Commuting Studie	4		Digital Media & Cultures Level 2 Elective	2
	Semester	DECO3850	Physical Computing Studio	4		Digital Media & Cultures Level 3 Elective	2
	ster 2	DECO3801	Design Computing Studio 3 - Build	2	DSGN3200	Design: Systems	4
	Semester	DECO3500	Social & Mobile Computing	2	<b>D</b> 3313200		+



## Semester 2 Commencement | Full Time Study Planner

	BACHELOR OF INFORMATION TECHNOLOGY (User Experience Design)				<b>BACHELOR OF DESIGN</b> (Digital Media & Cultures)		
		Course Code	Course Name	Units	Course Code	Course Name	Units
F	Semester 2	CSSE1001	Introduction to Software Engineering	2	DSGN1200	Design: Experience	2
		INFS1200	Introduction to Information Systems	2		Digital Media & Cultures Level 1 Elective	2
Year	Semester 1	DECO1100	Design Thinking	2	DSGN1100	Design: Interaction	2
		DECO1400	Introduction to Web Design	2			
		MATH1061	Discrete Mathematics	2			
	Semester 2	COMP2140	Web/Mobile Programming	2	COMU2150	Media and Identity	2
r 2		DECO1800	Design Computing Studio 1 - Interactive Technology	2		Digital Media & Cultures Level 3 Elective	2
Year	Semester 1	DECO2200	Information Visualisation	2	DSGN2100	Design: Organisation	2
		DECO2500	Human-Computer Interaction	2	DSGN1500	Design for a Better World	2
	Semester 2	DECO2850	Design Computing Studio 2 - Interaction Design	2	DSGN2200	Design: Environment	2
		DECO3500	Social & Mobile Computing	2			
ear 3		DECO2300	Digital Prototyping	2			
Ye	<del>, -</del>	Design Computing Studio 3 - Proposal	2	DSGN3100	Design: Infrastructure	2	
	Semester			COMU1500	Introduction to Digital Cultures	2	
					Digital Media & Cultures Level 2 Elective	2	
Year 4	Semester 2	DECO3801 Design Computing Studio 3 - Build	2	DSGN3200	Design: Systems	4	
				COMU3300	Global Digital Cultures	2	
	Semester 1	DECO3850 Physical Computing Studio	4		Digital Media & Cultures Level 3 Elective	2	
					Media and Digital Cultures Level 2 Elective course OR Media and Digital Cultures level 3 Elective Courses	2	