

## 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 [UQ's Programs and Courses](#) 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 [mySI-net](#). If you require assistance selecting your plan(s), follow these [instructions](#).

### 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: <https://employability.uq.edu.au/global-experiences>.

## 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. [Semester 1 Commencement | Full Time Study Planner – BinfTech User Experience Design Major & BDes Anthropology Major](#)
2. [Semester 2 Commencement | Full Time Study Planner - BinfTech User Experience Design Major & BDes Anthropology Major](#)

# Dual Degree Study Planner

## Bachelor of Information Technology / Bachelor of Design



THE UNIVERSITY  
OF QUEENSLAND  
AUSTRALIA

CREATE CHANGE

### Semester 1 Commencement | Full Time Study Planner

BACHELOR OF INFORMATION TECHNOLOGY (User Experience Design)				BACHELOR OF DESIGN (Anthropology)			
	Course Code	Course Name	Units	Course Code	Course Name	Units	
Year 1	Semester 1	<b>DECO1100</b>	Design Thinking	2	<b>DSGN1100</b>	Design: Interaction	2
		<b>DECO1400</b>	Introduction to Web Design	2	<b>DSGN1500</b>	Design for a Better World	2
	Semester 2	<b>INFS1200</b>	Introduction to Information Systems	2	<b>DSGN1200</b>	Design: Experience	2
		<b>MATH1061</b>	Discrete Mathematics	2	<b>ANTH1030</b>	Anthropology of Current World Issues	2
Year 2	Semester 1	<b>CSSE1001</b>	Introduction to Software Engineering	2	<b>DSGN2100</b>	Design: Organisation	2
		<b>DECO2500</b>	Human-Computer Interaction	2	<b>ANTH1008</b>	Being Human: Cultural Diversity and Experience	2
	Semester 2	<b>COMP2140</b>	Web/Mobile Programming	2	<b>DSGN2200</b>	Design: Environment	2
		<b>DECO1800</b>	Design Computing Studio 1 - Interactive Technology	2	<b>ANTH2020</b>	Theory and Society in the Pacific	2
Year 3	Semester 1	<b>DECO2200</b>	Information Visualisation	2	<b>DSGN3100</b>	Design: Infrastructure	2
		<b>DECO3800</b>	Design Computing Studio 3 – Proposal	2	<b>ANTH2260</b>	Applied Anthropology and Indigenous Territories	2
	Semester 2	<b>DECO2850</b>	Design Computing Studio 2 – Interaction Design	2	<b>ANTH3140</b>	Anthropological Futures	2
		<b>DECO2300</b>	Digital Prototyping	2		Anthropology Level 2 Elective	2
Year 4	Semester 1	<b>DECO3850</b>	Physical Computing Studio	4	<b>ANTH3090</b>	Ethnographic Fieldwork	2
						Anthropology Level 3 Elective	2
	Semester 2	<b>DECO3801</b>	Design Computing Studio 3 - Build	2	<b>DSGN3200</b>	Design: Systems	4
		<b>DECO3500</b>	Social & Mobile Computing	2			

# Dual Degree Study Planner

## Bachelor of Information Technology / Bachelor of Design



THE UNIVERSITY  
OF QUEENSLAND  
AUSTRALIA

CREATE CHANGE

### Semester 2 Commencement | Full Time Study Planner

BACHELOR OF INFORMATION TECHNOLOGY (User Experience Design)				BACHELOR OF DESIGN (Anthropology)			
	Course Code	Course Name	Units	Course Code	Course Name	Units	
Year 1	Semester 2	<b>CSSE1001</b>	Introduction to Software Engineering	2	<b>DSGN1200</b>	Design: Experience	2
		<b>MATH1061</b>	Discrete Mathematics	2			
	Semester 1	<b>DECO1100</b>	Design Thinking	2	<b>DSGN1100</b>	Design: Interaction	2
		<b>DECO1400</b>	Introduction to Web Design	2			
		<b>DECO2500</b>	Human-Computer Interaction	2			
	Year 2	Semester 2	<b>COMP2140</b>	Web/Mobile Programming	2	<b>ANTH1030</b>	Anthropology of Current World Issues
<b>DECO1800</b>			Design Computing Studio 1 - Interactive Technology	2			
<b>DECO2300</b>			Digital Prototyping	2			
Semester 1		<b>DECO2200</b>	Information Visualisation	2	<b>DSGN2100</b>	Design: Organisation	2
					<b>DSGN1500</b>	Design for a Better World	2
					<b>ANTH1008</b>	Being Human: Cultural Diversity and Experience	2
Year 3	Semester 2	<b>DECO2850</b>	Design Computing Studio 2 - Interaction Design	2	<b>ANTH2020</b>	Theory and Society in the Pacific	2
		<b>DECO3500</b>	Social & Mobile Computing	2	<b>DSGN2200</b>	Design: Environment	2
	Semester 1	<b>DECO3800</b>	Design Computing Studio 3 - Proposal	2	<b>DSGN3100</b>	Design: Infrastructure	2
					<b>ANTH3090</b>	Ethnographic Fieldwork	2
					<b>ANTH2260</b>	Applied Anthropology and Indigenous Territories	2
	Year 4	Semester 2	<b>DECO3801</b>	Design Computing Studio 3 - Build	2	<b>DSGN3200</b>	Design: Systems
<b>ANTH3140</b>						Anthropological Futures	2
Semester 1		<b>DECO3850</b>	Physical Computing Studio	4		Anthropology Level 3 Elective	2
						Anthropology Level 2 Elective	2