

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 Software Design Major & BDes Environments & Society Major](#)
2. [Semester 2 Commencement | Full Time Study Planner - BInfTech Software Design Major & BDes Environments & Society Major](#)

2025 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 (Software Design) | | | | BACHELOR OF DESIGN (Environments & Society) | | | |
|---|-------------|-----------------|--|--|-----------------|---------------------------------------|---|
| | Course Code | Course Name | Units | Course Code | Course Name | Units | |
| Year 1 | Semester 1 | COMP1100 | Introduction to Software Innovation | 2 | DSGN1100 | Design: Interaction | 2 |
| | | DECO1400 | Introduction to Web Design | 2 | DSGN1500 | Design for a Better World | 2 |
| | Semester 2 | INFS1200 | Introduction to Information Systems | 2 | DSGN1200 | Design: Experience | 2 |
| | | MATH1061 | Discrete Mathematics | 2 | SOCY2020 | Sociology of the Environment | 2 |
| Year 2 | Semester 1 | CSSE1001 | Introduction to Software Engineering | 2 | DSGN2100 | Design: Organisation | 2 |
| | | DECO2500 | Human-Computer Interaction | 2 | ENVM1501 | Introduction to Environmental Studies | 2 |
| | Semester 2 | COMP2140 | Web/Mobile Programming | 2 | DSGN2200 | Design: Environment | 2 |
| | | DECO1800 | Design Computing Studio 1 - Interactive Technology | 2 | ANTH2060 | Ecology, Culture, and Field Research | 2 |
| Year 3 | Semester 1 | CSSE2002 | Programming in the Large | 2 | DSGN3100 | Design: Infrastructure | 2 |
| | | | Software Design Elective | 2 | | Environments & Society Elective | 2 |
| | Semester 2 | DECO2850 | Design Computing Studio 2 - Interaction Design | 2 | ABTS3020 | Working with Indigenous People | 2 |
| | | COMP3506 | Algorithms & Data Structures | 2 | | Environments & Society Elective | 2 |
| Year 4 | Semester 1 | DECO3800 | Design Computing Studio 3 - Proposal | 2 | POLS3115 | Environmental Politics & Policy | 2 |
| | | CSSE3012 | The Software Process | 2 | | Environments & Society Elective | 2 |
| | Semester 2 | DECO3801 | Design Computing Studio 3 - Build | 2 | DSGN3200 | Design: Systems | 4 |
| | | | Software Design Elective | 2 | | | |

2025 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 (Software Design) | | | | BACHELOR OF DESIGN (Environments & Society) | | | |
|---|-------------|-----------------|--|--|-----------------|---------------------------------------|---------------------|
| | Course Code | Course Name | Units | Course Code | Course Name | Units | |
| Year 1 | Semester 2 | CSSE1001 | Introduction to Software Engineering | 2 | DSGN1200 | Design: Experience | 2 |
| | | MATH1061 | Discrete Mathematics | 2 | SOCY2020 | Sociology of the Environment | 2 |
| | Semester 1 | COMP1100 | Introduction to Software Innovation | 2 | DSGN1100 | Design: Interaction | 2 |
| | | DECO1400 | Introduction to Web Design | 2 | DSGN1500 | Design for a Better World | 2 |
| Year 2 | Semester 2 | INFS2200 | Rational Database Systems | 2 | | | |
| | | DECO1800 | Design Computing Studio 1 - Interactive Technology | 2 | | | |
| | | CSSE2002 | Programming in the Large | 2 | | | |
| | | COMP2140 | Web/Mobile Programming | 2 | | | |
| | Semester 1 | DECO2500 | Human-Computer Interaction | 2 | DSGN2100 | Design: Organisation | 2 |
| | | | | | ANTH2060 | Ecology, Culture, and Field Research | 2 |
| | | | | | ENVM1501 | Introduction to Environmental Studies | 2 |
| | Year 3 | Semester 2 | DECO2850 | Design Computing Studio 2 – Interaction Design | 2 | DSGN2200 | Design: Environment |
| COMP3506 | | | Algorithms & Data Structures | 2 | ABTS3020 | Working with Indigenous People | 2 |
| Semester 1 | | DECO3800 | Design Computing Studio 3 - Proposal | 2 | DSGN3100 | Design: Infrastructure | 2 |
| | | | Software Design Elective | 2 | | Environments & Society Elective | 2 |
| Year 4 | Semester 2 | DECO3801 | Design Computing Studio 3 - Build | 2 | DSGN3200 | Design: Systems | 4 |
| | | | | | | Environments & Society Elective | 2 |
| | Semester 1 | CSSE3012 | The Software Process | 2 | POLS3115 | Environmental Politics & Policy | 2 |
| | | | Software Design Elective | 2 | | Environments & Society Elective | 2 |