2025 Dual Degree Study Planner
Bachelor of Information Technology / Bachelor of Design

THE UNIVERSITY OF QUEENSLAND AUSTRALIA | CREATE CHANGE

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

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Study Planners

1. Semester 1 Commencement | Full Time Study Planner – BInfTech User Experience Design Major & BDes Environments & Society Major

2. Semester 2 Commencement | Full Time Study Planner - BInfTech User Experience Design Major & BDes Environments & Society Major

2025 Dual Degree Study Planner
Bachelor of Information Technology / Bachelor of Design

Semester 1 Commencement | Full Time Study Planner

		BACHELOR OF INFORMATION TECHNOLOGY (User Experience 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		Environments & Society Elective	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	SOCY2020	Sociology of the Environment	2
Year 3	Semester 1	DECO1100	Design Thinking	2	DSGN3100	Design: Infrastructure	2
		DECO3800	Design Computing Studio 3 – Proposal	2	ANTH2060	Ecology, Culture, and Field Research	2
	Semester 2	DECO2850	Design Computing Studio 2 – Interaction Design	2	ABTS3020	Working with Indigenous People	2
		DECO2300	Digital Prototyping	2		Environments & Society Elective	2
Year 4	Semester 1	DECO3850	Physical Computing Studio	4	POLS3115	Environmental Politics & Policy	2
						Environments & Society Elective	2
	Semester 2	DECO3801	Design Computing Studio 3 - Build	2	DSGN3200	Design: Systems	4
		DECO3500	Social & Mobile Computing	2			

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Semester 2 Commencement | Full Time Study Planner

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<tr><th colspan="2"></th><th colspan="3">BACHELOR OF INFORMATION TECHNOLOGY
(User Experience Design)</th><th colspan="3">BACHELOR OF DESIGN
(Environments & Society)</th></tr>
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<tr><td rowspan="6">Year 1</td><td rowspan="3">Semester 2</td><td>CSSE1001</td><td>Introduction to Software Engineering</td><td>2</td><td rowspan="3">DSGN1200</td><td rowspan="3">Design: Experience</td><td rowspan="3">2</td></tr>
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<tr><td>ENVM1501</td><td>Introduction to Environmental Studies</td><td>2</td></tr>
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<tr><td>DECO3500</td><td>Social & Mobile Computing</td><td>2</td><td>SOCY2020</td><td>Sociology of the Environment</td><td>2</td></tr>
<tr><td rowspan="3">Semester 1</td><td rowspan="3">DECO3800</td><td rowspan="3">Design Computing Studio 3 - Proposal</td><td rowspan="3">2</td><td>DSGN3100</td><td>Design: Infrastructure</td><td>2</td></tr>
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<tr><td></td><td>Environments & Society Elective</td><td>2</td></tr>
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