Bachelor of Information Technology

Major in Software Design
Commencing Semester 1

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
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1 The study plan below shows the required: **Core Courses**   **Compulsory Major Courses**

Year 1	**Sem 1 Feb**	**CSSE1001** Introduction to Software Engineering *(1+2)*	**INFS1200** Introduction to Information Systems *(1+2)*	**DECO1400** Introduction to Web Design	**MATH1061*** Discrete Mathematics *(1+2)*
	Sem 2 July	**DECO1800** Design Computing Studio 1: Interactive Technology	**COMP1100** Introduction to Software Innovation *(1+2)*	Elective Breadth, Program or General	Elective Breadth, Program or General
Year 2	**Sem 1 Feb**	**CSSE2002** Programming in the Large *(1+2)*	**DECO2500** Human Computer Interaction *(1+2)*	Major Elective Course	Elective Breadth, Program or General
	Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**COMP2140** Web & Mobile Programming	**COMP3506** Algorithms and Data Structures	Elective Breadth, Program or General
Year 3	**Sem 1 Feb**	**DECO3800** Design Computing Studio 3: Propose *(1+2)*	**CSSE3012** The Software Process	Elective Breadth, Program or General	Elective Breadth, Program or General
	Sem 2 July	**DECO3801** Design Computing Studio 3: Build *(1+2)*	Major Elective Course	Elective Breadth, Program or General	Elective Breadth, Program or General

(1+2) Course offered in both Semester 1 and 2.

2 Complete exactly **4 units** of **Elective Major Courses**, accounting for prerequisites:

Sem 1	COMP2048 COMP3400	CSSE3100
Sem 2	COMP3702 COMP3820	CYBR3000 DECO3500
Sem 1+2	CSSE2010	CSSE2310

3 Complete **16 units** from any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

From the BInfTech Program & Course Requirements
https://my.uq.edu.au/programs-courses/requirements/program/2453/2025

- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

Seek advice from the School of EECS if you are undertaking a dual degree, have any questions or if you fail any courses.

Email **studentenquiries@eecs.uq.edu.au.**

Study plan published 2025. Future course offerings are subject to change.

Bachelor of Information Technology

THE UNIVERSITY OF QUEENSLAND AUSTRALIA
CREATE CHANGE

Major in Software Design
Commencing Semester 2

1 The study plan below shows the required:

Core Courses	Compulsory Major Courses

		CSSE1001 Introduction to Software Engineering `1+2`	INFS1200 Introduction to Information Systems `1+2`	MATH1061* Discrete Mathematics `1+2`	Elective Breadth, Program or General
Year 1	Sem 2 July	CSSE1001 Introduction to Software Engineering `1+2`	INFS1200 Introduction to Information Systems `1+2`	MATH1061* Discrete Mathematics `1+2`	Elective Breadth, Program or General
Year 1	Sem 1 Feb	DECO1400 Introduction to Web Design	COMP1100 Introduction to Software Innovation `1+2`	Elective Breadth, Program or General	Elective Breadth, Program or General
Year 2	Sem 2 July	DECO1800 Design Computing Studio 1: Interactive Technology	COMP2140 Web & Mobile Programming	Major Elective Course	Elective Breadth, Program or General
Year 2	Sem 1 Feb	CSSE2002 Programming in the Large `1+2`	DECO2500 Human Computer Interaction `1+2`	Major Elective Course	Elective Breadth, Program or General
Year 3	Sem 2 July	DECO2850 Design Computing Studio 2: Interaction Design	DECO3800 Design Computing Studio 3: Propose `1+2`	COMP3506 Algorithms and Data Structures	Elective Breadth, Program or General
Year 3	Sem 1 Feb	DECO3801 Design Computing Studio 3: Build `1+2`	CSSE3012 The Software Process	Elective Breadth, Program or General	Elective Breadth, Program or General

`1+2` Course offered in both Semester 1 and 2.

2 Complete exactly **4 units** of **Elective Major Courses**, accounting for prerequisites:

Sem 1	COMP2048 COMP3400	CSSE3100
Sem 2	COMP3702 COMP3820	CYBR3000 DECO3500
Sem 1+2	CSSE2010 CSSE2310	CSSE2310

3 Complete **16 units** from any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

  From the BInfTech Program & Course Requirements
  https://my.uq.edu.au/programs-courses/requirements/program/2453/2025

- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

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Study plan published 2025. Future course offerings are subject to change.

Bachelor of Information Technology

Major in Software Design + Major in Software Information Systems

Commencing Semester 1

1 The study plan below shows the required:

Core Courses	Primary Major Compulsory Courses	Secondary Major Compulsory Courses

Year 1

Sem 1 Feb

- CSSE1001 Introduction to Software Engineering *(1+2)*
- INFS1200 Introduction to Information Systems *(1+2)*
- MATH1061* Discrete Mathematics *(1+2)*
- DECO1400 Introduction to Web Design

Sem 2 July

- DECO1800 Design Computing Studio 1: Interactive Technology
- COMP1100 Introduction to Software Innovation *(1+2)*
- Program Elective
- Program Elective

Year 2

Sem 1 Feb

- DECO2500 Human Computer Interaction *(1+2)*
- CSSE2002 Programming in the Large *(1+2)*
- Primary Major Elective
- Secondary Major Elective

Sem 2 July

- COMP2140 Web & Mobile Programming
- DECO2850 Design Computing Studio 2: Interaction Design
- COMP3506 Algorithms and Data Structures
- INFS2200 Relational Database Systems

Year 3

Sem 1 Feb

- DECO3800 Design Computing Studio 3: Propose *(1+2)*
- CSSE3012 The Software Process
- INFS3200 Advanced Database Systems
- Secondary Major Elective

Sem 2 July

- DECO3801 Design Computing Studio 3: Build *(1+2)*
- Primary Major Elective
- Secondary Major Elective
- Program Elective

(1+2) Course offered in both Semester 1 and 2.

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2 Complete exactly **4 units** of **Primary Major Elective Courses**, accounting for prerequisites:

Sem 1	COMP2048 COMP3400	CSSE3100
Sem 2	COMP3702 COMP3820	CYBR3000 DECO3500
Sem 1+2	CSSE2010	CSSE2310

3 Complete exactly **6 units** of **Secondary Major Elective Courses**, accounting for prerequisites:

Sem 1	BISM3222	INFS3202
Sem 2	COMP2011	INFS3208

4 Complete exactly **6 units** to replace DECO2500, DECO3800 and DECO3801 in the **Secondary Major**, at the same level or higher, from **BInfTech Program Elective Courses**: https://my.uq.edu.au/programs-courses/requirements/program/2453/2025

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Bachelor of Information Technology

Major in Software Design + Major in Software Information Systems
Commencing Semester 2

THE UNIVERSITY OF QUEENSLAND AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required:

Core Courses	Primary Major Compulsory Courses	Secondary Major Compulsory Courses

Year 1

| | Sem 2 July | CSSE1001 Introduction to Software Engineering `1+2` | INFS1200 Introduction to Information Systems `1+2` | DECO1800 Design Computing Studio 1: Interactive Technology | MATH1061* Discrete Mathematics `1+2` |
| | Sem 1 Feb | DECO1400 Introduction to Web Design | COMP1100 Introduction to Software Innovation `1+2` | Program Elective | Program Elective |

Year 2

| | Sem 2 July | DECO2850 Design Computing Studio 2: Interaction Design | COMP2140 Web & Mobile Programming | INFS2200 Relational Database Systems | Primary Major Elective |
| | Sem 1 Feb | CSSE2002 Programming in the Large `1+2` | DECO2500 Human Computer Interaction `1+2` | INFS3200 Advanced Database Systems | Secondary Major Elective |

Year 3

| | Sem 2 July | DECO3800 Design Computing Studio 3: Propose `1+2` | COMP3506 Algorithms and Data Structures | Secondary Major Elective | Primary Major Elective |
| | Sem 1 Feb | DECO3801 Design Computing Studio 3: Build `1+2` | CSSE3012 The Software Process | Secondary Major Elective | Program Elective |

`1+2` Course offered in both Semester 1 and 2.

2 Complete exactly **4 units** of **Primary Major Elective Courses**, accounting for prerequisites:

Sem 1	COMP2048	CSSE3100
	COMP3400	
Sem 2	COMP3702	CYBR3000
	COMP3820	DECO3500
Sem 1+2	CSSE2010	CSSE2310

3 Complete exactly **6 units** of **Secondary Major Elective Courses,** accounting for prerequisites:

| Sem 1 | BISM3222 | INFS3202 |
| Sem 2 | COMP2011 | INFS3208 |

4 Complete exactly **6 units** to replace DECO2500, DECO3800 and DECO3801 in the **Secondary Major**, at the same level or higher, from **BInfTech Program Elective Courses**: https://my.uq.edu.au/programs-courses/requirements/program/2453/2025

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Bachelor of Information Technology

Major in Software Design + Major in User Experience Design

Commencing Semester 1

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
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1 The study plan below shows the required:

Core Courses	Primary Major Compulsory Courses	Secondary Major Compulsory Courses

Year 1	**Sem 1** Feb	**CSSE1001** Introduction to Software Engineering _(1+2)_	**INFS1200** Introduction to Information Systems _(1+2)_	**DECO1400** Introduction to Web Design	**MATH1061*** Discrete Mathematics _(1+2)_
	Sem 2 July	**DECO1800** Design Computing Studio 1: Interactive Technology	**COMP1100** Introduction to Software Innovation _(1+2)_	**CSSE2002** Programming in the Large _(1+2)_	Program Elective
Year 2	**Sem 1** Feb	**DECO2500** Human Computer Interaction _(1+2)_	**DECO1100** Design Thinking	Primary Major Elective	Program Elective
	Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**COMP2140** Web & Mobile Programming	**DECO2300** Digital Prototyping and Extended Reality	Primary Major Elective
Year 3	**Sem 1** Feb	**DECO3800** Design Computing Studio 3: Propose _(1+2)_	**CSSE3012** The Software Process	**DECO3850** Physical Computing Studio	
	Sem 2 July	**DECO3801** Design Computing Studio 3: Build _(1+2)_	**COMP3506** Algorithms and Data Structures	**DECO3500** Social and Mobile Computing	Program Elective

_(1+2)_ Course offered in both Semester 1 and 2.

2 Complete exactly **4 units** of **Primary Major Elective Courses**, accounting for prerequisites:

Sem 1	COMP2048 COMP3400	CSSE3100
Sem 2	COMP3702 COMP3820	CYBR3000
Sem 1+2	CSSE2010	CSSE2310

3 Complete exactly **6 units** to replace DECO2500, DECO3800 and DECO3801 in the **Secondary Major**, at the same level or higher, from **BInfTech Program Elective Courses**: https://my.uq.edu.au/programs-courses/requirements/program/2453/2025

Note: Of the 48 units required, you must complete at least 8 units at Level 3 or higher, and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

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Bachelor of Information Technology

Major in Software Design + Major in User Experience Design
Commencing Semester 2

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required:

Core Courses	Primary Major Compulsory Courses	Secondary Major Compulsory Courses

Sem 2 July	**CSSE1001** Introduction to Software Engineering `1+2`	**INFS1200** Introduction to Information Systems `1+2`	**DECO1800** Design Computing Studio 1: Interactive Technology	**MATH1061*** Discrete Mathematics `1+2`
Year 1 Sem 1 Feb	**DECO1400** Introduction to Web Design	**COMP1100** Introduction to Software Innovation `1+2`	**DECO1100** Design Thinking	Program Elective
Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**COMP2140** Web & Mobile Programming	Primary Major Elective	Program Elective
Year 2 Sem 1 Feb	**CSSE2002** Programming in the Large `1+2`	**DECO2500** Human Computer Interaction `1+2`	Primary Major Elective	Program Elective
Sem 2 July	**COMP3506** Algorithms and Data Structures	**DECO3800** Design Computing Studio 3: Propose `1+2`	**DECO2300** Digital Prototyping and Extended Reality	**DECO3500** Social and Mobile Computing
Year 3 Sem 1 Feb	**DECO3801** Design Computing Studio 3: Build `1+2`	**CSSE3012** The Software Process	**DECO3850** Physical Computing Studio	

Course offered in both Semester 1 and 2. `1+2`

2 Complete exactly **4 units** of **Primary Major Elective Courses**, accounting for prerequisites:

Sem 1	COMP2048 COMP3400	CSSE3100
Sem 2	COMP3702 COMP3820	CYBR3000 DECO3500
Sem 1+2	CSSE2010	CSSE2310

3 Complete exactly **6 units** to replace DECO2500, DECO3800 and DECO3801 in the **Secondary Major**, at the same level or higher, from **BInfTech Program Elective Courses**: https://my.uq.edu.au/programs-courses/requirements/program/2453/2025

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Bachelor of Information Technology

Major in Software Design + Minor in Computer Systems
Commencing Semester 1

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required:

| Core Courses | Primary Major Compulsory Courses | Minor Compulsory Courses |

Year 1

Sem 1 Feb

- **CSSE1001** Introduction to Software Engineering (1+2)
- **INFS1200** Introduction to Information Systems (1+2)
- **DECO1400** Introduction to Web Design
- **MATH1061*** Discrete Mathematics (1+2)

Sem 2 July

- **DECO1800** Design Computing Studio 1: Interactive Technology
- **COMP1100** Introduction to Software Innovation (1+2)
- **Elective** Program or General
- **Elective** Program or General

Year 2

Sem 1 Feb

- **CSSE2002** Programming in the Large (1+2)
- **DECO2500** Human Computer Interaction (1+2)
- **CSSE2010** Introduction to Computer Systems (1+2)
- **Primary Major Elective**

Sem 2 Feb

- **DECO2850** Design Computing Studio 2: Interaction Design
- **COMP2140** Web & Mobile Programming
- **CSSE2310** Computer Systems and Programming (1+2)
- **Primary Major Elective**

Year 3

Sem 1 Feb

- **DECO3800** Design Computing Studio 3: Propose (1+2)
- **CSSE3012** The Software Process
- **Minor Elective Course**
- **Elective** Program or General

Sem 2 July

- **DECO3801** Design Computing Studio 3: Build (1+2)
- **COMP3506** Algorithms and Data Structures
- **Minor Elective Course**
- **Elective** Program or General

Course offered in both Semester 1 and 2. (1+2)

2 Complete exactly **4 units** of **Primary Major Elective Courses**, accounting for prerequisites:

| Sem 1 | COMP2048   CSSE3100 COMP3400 |
| Sem 2 | COMP3702   CYBR3000 COMP3820   DECO3500 |

3 Complete exactly **4 units** of **Minor Elective Courses**, accounting for prerequisites:

| Sem 1 | COMS3200 |
| Sem 2 | COMP3301 CYBR3000 |

4 Fill the remaining **8 units** with any of the following, accounting for prerequisites:

- BInfTech Breadth Elective Courses
- BInfTech Program Elective Courses
  From the BInfTech Program & Course Requirements (https://my.uq.edu.au/programs-courses/requirements/program/2453)
- General Elective Courses

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Study plan published 2025. Future course offerings are subject to change.

Bachelor of Information Technology

Major in Software Design + Minor in Computer Systems
Commencing Semester 2

1 The study plan below shows the required:

Core Courses	Primary Major Compulsory Courses	Minor CompulsoryCourses

Year 1

Sem 2 July

- CSSE1001 Introduction to Software Engineering `1+2`
- INFS1200 Introduction to Information Systems `1+2`
- DECO1800 Design Computing Studio 1: Interactive Technology
- MATH1061* Discrete Mathematics `1+2`

Sem 1 Feb

- DECO1400 Introduction to Web Design
- COMP1100 Introduction to Software Innovation `1+2`
- CSSE2010 Introduction to Computer Systems `1+2`
- Elective Program or General

Year 2

Sem 2 July

- DECO2850 Design Computing Studio 2: Interaction Design
- COMP2140 Web & Mobile Programming
- CSSE2310 Computer Systems and Programming `1+2`
- Elective Program or Genera

Sem 1 Feb

- CSSE2002 Programming in the Large `1+2`
- DECO2500 Human Computer Interaction `1+2`
- Primary Major Elective
- Secondary Major Elective

Year 3

Sem 2 July

- DECO3800 Design Computing Studio 3: Propose `1+2`
- COMP3506 Algorithms and Data Structures
- Primary Major Elective
- Secondary Major Elective

Sem 1 Feb

- DECO3801 Design Computing Studio 3: Build `1+2`
- CSSE3012 The Software Process
- Elective Program or Genera
- Elective Program or Genera

`1+2` Course offered in both Semester 1 and 2.

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2 Complete exactly **4 units** of **Primary Major Elective Courses**, accounting for prerequisites:

Sem 1	COMP2048 COMP3400	CSSE3100
Sem 2	COMP3702 COMP3820	CYBR3000 DECO3500

3 Complete exactly **4 units** of **Minor Elective Courses** from the options below, accounting for prerequisites:

Sem 1	COMS3200
Sem 2	COMP3301 CYBR3000

4 Fill the remaining **8 units** with any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

  From the BInfTech Program & Course Requirements (https://my.uq.edu.au/programs-courses/requirements/program/2453)

- **General Elective Courses**

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

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Study plan published 2025. Future course offerings are subject to change.

Bachelor of Information Technology

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

Major in Software Information Systems + Major in User Experience Design

Commencing Semester 1

1 The study plan below shows the required:

Core Courses	Primary Major Compulsory Courses	Secondary Major Compulsory Courses

Year 1	**Sem 1** Feb	**CSSE1001** Introduction to Software Engineering *(1+2)*	**INFS1200** Introduction to Information Systems *(1+2)*	**MATH1061*** Discrete Mathematics *(1+2)*	**DECO1400** Introduction to Web Design
	Sem 2 July	**DECO1800** Design Computing Studio 1: Interactive Technology	**COMP1100** Introduction to Software Innovation *(1+2)*	Primary Major Elective	Program Elective
Year 2	**Sem 1** Feb	**DECO2500** Human Computer Interaction *(1+2)*	**DECO1100** Design Thinking	Primary Major Elective	Program Elective
	Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**COMP2140** Web & Mobile Programming	**INFS2200** Relational Database Systems	**DECO2300** Digital Prototyping and Extended Reality
Year 3	**Sem 1** Feb	**DECO3800** Design Computing **Studio** 3: Propose *(1+2)*	**INFS3200** Advanced Database Systems	**DECO3850** Physical Computing Studio	
	Sem 2 July	**DECO3801** Design Computing Studio 3: Build *(1+2)*	**DECO3500** **Social** and Mobile Computing	Primary Major Elective	Program Elective

Course offered in both Semester 1 and 2. *(1+2)*

2 Complete exactly **6 units** of **Primary Major Elective Courses** from the options below, accounting for prerequisites:

Sem 1	**BISM3222** **INFS3202**
Sem 2	**COMP2011** **INFS3208**

3 Complete exactly **6 units** to replace DECO2500, DECO3800 and DECO3801 in the **Secondary Major**, at the same level or higher, from **BInfTech Program Elective Courses**: https://my.uq.edu.au/programs-courses/requirements/program/2453/2025

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Bachelor of Information Technology

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

Major in Software Information Systems + Major in User Experience Design
Commencing Semester 2

1 The study plan below shows the required:

Core Courses	Primary Major Compulsory Courses	Secondary Major Compulsory Courses

Year 1	**Sem 2** July	**CSSE1001** Introduction to Software Engineering `1+2`	**INFS1200** Introduction to Information Systems `1+2`	**DECO1800** Design Computing Studio 1: Interactive Technology	Program Elective
	Sem 1 Feb	**DECO1400** Introduction to Web Design	**MATH1061*** Discrete Mathematics `1+2`	**COMP1100** Introduction to Software Innovation `1+2`	**DECO1100** Design Thinking
Year 2	**Sem 2** July	**DECO2850** Design Computing Studio 2: Interaction Design	**COMP2140** Web & Mobile Programming	**INFS2200** Relational Database Systems	Primary Major Elective
	Sem 1 Feb	**DECO2500** Human Computer Interaction `1+2`	**INFS3200** Advanced Database Systems	Primary Major Elective	Program Elective
Year 3	**Sem 2** July	**DECO3800** Design Computing Studio 3: Propose `1+2`	**DECO2300** Digital Prototyping and Extended Reality	**DECO3500** **Social** and Mobile Computing	Primary Major Elective
	Sem 1 Feb	**DECO3801** Design Computing Studio 3: Build `1+2`	**DECO3850** Physical Computing Studio		Program Elective

Course offered in both Semester 1 and 2. `1+2`

2 Complete exactly **6 units** of **Primary Major Elective Courses** from the options below, accounting for prerequisites:

Sem 1	**BISM3222** **INFS3202**
Sem 2	**COMP2011** **INFS3208**

3 Complete exactly **6 units** to replace DECO2500, DECO3800 and DECO3801 in the **Secondary Major**, at the same level or higher, from **BInfTech Program Elective Courses**: https://my.uq.edu.au/programs-courses/requirements/program/2453/2025

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Bachelor of Information Technology

Major in Software Information Systems + Minor in Computer Systems

Commencing Semester 1

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required:

Core Courses	Compulsory Major Courses	Compulsory Minor Courses

Year 1	**Sem 1** Feb	**CSSE1001** Introduction to Software Engineering `1+2`	**INFS1200** Introduction to Information Systems `1+2`	**DECO1400** Introduction to Web Design	**MATH1061*** Discrete Mathematics `1+2`
	Sem 2 July	**DECO1800** Design Computing Studio 1: Interactive Technology	**COMP1100** Introduction to Software Innovation `1+2`	Elective Program or General	Elective Program or General
Year 2	**Sem 1** Feb	**DECO2500** Human Computer Interaction `1+2`	**CSSE2010** Introduction to Computer Systems `1+2`	Major Elective	Elective Program or General
	Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**COMP2140** Web & Mobile Programming	**INFS2200** Relational Database Systems	**CSSE2310** Computer Systems and Programming `1+2`
Year 3	**Sem 1** Feb	**DECO3800** Design Computing Studio 3: Propose `1+2`	**INFS3200** Advanced Database Systems	Major Elective	Minor Elective
	Sem 2 July	**DECO3801** Design Computing Studio 3: Build `1+2`	Major Elective	Minor Elective	Elective Program or General

Course offered in both Semester 1 and 2. `1+2`

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2 Complete exactly **6 units** of **Elective Major Courses** from the options below, accounting for prerequisites:

Sem 1	**BISM3222**	**INFS3202**
Sem 2	**COMP2011**	**INFS3208**

3 Complete exactly **4 units** of **Minor Elective Courses** from the options below, accounting for prerequisites:

Sem 1	**COMS3200**	
Sem 2	**COMP3301**	**CYBR3000**

4 Complete **8 units** from any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**
  See list: https://my.uq.edu.au/programs-courses/requirements/program/2453/2025
- **General Elective Courses**

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Bachelor of Information Technology

THE UNIVERSITY OF QUEENSLAND AUSTRALIA
CREATE CHANGE

Major in Software Information Systems + Minor in Computer Systems

Commencing Semester 2

1 The study plan below shows the required:

Core Courses	Compulsory Major Courses	Compulsory Minor Courses

Year 1

Sem 2 July	CSSE1001 Introduction to Software Engineering `1+2`	INFS1200 Introduction to Information Systems `1+2`	DECO1800 Design Computing Studio 1: Interactive Technology	MATH1061* Discrete Mathematics `1+2`
Sem 1 Feb	DECO1400 Introduction to Web Design	COMP1100 Introduction to Software Innovation `1+2`	CSSE2010 Introduction to Computer Systems `1+2`	Elective Program or General

Year 2

Sem 2 July	DECO2850 Design Computing Studio 2: Interaction Design	COMP2140 Web & Mobile Programming	INFS2200 Relational Database Systems	CSSE2310 Computer Systems and Programming `1+2`
Sem 1 Feb	DECO2500 Human Computer Interaction `1+2`	INFS3200 Advanced Database Systems	Major Elective	Elective Program or General

Year 3

Sem 2 July	DECO3800 Design Computing Studio 3: Propose `1+2`	Major Elective	Minor Elective	Elective Program or General
Sem 1 Feb	DECO3801 Design Computing Studio 3: Build `1+2`	Major Elective	Minor Elective	Elective Program or General

`1+2` Course offered in both Semester 1 and 2.

2 Complete exactly **6 units** of **Elective Major Courses**, accounting for prerequisites:

Sem 1	BISM3222	INFS3202
Sem 2	COMP2011	INFS3208

3 Complete exactly **4 units** of **Minor Elective Courses** from the following, accounting for prerequisites:

Sem 1	COMS3200	
Sem 2	COMP3301	CYBR3000

4 Complete **8 units** of electives from any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**
  See list: https://my.uq.edu.au/programs-courses/requirements/program/2453/202
- **General Elective Courses**

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

Seek advice from the School of EECS if you are undertaking a dual degree, have any questions or if you fail any courses.

Email **studentenquiries@eecs.uq.edu.au**.

Study plan published 2025. Future course offerings are subject to change.

Bachelor of Information Technology

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

Major in Software Information Systems
Commencing Semester 1

1 The study plan below shows the required: | **Core Courses** | **Compulsory Major Courses** |

Year 1	**Sem 1** Feb	**CSSE1001** Introduction to Software Engineering *1+2*	**INFS1200** Introduction to Information Systems *1+2*	**DECO1400** Introduction to Web Design	**MATH1061*** Discrete Mathematics *1+2*
	Sem 2 July	**DECO1800** Design Computing Studio 1: Interactive Technology	**COMP1100** Introduction to Software Innovation *1+2*	Elective Program or General	Elective Program or General
Year 2	**Sem 1** Feb	**DECO2500** Human Computer Interaction *1+2*	Major Elective	Elective Program or General	Elective Program or General
	Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**COMP2140** Web & Mobile Programming	**INFS2200** Relational Database Systems	Elective Program or General
Year 3	**Sem 1** Feb	**DECO3800** Design Computing Studio 3: Propose *1+2*	**INFS3200** Advanced Database Systems	Major Elective	Elective Program or General
	Sem 2 July	**DECO3801** Design Computing Studio 3: Build *1+2*	Major Elective	Elective Program or General	Elective Program or General

Course offered in both Semester 1 and 2. *1+2*

2 Complete exactly **6 units** of **Elective Major Courses**, accounting for prerequisites:

Sem 1	**BISM3222**	**INFS3202**
Sem 2	**COMP2011**	**INFS3208**

3 Complete **16 units** from any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**
  See list: https://my.uq.edu.au/programs-courses/requirements/program/2453/2025
- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

Seek advice from the School of EECS if you are undertaking a dual degree, have any questions or if you fail any courses.

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Study plan published 2025. Future course offerings are subject to change.

Bachelor of Information Technology

Major in Software Information Systems
Commencing Semester 2

1 The study plan below shows the required: | **Core Courses** | **Compulsory Major Courses** |

Year 1 Sem 2 July	**CSSE1001** Introduction to Software Engineering `1+2`	**INFS1200** Introduction to Information Systems `1+2`	**MATH1061*** Discrete Mathematics `1+2`	**Elective** Program or General
Sem 1 Feb	**DECO1400** Introduction to Web Design	**COMP1100** Introduction to Software Innovation `1+2`	**Elective** Program or General	**Elective** Program or General
Year 2 Sem 2 July	**DECO1800** Design Computing Studio 1: Interactive Technology	**COMP2140** Web & Mobile Programming	**INFS2200** Relational Database Systems	**Elective** Program or General
Sem 1 Feb	**DECO2500** Human Computer Interaction `1+2`	**INFS3200** Advanced Database Systems	Major Elective	**Elective** Program or General
Year 3 Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**DECO3800** Design Computing Studio 3: Propose `1+2`	Major Elective	**Elective** Program or General
Sem 1 Feb	**DECO3801** Design Computing Studio 3: Build `1+2`	Major Elective	**Elective** Program or General	**Elective** Program or General

Course offered in both Semester 1 and 2. `1+2`

2 Complete exactly **6 units** of **Elective Major Courses**, accounting for prerequisites:

Sem 1	**BISM3222**	**INFS3202**
Sem 2	**COMP2011**	**INFS3208**

3 Complete **16 units** from any of the below, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

  See list: https://my.uq.edu.au/programs-courses/requirements/program/2453/2025

- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

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Bachelor of Information Technology

Major in User Experience Design

Commencing Semester 1

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required:

Core Courses	Compulsory Major Courses

Year 1

Sem 1 Feb

CSSE1001 Introduction to Software Engineering (1+2)	DECO1400 Introduction to Web Design	MATH1061* Discrete Mathematics (1+2)	DECO1100 Design Thinking

Sem 2 July

DECO1800 Design Computing Studio 1: Interactive Technology	INFS1200 Introduction to Information Systems (1+2)	COMP1100 Introduction to Software Innovation (1+2)	Elective Program or General

Year 2

Sem 1 Feb

DECO2500 Human Computer Interaction (1+2)	Elective Program or General	Elective Program or General	Elective Program or General

Sem 2 July

DECO2850 Design Computing Studio 2: Interaction Design	COMP2140 Web & Mobile Programming	DECO2300 Digital Prototyping & Extended Reality	Elective Program or General

Year 3

Sem 1 Feb

DECO3800 Design Computing Studio 3: Propose (1+2)	DECO3850 Physical Computing Studio		Elective Program or General

Sem 2 July

DECO3801 Design Computing Studio 3: Build (1+2)	DECO3500 Social & Mobile Computing	Elective Program or General	Elective Program or General

Course offered in both Semester 1 and 2. (1+2)

2 Complete **16 units** of elective from any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

From the BInfTech Program & Course Requirements
https://my.uq.edu.au/programs-courses/requirements/program/2453

- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

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Study plan published 2025. Future course offerings are subject to change.

Bachelor of Information Technology

Major in User Experience Design

Commencing Semester 2

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

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1 The study plan below shows the required:

| Core Courses | Compulsory Major Courses |

Year 1 — Sem 2 July	CSSE1001 Introduction to Software Engineering *(1+2)*	INFS1200 Introduction to Information Systems *(1+2)*	MATH1061* Discrete Mathematics *(1+2)*	Elective Program or General
Year 1 — Sem 1 Feb	DECO1400 Introduction to Web Design	COMP1100 Introduction to Software Innovation *(1+2)*	DECO1100 Design Thinking	Elective Program or General
Year 2 — Sem 2 July	DECO1800 Design Computing Studio 1: Interactive Technology	COMP2140 Web & Mobile Programming	Elective Program or General	Elective Program or General
Year 2 — Sem 1 Feb	DECO2500 Human Computer Interaction *(1+2)*	Elective Program or General	Elective Program or General	Elective Program or General
Year 3 — Sem 2 July	DECO2850 Design Computing Studio 2: Interaction Design	DECO2300 Digital Prototyping & Extended Reality	DECO3500 Social & Mobile Computing	DECO3800 Design Computing Studio 3: Propose *(1+2)*
Year 3 — Sem 1 Feb	DECO3801 Design Computing Studio 3: Build *(1+2)*	DECO3850 Physical Computing Studio		Elective Program or General

Course offered in both Semester 1 and 2. *(1+2)*

2 Complete **16 units** of elective from any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

From the BInfTech Program & Course Requirements
https://my.uq.edu.au/programs-courses/requirements/program/2453

- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

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Bachelor of Information Technology

Major in User Experience Design + Minor in Computer Systems

Commencing Semester 1

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required:

Core Courses	Compulsory Major Courses	Compulsory Minor Courses

Year 1	**Sem 1** Feb	**CSSE1001** Introduction to Software Engineering `1+2`	**DECO1400** Introduction to Web Design	**MATH1061*** Discrete Mathematics `1+2`	**DECO1100** Design Thinking
	Sem 2 July	**DECO1800** Design Computing Studio 1: Interactive Technology	**COMP1100** Introduction to Software Innovation `1+2`	**INFS1200** Introduction to Information Systems `1+2`	Elective Program or General
Year 2	**Sem 1** Feb	**DECO2500** Human Computer Interaction `1+2`	**CSSE2010** Introduction to Computer Systems `1+2`	Elective Program or General	Elective Program or General
	Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**COMP2140** Web & Mobile Programming	**DECO2300** Digital Prototyping and Extended Reality	**CSSE2310** Computer Systems and Programming `1+2`
Year 3	**Sem 1** Feb	**DECO3800** Design Computing Studio 3: Propose `1+2`	**DECO3850** Physical Computing Studio		**Minor** Elective
	Sem 2 July	**DECO3801** Design Computing Studio 3: Build `1+2`	**DECO3500** Social and Mobile Computing	**Minor** Elective	Elective Program or General

Course offered in both Semester 1 and 2. `1+2`

2 Complete exactly **4 units** of **Elective Minor Courses** from the options below, accounting for prerequisites:

Sem 1	**COMS3200**
Sem 2	**COMP3301** **CYBR3000**

3 Complete **8 units** from any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

From the BInfTech Program & Course Requirements
(https://my.uq.edu.au/programs-courses/requirements/program/2453)

- **General Elective Courses**

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

Seek advice from the School of EECS if you are undertaking a dual degree, have any questions or if you fail any courses.

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Study plan published 2025. Future course offerings are subject to change.

Bachelor of Information Technology

Major in User Experience Design + Minor in Computer Systems

Commencing Semester 2

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required:

Core Courses	Compulsory Major Courses	Compulsory Minor Courses

Year 1

Sem 2 July

CSSE1001 Introduction to Software Engineering [1+2]	INFS1200 Introduction to Information Systems [1+2]	DECO1800 Design Computing Studio 1: Interactive Technology	MATH1061* Discrete Mathematics [1+2]

Sem 1 Feb

DECO1400 Introduction to Web Design	COMP1100 Introduction to Software Innovation [1+2]	DECO1100 Design Thinking	Elective Program or General

Year 2

Sem 2 July

DECO2850 Design Computing Studio 2: Interaction Design	COMP2140 Web & Mobile Programming	CSSE2010 Introduction to Computer Systems [1+2]	Elective Program or General

Sem 1 Feb

DECO2500 Human Computer Interaction [1+2]	CSSE2310 Computer Systems and Programming [1+2]	Elective Program or General	Elective Program or General

Year 3

Sem 2 July

DECO3800 Design Computing Studio 3: Propose [1+2]	DECO2300 Digital Prototyping and Extended Reality	DECO3500 Social and Mobile Computing	Minor Elective

Sem 1 Feb

DECO3801 Design Computing Studio 3: Build [1+2]	DECO3850 Physical Computing Studio		Minor Elective

Course offered in both Semester 1 and 2. [1+2]

2 Complete exactly **4 units** of **Elective Minor Courses** from the options below, accounting for prerequisites:

Sem 1	COMS3200
Sem 2	COMP3301 CYBR3000

3 Complete **8 units** from any of the following, accounting for prerequisites:

- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

From the BInfTech Program & Course Requirements:
https://my.uq.edu.au/programs-courses/requirements/program/2453

- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

Seek advice from the School of EECS if you are undertaking a dual degree, have any questions or if you fail any courses.

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Bachelor of Information Technology

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

Minor in Computer Systems
Commencing Semester 1

1 The study plan below shows the required:

Core Courses	Extension Courses	Compulsory Minor Courses

Year 1

Sem 1 Feb

| CSSE1001 Introduction to Software Engineering `1+2` | INFS1200 Introduction to Information Systems `1+2` | DECO1400 Introduction to Web Design | MATH1061* Discrete Mathematics `1+2` |

Sem 2 July

| DECO1800 Design Computing Studio 1: Interactive Technology | COMP1100 Introduction to Software Innovation `1+2` | Elective Program or General | Elective Program or General |

Year 2

Sem 1 Feb

| DECO2500 Human-Computer Interaction `1+2` | CSSE2010 Introduction to Computer Systems `1+2` | Elective Program or General | Elective Program or General |

Sem 2 July

| DECO2850 Design Computing Studio 2: Interaction Design | COMP2140 Web & Mobile Programming | CSSE2310 Computer Systems and Programming `1+2` | Elective Program or General |

Year 3

Sem 1 Feb

| DECO3800 Design Computing Studio 3: Propose `1+2` | CSSE3012 The Software Process | Minor Elective | Elective Program or General |

Sem 2 July

| DECO3801 Design Computing Studio 3: Build `1+2` | Minor Elective | Elective Program or General | Elective Program or General |

`1+2` Course offered in both Semester 1 and 2.

2 Complete exactly **4 units** of **Elective Minor Courses** from the options below, accounting for prerequisites:

Sem 1	**COMS3200**
Sem 2	**COMP3301 CYBR3000**

3 Choose the remaining **16 units** from any of the following, accounting for prerequisites:

- **BInfTech Advanced Elective Courses**
- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

  From the BInfTech Program and Course Requirements:
  https://my.uq.edu.au/programs-courses/requirements/program/2453

- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

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Bachelor of Information Technology

Minor in Computer Systems
Commencing Semester 2

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required:

| Core Courses | Extension Courses | Compulsory Minor Courses |

| | | CSSE1001 Introduction to Software Engineering (1+2) | INFS1200 Introduction to Information Systems (1+2) | DECO1800 Design Computing Studio 1: Interactive Technology | MATH1061* Discrete Mathematics (1+2) |

Year 1

Sem 2 July	CSSE1001 Introduction to Software Engineering (1+2)	INFS1200 Introduction to Information Systems (1+2)	DECO1800 Design Computing Studio 1: Interactive Technology	MATH1061* Discrete Mathematics (1+2)
Sem 1 Feb	DECO1400 Introduction to Web Design	COMP1100 Introduction to Software Innovation (1+2)	Elective Program or General	Elective Program or General

Year 2

Sem 2 July	DECO2850 Design Computing Studio 2: Interaction Design	COMP2140 Web & Mobile Programming	CSSE2010 Introduction to Computer Systems (1+2)	Elective Program or General
Sem 1 Feb	DECO2500 Human-Computer Interaction (1+2)	CSSE2310 Computer Systems and Programming (1+2)	Elective Program or General	Elective Program or General

Year 3

Sem 2 July	DECO3800 Design Computing Studio 3: Propose (1+2)	Minor Elective	Elective Program or General	Elective Program or General
Sem 1 Feb	DECO3801 Design Computing Studio 3: Build (1+2)	CSSE3012 The Software Process	Minor Elective	Elective Program or General

Course offered in both Semester 1 and 2. (1+2)

2 Complete exactly **4 units** of **Elective Minor Courses** from the following, accounting for prerequisites:

Sem 1	**COMS3200**
Sem 2	**COMP3301** **CYBR3000**

3 Choose the remaining **16 units** from any of the following, accounting for prerequisites:

- **BInfTech Advanced Elective Courses**
- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

  From the BInftTech Program and Course Requirements:
  https://my.uq.edu.au/programs-courses/requirements/program/2453

- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

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Bachelor of Information Technology

No Major or Minor
Commencing Semester 1

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required: | **Core Courses** | **Extension Courses** |

Year 1	**Sem 1** Feb	**CSSE1001** Introduction to Software Engineering *1+2*	**INFS1200** Introduction to Information Systems *1+2*	**DECO1400** Introduction to Web Design	**MATH1061*** Discrete Mathematics *1+2*
	Sem 2 July	**DECO1800** Design Computing Studio 1: Interactive Technology	**COMP1100** Introduction to Software Innovation *1+2*	**Discipline Elective**	**Elective** Program or General
Year 2	**Sem 1** Feb	**DECO2500** Human-Computer Interaction *1+2*	**Discipline Elective**	**Elective** Program or General	**Elective** Program or General
	Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**COMP2140** Web & Mobile Programming	**Elective** Program or General	**Elective** Program or General
Year 3	**Sem 1** Feb	**DECO3800** Design Computing Studio 3: Propose *1+2*	**CSSE3012** The Software Process	**Discipline Elective**	**Elective** Program or General
	Sem 2 July	**DECO3801** Design Computing Studio 3: Build *1+2*	**Discipline Elective**	**Elective** Program or General	**Elective** Program or General

Course offered in both Semester 1 and 2. *1+2*

2 Complete **8 to 24 units** of **BInfTech Discipline Elective Courses**, with at least 4 units at level 3 or higher, accounting for prerequisites:

Sem 1	BISM3222 COMP2048	DECO1100 DECO2200	DECO3850 INFS3202
Sem 2	COMP3506 COMP3702 COMP3820	COMP2011 DECO2300 DECO3500	INFS2200 INFS3208
Sem 1+2	CSSE2002 CSSE2010	CSSE2310 INFS3200	

3 Complete **16 units** from any of the following, accounting for prerequisites:

- **BInfTech Advanced Elective Courses**
- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**
  From the BInftTech Program and Course Requirements:
  https://my.uq.edu.au/programs-courses/requirements/program/2453
- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

Students must follow the program and course requirements.

Seek advice from the School of EECS if you are undertaking a dual degree, have any questions or if you fail any courses.

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Study plan published 2025. Future course offerings are subject to change.

Bachelor of Information Technology

No Major or Minor
Commencing Semester 2

THE UNIVERSITY OF QUEENSLAND
AUSTRALIA
CREATE CHANGE

1 The study plan below shows the required:

Core Courses	Extension Courses

Year 1				
Sem 2 July	**CSSE1001** Introduction to Software Engineering `1+2`	**INFS1200** Introduction to Information Systems `1+2`	**MATH1061*** Discrete Mathematics `1+2`	Elective Program or General
Sem 1 Feb	**DECO1400** Introduction to Web Design	**COMP1100** Introduction to Software Innovation `1+2`	**Discipline** Elective	Elective Program or General
Year 2				
Sem 2 July	**DECO1800** Design Computing Studio 1: Interactive Technology	**COMP2140** Web & Mobile Programming	**Discipline** Elective	Elective Program or General
Sem 1 Feb	**DECO2500** Human-Computer Interaction `1+2`	Elective Program or General	Elective Program or General	Elective Program or General
Year 3				
Sem 2 July	**DECO2850** Design Computing Studio 2: Interaction Design	**DECO3800** Design Computing Studio 3: Propose `1+2`	**Discipline** Elective	Elective Program or General
Sem 1 Feb	**DECO3801** Design Computing Studio 3: Build `1+2`	**CSSE3012** The Software Process	**Discipline** Elective	Elective Program or General

`1+2` Course offered in both Semester 1 and 2.

2 Complete **8 to 24 units** from **BInfTech Discipline Elective Courses,** with at least 4 units at level 3 or higher, accounting for prerequisites:

Sem 1	BISM3222 COMP2048	DECO1100 DECO2200	DECO3850 INFS3202
Sem 2	COMP3506 COMP3702 COMP3820	COMP2011 DECO2300 DECO3500	INFS2200 INFS3208
Sem 1+2	CSSE2002 CSSE2010	CSSE2310 INFS3200	

3 Complete **0 to 16 units** of any of the following, accounting for prerequisites:

- **BInfTech Advanced Elective Courses**
- **BInfTech Breadth Elective Courses**
- **BInfTech Program Elective Courses**

  From the BInftTech Program and Course Requirements:

  https://my.uq.edu.au/programs-courses/requirements/program/2453

- **General Elective Courses**

Note: Of the 48 units required for the program, you must complete at least 8 units at Level 3 or higher and no more than 24 units at Level 1.

*MATH1081 Advanced Discrete Mathematics may be taken in place of MATH1061 (only in Semester 1).

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