

# Bachelor of Information Technology

## Major in User Experience Design

Commencing Semester 1

1 The study plan below shows the required:

Core Courses

Compulsory Major Courses

| Year   | Semester      | Core Courses   | Core Courses  | Compulsory Major Courses  | Elective                           |
|--------|---------------|--|---|---|------------------------------------|
| Year 1 | Sem 1<br>Feb  | <b>CSSE1001</b><br>Introduction to Software Engineering <b>1+2</b>   | <b>DECO1400</b><br>Introduction to Web Design                     | <b>MATH1061*</b><br>Discrete Mathematics <b>1+2</b>               | <b>DECO1100</b><br>Design Thinking |
|        | Sem 2<br>July | <b>DECO1800</b><br>Design Computing Studio 1: Interactive Technology | <b>INFS1200</b><br>Introduction to Information Systems <b>1+2</b> | <b>COMP1100</b><br>Introduction to Software Innovation <b>1+2</b> | Elective<br>Program or General     |
| Year 2 | Sem 1<br>Feb  | <b>DECO2500</b><br>Human Computer Interaction <b>1+2</b>             | Elective<br>Program or General                                    | Elective<br>Program or General                                    | Elective<br>Program or General     |
|        | Sem 2<br>July | <b>DECO2850</b><br>Design Computing Studio 2: Interaction Design     | <b>COMP2140</b><br>Web & Mobile Programming                       | <b>DECO2300</b><br>Digital Prototyping & Extended Reality         | Elective<br>Program or General     |
| Year 3 | Sem 1<br>Feb  | <b>DECO3800</b><br>Design Computing Studio 3: Propose <b>1+2</b>     | <b>DECO3850</b><br>Physical Computing Studio                      |   | Elective<br>Program or General     |
|        | Sem 2<br>July | <b>DECO3801</b><br>Design Computing Studio 3: Build <b>1+2</b>       | <b>DECO3500</b><br>Social & Mobile Computing                      | Elective<br>Program or General                                    | Elective<br>Program or General     |

Course offered in both Semester 1 and 2.

2

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

- **BlnTech Breadth Elective Courses**
- **BlnTech Program Elective Courses**

From the BlnTech 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.

Email [studentenquiries@eecs.uq.edu.au](mailto:studentenquiries@eecs.uq.edu.au).

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