

Bachelor of Information Technology

Major in User Experience Design + Minor in Computer Systems

Commencing Semester 1

1 The study plan below shows the required:

Core Courses

Compulsory Major Courses

Compulsory Minor Courses

Year	Semester	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
	Sem 2 July	DECO1800 Design Computing Studio 1: Interactive Technology	COMP1100 Introduction to Software Innovation 1+2	INFS1200 Introduction to Information Systems 1+2
Year 2	Sem 1 Feb	DECO2500 Human Computer Interaction 1+2	CSSE2010 Introduction to Computer Systems 1+2	Elective Program or General
	Sem 2 July	DECO2850 Design Computing Studio 2: Interaction Design	COMP2140 Web & Mobile Programming	DECO2300 Digital Prototyping and Extended Reality
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

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:

- **BlInTech Breadth Elective Courses**
- **BlInTech Program Elective Courses**

From the BlInTech 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.

Email studentenquiries@eecs.uq.edu.au.

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