Bachelor of Information Technology



Major in Software Design

Commencing Semester 2

The study plan below shows the required:

Core Courses

Compulsory Major Courses

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

Course offered in both Semester 1 and 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

- 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.ug.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.