

# Bachelor of Information Technology

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

Course offered in both Semester 1 and 2. <sup>1+2</sup>

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

Sem 1	<b>COMP2048</b> <b>COMP3400</b>	<b>CSSE3100</b>
Sem 2	<b>COMP3702</b> <b>COMP3820</b>	<b>CYBR3000</b>
Sem 1+2	<b>CSSE2010</b>	<b>CSSE2310</b>

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).

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.

# Bachelor of Information Technology

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

Course offered in both Semester 1 and 2.

2

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

Sem 1	<b>COMP2048</b> <b>COMP3400</b>	<b>CSSE3100</b>
Sem 2	<b>COMP3702</b> <b>COMP3820</b>	<b>CYBR3000</b> <b>DECO3500</b>
Sem 1+2	<b>CSSE2010</b>	<b>CSSE2310</b>

3

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

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

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