## Bachelor of Information Technology



## Major in User Experience Design

**Commencing Semester 1** 

The study plan below shows the required:

**Core Courses** 

Compulsory Major Courses

(1)	S <b>em 1</b> Feb	CSSE1001 Introduction to Software Engineering	<b>DECO1400</b> Introduction to Web Design	MATH1061* Discrete Mathematics	<b>DECO1100</b> Design Thinking
_	Sem 2 July	<b>DECO1800</b> Design Computing Studio 1: Interactive Technology	INFS1200 Introduction to Information Systems	COMP1100 Introduction to Softwarre Innovation	Elective Program or General
	<b>sem 1</b> Feb	DECO2500 Human Computer Interaction	Elective Program or General	Elective Program or General	Elective Program or General
_	Sem 2 July	<b>DECO2850</b> Design Computing Studio 2: Interaction Design	COMP2140 Web & Mobile Programming	DECO2300 Digital Prototyping & Extended Reality	Elective Program or General
m		Z <sub>x</sub> ,	DECO3850 Physical Computing Studio		
<u></u>	em 1 Feb	DECO3800 Design Computing Studio 3: Propose			Elective Program or General

Course offered in both Semester 1 and 2.

and 2.

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.

- 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).

## Bachelor of Information Technology



## Major in User Experience Design

**Commencing Semester 2** 

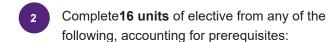
The study plan below shows the required:

**Core Courses** 

Compulsory Major Courses

Course offered in both Semester 1 and 2.

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



- 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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