Bachelor of Information Technology

No Major (Mathmatical Methods Completed)

Undergraduate Program - Consists of 48 units
Suggested Study Plans from **2026** Commencement Onwards

THE UNIVERSITY
OF QUEENSLAND
AUSTRALIA

CREATE CHANGE

Program and Course requirements

For the **Bachelor of Information Technology** full program and course requirements, click here. Make sure to check your program's rules to ensure you are compliant with requirements.

Prerequisite Courses

Students are expected to be aware if a course has prerequisites and must have successfully completed any required prerequisites before enrolling. A prerequisite course provides the foundational knowledge needed to progress to the next course and may be high school subjects or university-level study/courses.

Prerequisites are listed on the course profile and the course page on the Programs and Courses website.

Electives

Depending on your program, you may need to complete compulsory and elective courses.

Electives are courses you can choose, while compulsory courses are mandatory courses that you must study. You must successfully complete all the required units of elective and compulsory courses to meet the program requirements. Your program rules outline how many electives you can study and the types of electives you can choose from.

Search Programs and Courses website for your program to confirm program rules and elective options.

Academic Advice

Academic advisors provide specialist help in course selection and can look at your individual study history to make personalised recommendations on your study plan.

If you need assistance with your program, you can seek Academic Advice.

Additional Information

Course profiles are underlined and hyperlinked to their relevant course page which can be accessed by clicking the underlined text.

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Undergraduate Program - Consists of 48 units
Suggested Study Plan from **Semester 1, 2026** Commencement Onwards

The following is a colour reference guide, including notes around course offerings and units:

Core Courses (22 Units)	Foundation Courses (0-4 Units)	Program Electives (0-16 Units)
General Electives (0-16 Units)	Breadth Electives (0-16 Units)	Discipline Electives (6-24 Units)
Extension Courses (2 Units)		

1 & 2 Course offered in both Semester 1 & 2

X units This course does not consist of 2 units

(!) Elective may be substituted for another Elective type as per Program requirements

YEAR 1

Sem 1 Feb	**INSF1200** Introduction to Information Systems [1 & 2]	**DECO1400** Introduction to Web Design	**MATH1061**[1,2] Discrete Mathematics [1 & 2]	**GENERAL ELECTIVE** (!)
Sem 2 July	**CSSE1001** Introduction to Software Engineering [1 & 2]	**DECO1800** Design Computing Studio I - Interactive Technology	**COMP2200** Ethical Practice in Computing	**GENERAL ELECTIVE** (!)

YEAR 2

Sem 1 Feb	**DECO2500** Human-Computer Interaction [1 & 2]	**DECO2840** Cyber Studio	**DISCIPLINE ELECTIVE**	**GENERAL ELECTIVE** (!)
Sem 2 July	**DECO2850** Design Computing Studio 2 - Interaction Design	**COMP2140** Web/Mobile Programming	**DISCIPLINE ELECTIVE**	**GENERAL ELECTIVE** (!)

YEAR 3

Sem 1 Feb	**DECO3800** Design Computing Studio 3 - Proposal [1 & 2]	**DISCIPLINE ELECTIVE**[3]	**GENERAL ELECTIVE** (!)	**GENERAL ELECTIVE** (!)
Sem 2 July	**DECO3801** Design Computing Studio 3 - Build [1 & 2]	**DISCIPLINE ELECTIVE**[3]	**GENERAL ELECTIVE** (!)	**GENERAL ELECTIVE** (!)

NOTES

[1] For students who achieved a grade of C or lower in Mathematical Methods (or equivalent), it is recommended to complete MATH1040, Mathematical Foundations I before or with MATH1061. MATH1040 is not available to students who achieved a grade of B or higher in Queensland Mathematical Methods (or equivalent)
[2] Students who wish to explore MATH1061, Discrete Mathematics, in greater depth and breadth can substitute the class with MATH1081, Advanced Discrete Mathematics, (Sem 1 Only)
[3] Selected courses must include at least 4 units at level 3 or higher

Students must follow the program rules and requirements listed on the my.UQ website. Future course offerings are subject to change. Seek academic advice if you are undertaking a dual degree, have any questions or if you fail any courses.

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Bachelor of Information Technology
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Undergraduate Program - Consists of 48 units
Suggested Study Plan from **Semester 2, 2026** Commencement Onwards

The following is a colour reference guide, including notes around course offerings and units:

Core Courses (22 Units)	Foundation Courses (0-4 Units)
Program Electives (0-16 Units)	General Electives (0-16 Units)
Breadth Electives (0-16 Units)	Discipline Electives (6-24 Units)
Extension Courses (2 Units)	

1 & 2 Course offered in both Semester 1 & 2

X units This course does not consist of 2 units

(!) Elective may be substituted for another Elective type as per Program requirements

YEAR 1

Sem 2 July	**CSSE1001** Introduction to Software Engineering [1&2]	**INSF1200** Introduction to Information Systems [1&2]	**MATH1061**[1,2] Discrete Mathematics [1&2]	**GENERAL ELECTIVE** (!)
Sem 1 Feb	**DECO1400** Introduction to Web Design	**GENERAL ELECTIVE** (!)	**GENERAL ELECTIVE** (!)	**GENERAL ELECTIVE** (!)

YEAR 2

Sem 2 July	**DECO1800** Design Computing Studio I - Interactive Technology	**COMP2140** Web/Mobile Programming	**COMP2200** Ethical Practice in Computing	**GENERAL ELECTIVE** (!)
Sem 1 Feb	**DECO2500** Human-Computer Interaction [1&2]	**DECO2840** Cyber Studio	**DISCIPLINE ELECTIVE**	**DISCIPLINE ELECTIVE**

YEAR 3

Sem 2 July	**DECO2850** Design Computing Studio 2 - Interaction Design	**DECO3800** Design Computing Studio 3 - Proposal [1&2]	**DISCIPLINE ELECTIVE**[3]	**GENERAL ELECTIVE** (!)
Sem 1 Feb	**DECO3801** Design Computing Studio 3 - Build [1&2]	**DISCIPLINE ELECTIVE**[3]	**GENERAL ELECTIVE** (!)	**GENERAL ELECTIVE** (!)

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