

# Bachelor of Computer Science

## No Major

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

## Program and Course requirements

For the **Bachelor of Computer Science** 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.

# Bachelor of Computer Science

## No Major

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 (24 Units)	Introductory Electives (2-16 Units)	Program Electives (0-16 Units)
General Electives (0-16 Units)	Breadth Electives (0-16 Units)	Advanced Electives (4-22 Units)



THE UNIVERSITY  
OF QUEENSLAND  
AUSTRALIA

CREATE CHANGE

	Course offered in both Semester 1 & 2
	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	<b>CSSE1001</b> Introduction to Software Engineering	<b>INFS1200</b> Introduction to Information Systems	<b>STAT1201<sup>1</sup></b> Analysis of Scientific Data	<b>GENERAL ELECTIVE</b>
Sem 2 July	<b>COMP1100</b> Introduction to Software Innovation	<b>MATH1061<sup>2</sup></b> Discrete Mathematics	<b>CSSE2002</b> Programming in the Large	<b>COMP2200</b> Ethical Practice in Computing

YEAR 2				
Sem 1 Feb	<b>CSSE2010</b> Introduction to Computer Systems	<b>DECO2500</b> Human-Computer Interaction	<b>GENERAL ELECTIVE</b>	<b>GENERAL ELECTIVE</b>
Sem 2 July	<b>CSSE2310</b> Computer Systems Principles and Programming	<b>COMP3506</b> Algorithms and Data Structures	<b>INTRODUCTORY ELECTIVE</b>	<b>GENERAL ELECTIVE</b>

YEAR 3				
Sem 1 Feb	<b>INTRODUCTORY</b> OR <b>ADVANCED ELECTIVE</b>	<b>ADVANCED ELECTIVE</b>	<b>GENERAL ELECTIVE</b>	<b>GENERAL ELECTIVE</b>
Sem 2 July	<b>DECO3801</b> Design Computing Studio 3 - Build	<b>ADVANCED ELECTIVE</b>	<b>GENERAL ELECTIVE</b>	<b>GENERAL ELECTIVE</b>

### NOTES

<sup>1</sup> Students who wish to explore **STAT1201, Analysis of Scientific Data**, in greater depth and breadth can substitute the class with **STAT1301, Advanced Analysis of Scientific Data**, (Sem 2 Only)

<sup>2</sup> 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)

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.

# Bachelor of Computer Science

## No Major

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 (24 Units)	Introductory Electives (2-16 Units)	Program Electives (0-16 Units)
General Electives (0-16 Units)	Breadth Electives (0-16 Units)	Advanced Electives (4-22 Units)



CREATE CHANGE

	Course offered in both Semester 1 & 2
	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	<b>CSSE1001</b> Introduction to Software Engineering	<b>INFS1200</b> Introduction to Information Systems	<b>STAT1201<sup>1</sup></b> Analysis of Scientific Data	GENERAL ELECTIVE
Sem 1 Feb	<b>COMP1100</b> Introduction to Software Innovation	<b>MATH1061<sup>2</sup></b> Discrete Mathematics	<b>CSSE2002</b> Programming in the Large	GENERAL ELECTIVE

YEAR 2				
Sem 2 July	<b>CSSE2010</b> Introduction to Computer Systems	<b>COMP2200</b> Ethical Practice in Computing	GENERAL ELECTIVE	GENERAL ELECTIVE
Sem 1 Feb	<b>CSSE2310</b> Computer Systems Principles and Programming	<b>DECO2500</b> Human-Computer Interaction	INTRODUCTORY ELECTIVE	GENERAL ELECTIVE

YEAR 3				
Sem 2 July	<b>COMP3506</b> Algorithms and Data Structures	INTRODUCTORY ELECTIVE OR ADVANCED ELECTIVE	ADVANCED ELECTIVE	GENERAL ELECTIVE
Sem 1 Feb	<b>DECO3801</b> Design Computing Studio 3 - Build	ADVANCED ELECTIVE	GENERAL ELECTIVE	GENERAL ELECTIVE

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