

# Bachelor of Information Technology

## User Experience Design Major

Undergraduate Program - Consists of 48 units

Suggested Study Plans from **2026** Commencement Onwards



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## 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.

# Bachelor of Information Technology

## User Experience Design 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 (22 Units)	Program Electives (0-16 Units)	General Electives (0-16 Units)
Breadth Electives (0-16 Units)	Major (16 Units)	



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	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>DECO1400</b> Introduction to Web Design	<b>MATH1061<sup>1,2</sup></b> Discrete Mathematics	<b>DECO1100</b> Design Thinking
Sem 2 July	<b>INFS1200</b> Introduction to Information Systems	<b>DECO1800</b> Design Computing Studio I - Interactive Technology	<b>COMP2200</b> Ethical Practice in Computing	<b>GENERAL ELECTIVE</b>

### YEAR 2

Sem 1 Feb	<b>DECO2500</b> Human-Computer Interaction	<b>DECO2840</b> Cyber Studio	<b>GENERAL ELECTIVE</b>	<b>GENERAL ELECTIVE</b>
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	<b>DECO2801</b> Human-Centred AI

### YEAR 3

Sem 1 Feb	<b>DECO3850</b> Physical Computing Studio	<b>4 units</b>	<b>MAJOR ELECTIVE</b>	<b>GENERAL ELECTIVE</b>
Sem 2 July	<b>DECO3801</b> Design Computing Studio 3 - Build	<b>DECO3500</b> Social and Mobile Computing	<b>MAJOR ELECTIVE</b>	<b>GENERAL ELECTIVE</b>

### NOTES

<sup>1</sup> 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)

<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)

# Bachelor of Information Technology

## User Experience Design 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 (22 Units)	Program Electives (0-16 Units)	General Electives (0-16 Units)
Breadth Electives (0-16 Units)	Major (16 Units)	



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	Course offered in both Semester 1 & 2
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	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>MATH1061</b> <sup>1,2</sup> Discrete Mathematics	<b>GENERAL ELECTIVE</b>
Sem 1 Feb	<b>DECO1400</b> Introduction to Web Design	<b>DECO1100</b> Design Thinking	<b>GENERAL ELECTIVE</b>	<b>GENERAL ELECTIVE</b>

### YEAR 2

Sem 2 July	<b>DECO1800</b> Design Computing Studio I - Interactive Technology	<b>COMP2140</b> Web/Mobile Programming	<b>COMP2200</b> Ethical Practice in Computing	<b>DECO2801</b> Human-Centred AI
Sem 1 Feb	<b>DECO2500</b> Human-Computer Interaction	<b>DECO2840</b> Cyber Studio	<b>MAJOR ELECTIVE</b>	<b>GENERAL ELECTIVE</b>

### YEAR 3

Sem 2 July	<b>DECO2850</b> Design Computing Studio 2 - Interaction Design	<b>DECO2300</b> Digital Prototyping and Extended Reality	<b>DECO3500</b> Social and Mobile Computing	<b>MAJOR ELECTIVE</b>
Sem 1 Feb	<b>DECO3801</b> Design Computing Studio 3 - Build	<b>DECO3850</b> Physical Computing Studio	4 units	<b>GENERAL ELECTIVE</b>

### NOTES

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