Bachelor of Design
(Major in Information Environments)

Recommended Study Plan

This study plan is a guide only for students commencing the Bachelor of Design (Major in Information Environments) in 2024. Please note that all course selections must adhere to the program course list outlined at UQ Courses and Programs. If you have any questions or concerns regarding your course selections, please speak with an Academic Advisor in the School of Architecture, Design and Planning.

February Commencement

SEM	YEAR 1			
Feb	DSGN1100 Design: Interaction (2 units)	DSGN1500 Design for a Better World (2 units)	DECO1400 Introduction to Web Design (2 units)	General Elective (2 units)
July	DSGN1200 Design: Experience (2 units)	CSSE1001 Introduction to Software Engineering (2 units)	DECO1800 Design Computing Studio 1 (2 units)	General Elective (2 units)

SEM	YEAR 2			
Feb	DSGN2100 Design: Organisation (2 units)	DECO2500 Human-Computer Interaction (2 units)	General Elective (2 units)	General Elective (2 units)
July	DSGN2200 Design: Environment (2 units)	DECO2300 Digital Prototyping and Extended Reality (2 units)	COMP2140 Web & Mobile Programming (2 units)	General Elective (2 units)

SEM	YEAR 3			
Feb	DSGN3100 Design: Infrastructure (2 units)	DECO3850 Physical Computing Studio (4 units)		General Elective (2 units)
July	DSGN3200 Design: Systems (4 units)		General Elective (2 units)	General Elective (2 units)

If you wish to extend your knowledge in Information Environments the following are suggested General Electives to complete alongside the Compulsory Information Environments Major courses:

DATA2001   Fundamentals of Data Science (2 units)
DECO2200   Information Visualisation (2 units)
DECO2850   Design Computing Studio 2 (2 units)
DECO3500   Social & Mobile Computing (2 units)
INFS1200   Introduction to Information Systems (2 units)
INFS2200   Relational Databases (2 units)
INFS3200   Web Information Systems (2 units)

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THE UNIVERSITY OF QUEENSLAND
AUSTRALIA

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July Commencement

SEM	YEAR 1			
July	DSGN1200 Design: Experience (2 units)	CSSE1001 Introduction to Software Engineering (2 units)	General Elective (2 units)	General Elective (2 units)
Feb	DSGN1100 Design: Interaction (2 units)	DSGN1500 Design for a Better World (2 units)	DECO1400 Introduction to Web Design (2 units)	General Elective (2 units)

SEM	YEAR 2			
July	DSGN2200 Design: Environment (2 units)	COMP2140 Web & Mobile Programming (2 units)	DECO1800 Design Computing Studio 1 (2 units)	General Elective (2 units)
Feb	DSGN2100 Design: Organisation (2 units)	DECO2500 Human-Computer Interaction (2 units)	General Elective (2 units)	General Elective (2 units)

SEM	YEAR 3			
July	DSGN3200 Design: Systems (4 units)		DECO2300 Digital Prototyping and Extended Reality (2 units)	General Elective (2 units)
Feb	DECO3850 Physical Computing Studio (4 units)		DSGN3100 Design: Infrastructure (2 units)	General Elective (2 units)

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