

# Bachelor of Design

## (Major in Media & Digital Cultures)

### Recommended Study Plan

This study plan is a guide only for students commencing the Bachelor of Design (Major in Media & Digital Cultures) 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)	COMU1500 Introduction to Digital Cultures (2 units)	Media & Digital Cultures Level 1 Discipline Elective or General Elective (2 units)
July	DSGN1200 Design: Experience (2 units)	Media & Digital Cultures Level 1 Discipline Elective or General Elective (2 units)	General Elective (2 units)	General Elective (2 units)
SEM YEAR 2				
Feb	DSGN2100 Design: Organisation (2 units)	Media & Digital Cultures Level 2 Discipline Elective or General Elective (2 units)	General Elective (2 units)	General Elective (2 units)
July	DSGN2200 Design: Environment (2 units)	COMU2150 Media and Identity (2 units)	General Elective (2 units)	General Elective (2 units)
SEM YEAR 3				
Feb	DSGN3100 Design: Infrastructure (2 units)	Media & Digital Cultures Level 2 or 3 Discipline Elective or General Elective (2 units)	Media & Digital Cultures Level 3 Discipline Elective or General Elective (2 units)	General Elective (2 units)
July	DSGN3200 Design: Systems (4 units)	COMU3300 Global Digital Cultures (2 units)	Media & Digital Cultures Level 3 Discipline Elective or General Elective (2 units)	

#### Media & Digital Cultures Level 1 Discipline Electives

Must complete 2 units

- COMU1130 Data and Society (2 units) (Semester 2)  
COMU1140 Multimedia (2 units) (Semester 1 & 2)

#### Media & Digital Cultures Level 2 Discipline Electives

Must complete 2 to 4 units

- COMU2100 Gaming Cultures (2 units) (Semester 1)  
COMU2140 Digital Media Industries (2 units) (Semester 1)  
MSTU2008 Television in the Age of Streaming (2 units) (Semester 1)

#### Media & Digital Cultures Level 3 Discipline Electives

Must complete 4 to 6 units

- COMU3025 Cultures of Automation (2 units) (Semester 2)  
COMU3110 Media Platforms (2 units) (Semester 2)  
COMU3201 Digital Arts Project (2 units)\* (Semester 1)  
COMU3202 Digital Arts Exhibition (2 units)\* (Semester 2)

\*COMU3201 and COMU3202 should be completed in consecutive semesters. COMU3201 must be completed in Semester 1 before completing COMU3202 in Semester 2.

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### July Commencement

SEM YEAR 1				
July	DSGN1200 Design: Experience (2 units)	Media & Digital Cultures Level 1 Discipline Elective or General Elective (2 units)	General Elective (2 units)	General Elective (2 units)
Feb	DSGN1100 Design: Interaction (2 units)	DSGN1500 Design for a Better World (2 units)	COMU1500 Introduction to Digital Cultures (2 units)	Media & Digital Cultures Level 1 Discipline Elective or General Elective (2 units)
SEM YEAR 2				
July	DSGN2200 Design: Environment (2 units)	COMU2150 Media and Identity (2 units)	Media & Digital Cultures Level 2 Discipline Elective or General Elective (2 units)	General Elective (2 units)
Feb	DSGN2100 Design: Organisation (2 units)	Media & Digital Cultures Level 2 Discipline Elective or General Elective (2 units)	General Elective (2 units)	General Elective (2 units)
SEM YEAR 3				
July	DSGN3200 Design: Systems (4 units)		COMU3300 Global Digital Cultures (2 units)	Media & Digital Cultures Level 3 Discipline Elective (2 units)
Feb	DSGN3100 Design: Infrastructure (2 units)	Media & Digital Cultures Level 3 Discipline Elective (2 units)	General Elective (2 units)	General Elective (2 units)

#### Media & Digital Cultures Level 1 Discipline Electives

Must complete 2 units

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Must complete 4 to 6 units

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