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

<table>
<thead>
<tr>
<th>SEM</th>
<th>YEAR 1</th>
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</table>
| Feb  | DSGN1100  
   Design: Interaction (2 units) |
| July | DSGN1200  
   Design: Experience (2 units)  
   Media & Digital Cultures Level 1 Discipline Elective or General Elective (2 units) |

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<thead>
<tr>
<th>SEM</th>
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</table>
| Feb  | DSGN2100  
   Design: Organisation (2 units)  
   Media & Digital Cultures Level 2 Discipline Elective or General Elective (2 units) |
| July | DSGN2200  
   Design: Environment (2 units)  
   COMU2150  
   Media and Identity (2 units)  
   General Elective (2 units) |

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<tr>
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<th>YEAR 3</th>
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| 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) |
| 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.

CRICOS code: 00025B
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July Commencement

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<tbody>
<tr>
<td>July</td>
<td>DSGN1200 Design: Experience (2 units)</td>
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<tr>
<td>Feb</td>
<td>DSGN1100 Design: Interaction (2 units)</td>
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<tbody>
<tr>
<td>July</td>
<td>DSGN2200 Design: Environment (2 units)</td>
</tr>
<tr>
<td>Feb</td>
<td>DSGN2100 Design: Organisation (2 units)</td>
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<tr>
<td>July</td>
<td>DSGN3200 Design: Systems (4 units)</td>
</tr>
<tr>
<td>Feb</td>
<td>DSGN3100 Design: Infrastructure (2 units)</td>
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</table>

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
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