Bachelor of Design
Information Environments Major

Undergraduate Program - Consists of 48 units
Suggested Study Plan for **Semester 1, 2025** Commencement

THE UNIVERSITY
OF QUEENSLAND
A U S T R A L I A

CREATE CHANGE

Program and Course requirements

For the **Bachelor of Design** 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's electronic course profile (ECP) 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.

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.

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AUSTRALIA

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The following is a colour reference guide, including notes around course offerings and units:

Core Courses	Major	General Electives

1 & 2	Course offered in both Semester 1 & 2
X units	This course does not consist of 2 units

YEAR 1

Sem 1	**DSGN1100** Design: Interaction	**DSGN1500** Design for a Better World	**DECO1400** Introduction to Web Design	**GENERAL ELECTIVE***
Sem 2	**DSGN1200** Design: Experience	**DECO1800** Design Computing Studio I - Interactive Technology	**CSSE1001** Introduction to Software Engineering `1 & 2`	**GENERAL ELECTIVE***

* General Elective can be substituted for a BDes Program Elective Course

YEAR 2

Sem 1	**DSGN2100** Design: Organisation	**DECO2500** Human-Computer Interaction `1 & 2`	**GENERAL ELECTIVE***	**GENERAL ELECTIVE***
Sem 2	**DSGN2200** Design: Environment	**DECO2300** Digital Prototyping and Extended Reality	**COMP2140** Web/Mobile Programming	**GENERAL ELECTIVE***

YEAR 3

Sem 1	**DSGN3100** Design: Infrastructure	**DECO3850** Physical Computing Studio `4 units`		**GENERAL ELECTIVE***
Sem 2	**DSGN3200** Design: Systems `4 units`		**GENERAL ELECTIVE***	**GENERAL ELECTIVE***

Program Electives

BDes Program Elective Courses

- DSGN1300 Digital Visual Communication
- DSGN1400 Design Fabrication
- ADPS3300 Industry Placemen

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