

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 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 Design


Information Environments Major


Undergraduate Program - Consists of 48 units
Suggested Study Plan for **Semester 1, 2026** Commencement




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

Core Courses	Major	General Electives
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	Course offered in both Semester 1 & 2
	This course does not consist of 2 units

YEAR 1				
Sem 1 Feb	<u>ADPS1001</u> Digital Visual Communication	<u>DSGN1500</u> Design for a Better World	<u>ADPS1000</u> Sustainability for Global Citizenship	<u>DECO1400</u> Introduction to Web Design
Sem 2 July	<u>DSGN1002</u> Design Methods	<u>DSGN1400</u> Design Fabrication	<u>DECO1800</u> Design Computing Studio 1 - Interactive Technology	<u>CSSE1001</u> Introduction to Software Engineering 

YEAR 2				
Sem 1 Feb	<u>DSGN2100</u> Design for Business	<u>DSGN2001</u> User Centred Design	<u>DECO2500</u> Human-Computer Interaction 	GENERAL ELECTIVE*
Sem 2 July	<u>DSGN2002</u> Design for the Circular Economy	<u>DSGN2003</u> Design Futures	<u>COMP2140</u> Web/Mobile Programming	<u>DECO2300</u> Digital Prototyping and Extended Reality

YEAR 3				
Sem 1 Feb	<u>DSGN3002</u> Co-Design 	<u>DECO3850</u> Physical Computing Studio 		
Sem 2 July	<u>DSGN3200</u> Design for Complex Systems 	<u>ADPS3001</u> Professional Profiles in Practice	GENERAL ELECTIVE*	

NOTES				
* General Elective can be substituted for a <u>BDes Program Elective Course</u>				



Bachelor of Design

Information Environments Major


Undergraduate Program - Consists of 48 units
Suggested Study Plan for Semester 2, 2026 Commencement




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YEAR 1				
Sem 2 July	<u>DSGN1002</u> Design Methods	<u>DSGN1400</u> Design Fabrication	GENERAL ELECTIVE*	<u>CSSE1001</u> Introduction to Software Engineering 
Sem 1 Feb	<u>ADPS1001</u> Digital Visual Communication	<u>DSGN1500</u> Design for a Better World	<u>ADPS1000</u> Sustainability for Global Citizenship	<u>DECO1400</u> Introduction to Web Design

YEAR 2				
Sem 2 July	<u>DSGN2002</u> Design for the Circular Economy	<u>DSGN2003</u> Design Futures	<u>COMP2140</u> Web/Mobile Programming	<u>DECO1800</u> Design Computing Studio 1 - Interactive Technology
Sem 1 Feb	<u>DSGN2100</u> Design for Business	<u>DSGN2001</u> User Centred Design	GENERAL ELECTIVE*	<u>DECO2500</u> Human-Computer Interaction 

YEAR 3				
Sem 2 July	<u>DSGN3200</u> Design for Complex Systems 	<u>ADPS3001</u> Professional Profiles in Practice	<u>DECO2300</u> Digital Prototyping and Extended Reality	
Sem 1 Feb	<u>DSGN3002</u> Co-Design 	<u>DECO3850</u> Physical Computing Studio 		

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