Bachelor of Design (Interaction Design)

This course prepares you for diverse and agile career pathways in design, technology and innovation. It focuses on the cutting-edge design skills, knowledge and capabilities needed for a contemporary designer to work across multiple fields, practices and contexts. Your degree will begin with introductory and shared impact lab units where, working with students from other disciplines, you’ll focus on problems and social issues and identify potential solutions connected to industry and community.

You'll then undertake a series of interaction design studios focusing on industry-leading practices in human-centred design, design thinking, experience design, service innovation and augmented reality. Your studies can be rounded with a second major from architectural studies, industrial design studies, fashion communication, animation, games design, screen content production, advertising or marketing.

Later in your degree you will be able to transfer skills and knowledge to a workplace or professional context and gain practical work experience with work integrated learning.

Why choose this course?
How we interact with our devices, with apps and websites is constantly evolving. As an interaction designer you can shape that evolution. Removing complexity. Making interactions more intuitive. Creating responsive media. In many ways, optimising the experience and putting people at the heart of design.

Real-world learning
Embedded within the course are opportunities for industry work experience through our real-world partnerships such as with the Queensland Art Gallery (QAG), where students recently collaborated to create speculative interface designs to assist visitor engagement and education of the Australian artwork in QAG's collection.

International study tours and networking with design industry professionals nationally and internationally will ensure you graduate with one of the most versatile and contemporary skill sets in the sector.

Jessie Hughes, New Media Artist and VR Filmmaker

Pursue creative opportunities

‘At QUT my eyes were opened to the diverse ways in which creativity can be applied to so many professions. It’s the reason I decided to pursue my career as a creative technologist. I see the potential for technology to truly create positive social change.’
Bachelor of Design (Interaction Design)

Entry requirements

Prerequisites
Satisfactory completion of Year 12 in an Australian school system or equivalent.

Minimum English requirements
Students must meet the English proficiency requirements.

<table>
<thead>
<tr>
<th>IELTS (International English Language Testing System)</th>
<th>Overall</th>
<th>Listening</th>
<th>Reading</th>
<th>Writing</th>
<th>Speaking</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>6.5</td>
<td>6.0</td>
<td>6.0</td>
<td>6.0</td>
<td>6.0</td>
</tr>
</tbody>
</table>

Course structure
To meet the course requirements for the Bachelor of Design (Interaction Design), you must complete a total of 288 credit points comprising:

- a design major (144 credit points), including four shared foundation units (48 credit points) and 96 credit points from the interaction design discipline
- four school-wide impact lab units (48 credit points)
- complementary studies, made up of: a second major or two minors 96 credit points chosen from the minor options, design specialisation unit options and university wide unit options (elective) lists. A maximum of 48 credit points can be chosen from the university wide unit options (elective) lists.

Recommended second majors include:
- industrial design
- fashion communication
- animation
- game design
- screen content production
- advertising
- marketing.

Careers and outcomes

You will graduate in a growing employment area with career pathways available including web and mobile app design, interface design, user experience (UX) design or interaction (IxD) design, wearable fashion technology, interactive exhibition design, robotics design, communication design, and many more.

Career pathways available to you beyond the design industries include roles in game design, information technology, health, education, science and engineering, as well as business and enterprise including data visualisation, smart home and virtual reality environments.

Double degrees
Combine your degree with a second degree to gain a broader range of skills and knowledge, a competitive advantage and enhanced career flexibility. Choose a double degree with:

- Business to combine design skills and business acumen for unique opportunities to intersect design with marketing, public relations, advertising, international business, economics, management and human resource management.
- Engineering to work in fields including product design, product development, structural engineering, transport engineering and consultancy.
- Information technology to work in a range of creative and commercial industries including advertising, education and gaming, or in cultural institutions. Roles include interactive media designer, usability specialist, information architect or graphic designer.

Professional recognition
Graduates qualify for Graduate Membership of Design Institute of Australia (DIA).

Study overseas
Study overseas while earning credit towards your QUT creative industries degree with one of our worldwide exchange partners.

Overseas study can be for one or two semesters (or during the semester break) and the units you take can be in a creative or non-creative discipline area, depending on how they match with your QUT course.