Why choose this course?
Develop a suite of complementary technology, digital media and creative skills. Learn to merge the creative and imaginative with the technical to develop sophisticated and innovative digital products. Diversify your skill set with a range of information technology and creative industries areas of interest including interactive and visual design, screen content production, and creative writing.

Subject prerequisites
- General Mathematics, or Mathematical Methods, or Specialist Mathematics (Units 3 & 4, C)

You must have achieved this study at a level comparable to Australian Year 12 or in recognised post-secondary studies.

Minimum English requirements
Students must meet the English proficiency requirements.

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<th>IELTS (International English Language Testing System)</th>
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<tr>
<td>Overall</td>
<td>6.5</td>
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<tr>
<td>Listening</td>
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<td>Reading</td>
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<td>Writing</td>
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<td>Speaking</td>
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Course structure
Your course
In order to complete this course, you must complete a total of 384 credit points comprising 192 credit points from the Bachelor of Creative Industries and 192 credit points from the Bachelor of Information Technology. You will undertake the two components of the double degree concurrently.

Luke Muscat
Real success
‘As creative director at Prettygreat, and previously chief creative officer at Halfbrick, my job is to design new and innovative video games for our portfolio, and to teach other designers in the company. Coming up with fun, original concepts, and constantly learning from the experience, makes being a designer outrageously rewarding.’
**Creative Industries component**
The core of the program centres on Creative Enterprise studios that offer authentic, problem-based activities, coupled with work integrated learning, skills in entrepreneurship and commercial links that engage in creative start-ups. Early in your degree, you choose two introductory units to experience your preferred majors. Using this experience, you then decide upon a creative industries major.

You will complete:
- core units - 72 credit points
- creative industries introductory units - 24 credit points
- a creative industries major - 96 credit points from one of the specified majors including: Creative and Professional Writing; Media and Communication; Drama and Performance; Entertainment; Fashion Communication; Interactive and Visual Design; Music and Sound; and Screen Content Production.

**Information Technology component**
You will complete:
- six core units (72 credit points: 48cp + 24cp core options)
- 10 major core units (120 credit points).

**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.

**Careers and outcomes**
As a graduate you can enjoy the more creative side of information technology careers including digital media programmer, simulation designer or developer, games producer or designer, animator, special effects developer, sound designer, mobile entertainment and communications developer, user interface developer, knowledge worker in music and sound, web developer and digital product strategist.

**Professional recognition**
This course is accredited by the Australian Computer Society (ACS). ACS accreditation is internationally recognised by the Seoul Accord.