Bachelor of Design (Interaction Design) / Bachelor of Engineering (Honours)

<table>
<thead>
<tr>
<th>Year</th>
<th>2021</th>
</tr>
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<tbody>
<tr>
<td>QUT code</td>
<td>ID14</td>
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<td>QTAC code</td>
<td>409552</td>
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<tr>
<td>CRICOS</td>
<td>096669J</td>
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<tr>
<td>Duration</td>
<td>5 years full time</td>
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<td>OP</td>
<td>12</td>
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<tr>
<td>Rank</td>
<td>75</td>
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<tr>
<td>Total credit points</td>
<td>480</td>
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<tr>
<td>Rank</td>
<td>75</td>
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<tr>
<td>Total credit points</td>
<td>480</td>
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<tr>
<td>International fee (indicative, subject to annual review)</td>
<td>2021: $34,200 per year full-time (96 credit points)</td>
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<tr>
<td>Course contact</td>
<td>Freecall: 1800 181 848 (within Australia)</td>
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<tr>
<td></td>
<td>Phone: +61 3 9627 4853 (outside Australia)</td>
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<tr>
<td></td>
<td>Mon - Fri, 8.30am - 5pm</td>
</tr>
<tr>
<td>Campus</td>
<td>Gardens Point, Kelvin Grove</td>
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<td>Start months</td>
<td>July, February</td>
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**Bachelor of Design (Interaction Design)**

This course prepares you for diverse and agile career pathways in design, technology and innovation. It focuses on cutting-edge design skills, knowledge and capabilities needed for a contemporary designer to work across multiple fields, practices and contexts.

You'll undertake a series of interaction design studios focusing on industry-leading practices in human centered design, design thinking, experience design, service innovation and augmented reality.

Opportunities for industry work experience, international study tours and to network with design industry professionals nationally and internationally, will ensure you graduate with one of the most versatile and contemporary skill sets in the sector.

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.

You will be prepared for employment opportunities across interaction design industries and in roles that are yet to emerge, including in areas such as web and mobile app design, interface design, user experience (UX) design or interaction (IxD) design, wearable fashion technology, interactive exhibition design, health technology innovation, data visualisation, smart home and virtual reality environments design, robotics design, communication design, and many more.

**Bachelor of Engineering (Honours)**

Study a Bachelor of Engineering (Honours) and gain access to multimillion dollar research facilities, as well as learning practical solutions that impact on the real world.

With your combined interaction design and engineering skills you may work in fields including product design, product development, structural engineering, transport engineering and consultancy.

Specialise and tailor your course to suit your own career aspirations. Study opportunities include student-led projects, international study tours, and access to multimillion dollar research facilities.

As part of this course, you must choose one of the following majors:

- civil engineering
- computer and software systems
- electrical and aerospace engineering
- electrical engineering
- mechanical engineering
- mechatronics
- medical engineering
- chemical process engineering.

**Entry requirements**

**Prerequisites**

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

Accurate as at 18 September 2020. For the latest information see: https://www.qut.edu.au/courses/bachelor-of-design-interaction-design/bachelor-of-engineering-honours
Subject prerequisites
- Mathematical Methods (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.

<table>
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<tr>
<th>IELTS (International English Language Testing System)</th>
<th>Overall</th>
<th>Listening</th>
<th>Reading</th>
<th>Writing</th>
<th>Speaking</th>
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<tr>
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Course structure
In order to complete this course, you must complete a total of 480 credit points, made up of 192 credit points from the Bachelor of Design and 288 credit points from the Bachelor of Engineering (Honours). You will study design and engineering units in your first year and for the remainder of this course you will concentrate on engineering studies.

Creative Industries component
Your creative industries studies will include:
- 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).

Engineering component
Your engineering studies will include:
- four core units (48 credit points) and two core options (24 credit points)
- one block of 10 major units (120 credit points)
- eight honours-level units (96 credits points).

You must choose a major from:
- chemical process engineering
- civil engineering
- computer and software systems engineering
- electrical engineering
- electrical and aerospace engineering
- mechatronics engineering
- mechanical engineering
- medical engineering

Careers and outcomes
You may work in fields including product design, product development, structural engineering, transport engineering and consultancy.

Work Integrated Learning
Work Integrated Learning (WIL) is embedded in the curriculum and it is a core component for all engineering students. WIL allows you to graduate with a portfolio of professional skills that provides evidence of your professional competencies.

You are required to undertake 60 days of approved work experience in the engineering environment as part of your work integrated learning.