Bachelor of Design (Interaction Design) / Bachelor of Information Technology

**Year** | 2021
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**QUT code** | ID15
**QTAC code** | 409452
**CRICOS** | 096570E
**Duration** | 4 years full time
**OP** | 14
**Rank** | 70
**Total credit points** | 384

**Deferment**
You can defer your offer and postpone the start of your course for one year.

**Domestic fee (indicative, subject to annual review)**
- 2021: CSP $8,300 per year full-time (96 credit points)
- 2020: CSP $9,600 per year full-time (96 credit points)

**OP Guarantee** | Yes
**Course contact** | askqut@qut.edu.au, 3138 2000
**Campus** | Kelvin Grove, Gardens Point
**Start months** | July, February

**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 Information Technology**
Build a qualification that supports your interests and career aspirations and equips you with the skills to transform and shape the future through information technology.

When you combine your interaction design and information technology skills you can 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.

Get hands-on experience in state-of-the-art facilities and the skills required to be in demand as a problem solver.

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**Kelvin O'Shea**
Real-world opportunities

‘The internship I undertook while studying gave me an opportunity I would not have expected. The experience was challenging, exciting and motivating. It helped me develop my technical skills and understand how knowledge translates from university to the real world.’
Bachelor of Design (Interaction Design)/Bachelor of Information Technology

As part of this course you must choose a major in:

- computer science
- information systems.

**Assumed knowledge**
Before you start this course we assume you have sound knowledge in these areas

- English
- Maths A, B or C

We assume that you have knowledge equivalent to four semesters at high school level (Years 11 and 12) with sound achievement (4, SA).

**Course structure**
In order to complete this course, you must complete a total of 384 credit points, made up of 192 credit points from the Bachelor of Design (Interaction Design) and 192 credit points from the Bachelor of Information Technology. You will undertake the two components of the double degree concurrently.

**Design component**
You will complete:

- four school-wide impact lab units (48 credit points)
- the interaction design major (144 credit points), including: four shared foundation units (48 credit points)seven units (96 credit points) from the discipline.

**Information technology component**
You will complete:

- six core units (72 credit points)
- ten major core units (120 credit points) from either the information systems major or the computer science major.

**Study overseas**
You can earn 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**
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.

**Fees**

**HECS-HELP**
You may be eligible for HECS-HELP, a loan scheme to help you pay your course fees, if you are an Australian citizen or hold an Australian permanent humanitarian visa. For other conditions read the HECS-HELP information.

**Student Services and Amenities Fee**
You’ll need to pay the student services and amenities fee as part of your course costs. You may be eligible for SA-HELP, a loan scheme to help you pay your student services and amenities fee, if you are an Australian citizen or hold an Australian permanent humanitarian visa. For other conditions read the SA-HELP information.

This information has been prepared for Australian and New Zealand citizens and those with Australian permanent resident status. Some courses are not open to international students, and entry requirements and fee information may be different. For more information and to check if a course is available, international students should visit www.qut.edu.au/international. Last updated on: 02/06/2020. Information contained in this document was correct at the time of printing. The university reserves the right to amend any information, and to cancel, change or relocate any course. CRICOS No.00213J