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

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.

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.’
As part of this course you must choose a major in:
- computer science
- information systems.

**Entry requirements**

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

**Subject prerequisites**
- Maths A, B or 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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<tbody>
<tr>
<td>Overall</td>
<td>6.5</td>
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<tr>
<td>Listening</td>
<td>6.0</td>
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<td>Reading</td>
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<td>Writing</td>
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**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**
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**
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.