By combining these degrees you will not only expand your business skills but also your creative skills through the development of digital environments and other forms of interactive media. In the business component of this double degree, you will gain broad-based business knowledge and skills that will prepare you for any business role, along with the specialist skills and knowledge in your choice of business major. In the games and interactive environments component you will have the opportunity to develop your creative skills in the area of your chosen major.

**Why choose this course?**

This double degree gives you the opportunity to apply your business skills within the exciting industry of digital environments and electronic games. You will not only expand your business skills but also your creative skills through the development of digital environments and other forms of interactive media. You will learn to apply your critical creative thinking to identify issues and solve problems related to various technical, creative and cultural aspects of games development. Creativity and innovation are strong skills to have in business.

Having a business background gives you a competitive advantage over other games and interactive entertainment graduates as it gives you the knowledge of how business works. You will understand issues related to people and process management in games development and demonstrate the ability to be an effective leader and innovator. You will develop lifelong skills to enable you to continuously improve games and interactive entertainment.

In the business component of this double degree, you will gain broad-based business knowledge and skills that will prepare you for any business role, along with the specialist skill and knowledge in your choice of business major in accountancy, advertising, economics, finance, financial planning, human resource management, international business, management, marketing or public relations.

In the games and interactive environments component, you will have the opportunity to develop your creative skills in the area of your chosen major in either animation, game design or software technologies. In your final year you will participate in a major group project to produce a significant piece of work using PC, mobile devices, consoles or virtual reality.

**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.

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

Bachelor of Business/Bachelor of Games and Interactive Environments

<table>
<thead>
<tr>
<th>Writing</th>
<th>6.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Speaking</td>
<td>6.0</td>
</tr>
</tbody>
</table>

### Course structure
Students are required to complete 384 credit points comprised of 192 credit points from the Bachelor of Business program and 192 credit points from the Bachelor of Games and Interactive Environments program.

#### Business component:
- 8 units (96 credit points) of Business School core units
- 8 units (96 credit points) of Major core units

* Please note Accounting major students complete 6 business core units (72 credit points) and 10 accountancy major units (120 credit points) to allow them to complete professional requirements.

#### Games and Interactive Environments component:
- 6 units (72 credit points) of games and interactive environments core units, which includes 2 units (24 credit points) of option units** selected from an approved list.
- 10 units (120 credit points) of Major core units.

** Unit options list - comprises a range of units from which you choose to undertake two (2). The core option choices provide you with space in your course to explore other fields such as within Games and Interactive Environments, Information Technology. The core option choices can be used to complement your Major studies.

### Career outcomes
Graduates may find employment in management roles within the games and interactive environments industry, such as project manager, production manager, producer, content manager, business development manager, product manager or marketer.

### Professional recognition
The Software Technologies major of the Bachelor of Games and Interactive Environments is accredited by the Australian Computer Society (ACS). ACS accreditation is internationally recognised by the Seoul Accord. Your business degree may also be recognised by the relevant professional body for your chosen business major.

### Scholarships
You can apply for scholarships to help you with study and living costs.
- Women in Information Technology Merit Scholarship
- QUT Excellence Scholarship (Academic)
- QUT Sport Scholarship (Elite Athlete)
- Equity scholarships scheme
- Undergraduate Indigenous Fee Waiver Commencing Student Scholarship
- Westpac Young Technologist Scholarship

### Early exit
Students may be eligible to exit with a single degree.

### Research pathways
You may wish to take your passion further and extend your studies with an honours research program.

Honours is an ideal pathway for high-achieving graduates to enter the doctoral program (PhD), and provides a wider range of career opportunities including research, analytic or teaching positions. Consult your course coordinator in second or third year to assess what projects may be available within your areas of interest.

Students who successfully complete the requirements for the Bachelor of Business, with an overall GPA of at least 5.5 (on a 7-point scale), may be eligible for admission to the BS63 Bachelor of Business (Honours).

Students who successfully complete the requirements for the Bachelor of Games and Interactive Environments, with an overall GPA of at least 4.5 (on a 7-point scale), may be eligible for admission to the IN10 Bachelor of Information Technology (Honours).

Students who successfully complete the requirements for the Bachelor of Business, with an overall GPA of at least 4 (on a 7-point scale), may be eligible for admission to the BS16 Master of Business (Study Area A).

### Other study options
- Bachelor of Business
- Bachelor of Games and Interactive Environments
- Bachelor of Games and Interactive Environments/Bachelor of Mathematics
- Bachelor of Science/Bachelor of Games and Interactive