In this double degree, you will complete the requirements for two separate degrees in four years. The course consists of units in both science and games and interactive environments.

The Bachelor of Science gives you the opportunity to collaborate with your peers and teaching staff to explore real world problems from multiple scientific perspectives. Your major will provide you with in-depth knowledge and expertise in a scientific discipline, preparing you for entry into the workforce or further study. You may choose from:
- Biological Sciences
- Chemistry
- Earth Sciences
- Environmental Science
- Physics.

In the Games and Interactive Environments component, you will complete core units in introductory design, games studies, professional skills and basic programming and then choose a major from the list below. Studio is introduced from the second year of study introducing group project working towards producing a a significant piece of work using PC, mobile devices, consoles or virtual reality in your final year project.

Games and Interactive Environment majors:
- Animation
- Game design
- Software technologies.

**Why choose this course?**

The aim of the Bachelor of Games Interactive Environments is to provide you with the necessary skills, knowledge and values to be successfully employed within the computer games industry or to develop game applications for a broad range of industry sectors (e.g., government, finance, education).

The Bachelor of Science degree aims to provide:
- diverse perspectives to fuel your spirit of inquiry
- engaging experiences in the laboratory, in the field and in the classroom
- flexible study choices and the opportunity to prepare for non-traditional science careers
- relevant subject matter designed to enable you to make a difference by doing science connected to known problems
- coherent studies which have been carefully designed to give you the skills you need for success.

**Subject prerequisites**

- Maths B

You must have achieved this study at a level comparable to Australian Year 12 or in recognised post-secondary studies. Recommended study: At least one of Biology, Chemistry, Earth Science, Geography, Maths C or Physics.

**Minimum English requirements**

Students must meet the English proficiency requirements.
Bachelor of Science/Bachelor of Games and Interactive Environments

IELTS (International English Language Testing System)

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<tr>
<th>Test</th>
<th>Score</th>
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<td>Overall</td>
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Course structure
Students are required to complete 384 credit points comprised of 192 credit points from the Bachelor of Science program and 192 credit points from the Bachelor of Games and Interactive Environments program.

Science component:
- 6 units (72 credit points) of science 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.

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 wide variety of foundation units from a range of disciplines offered at QUT. The core option choices can be used to complement your Major studies.

Career outcomes
Depending on your specialisation, you may find employment as a games programmer, games designer, simulation developer or designer, animator, film and television special effects developer, games reviewer, video game tester, sound designer, or mobile and communications developer. In addition, your strong design and programming skills can open up jobs such as web developer, digital product strategist, multimedia designer, software developer or technical officer.

As a graduate of the Bachelor of Science, you will be skilled in many aspects of scientific study, depending on your major. Refer to the individual courses for details of career outcomes for each discipline areas. Careers might also include science writing, teaching, policy development, or commercialisation and management of biological products and processes.

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

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.

To be eligible for an honours course, you must have a bachelor degree in information technology, mathematics, science or property economics (depending on the course) or its equivalent, completed within the last five years, with a minimum grade point average of 4.5 (on QUT’s 7-point scale).

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

This information has been prepared for International students and temporary visa holders. For more information and to check if a course is available, visit www.qut.edu.au/international. Last updated on: 11/06/2019. 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 rebate any course. CRICOS No.00213J