Bachelor of Technology Innovation (ST50)

Year offered: 2011
Admissions: Yes
CRICOS code: 070694G
Course duration (full-time): 4 years
Domestic Fees (indicative): 2011: CSP $2,178 (indicative) per semester
International Fees (indicative): 2011: $12,250 (indicative) per semester
Domestic Entry: February
QTAC code: 418311
Past rank cut-off: 76
Past OP cut-off: 12
OP Guarantee: Yes
Assumed knowledge: English (4,SA), Maths B (4,SA), Chemistry (4,SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.qut.edu.au/assumed-knowledge
Total credit points: 384
Standard credit points per full-time semester: 96
Course coordinator: Associate Professor Chris Collet
Campus: Gardens Point

Majors
- Bachelor of Technology Innovation (Games Technology)
- Bachelor of Technology Innovation (Environmental Science)
- Bachelor of Technology Innovation (Information Technology)
- Bachelor of Technology Innovation (Physics)
- Bachelor of Technology Innovation (Forensic Science)
- Bachelor of Technology Innovation (Biochemistry)
- Bachelor of Technology Innovation (Chemistry)
- Bachelor of Technology Innovation (Ecology)
- Bachelor of Technology Innovation (Geoscience)
- Bachelor of Technology Innovation (Microbiology)
- Bachelor of Technology Innovation (Digital Media)
- Bachelor of Technology Innovation (Biomedical Science)
- Bachelor of Technology Innovation (Biotechnology)

Professional Recognition
On graduation, you will be eligible to join professional organisations relevant to your disciplinary specialisation, the Association of Professional Engineers, Scientists and Managers, Australia and the Australian Institute of Management.

Year 1
You will be able to choose subjects from across a range of science and technology areas to help you define your choice of disciplinary major. The introductory core studies will provide you with a solid foundation in your chosen disciplinary skills and build the basis for future studies.

Year 2
You will be introduced to advanced theoretical concepts and practical skills that serve to build your expertise in the science and technology disciplines. A thorough understanding of science and technology theory and practice is necessary to understand, evaluate and communicate aspects of innovation to the business world.

Year 3
In third year, you will complete your science and technology disciplinary advanced studies and take basic and advanced business units that encompass the business of innovation, intellectual property law and professional skills development. Through the action learning framework of the Student Enterprise Scheme, professional skills development will concentrate on communication and team-building skills. These exercises will help prepare you for industry-based consultancy style projects and extra-curricular networking events and an industry career.

Year 4
You will undertake integrative business units that develop the entrepreneurial mindset needed for a career in innovation commercialisation. You will further develop your professional skills through networking events. Student teams will source an industry-based consultancy-style project that will serve to provide real world experience and ready you for your future career.

Further Information
For further information about this course, please contact:

Course Coordinator
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