Bachelor of Technology Innovation (ST50)

Year offered: 2010
Admissions: Yes
CRICOS code: 070694G
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $2,125 (indicative) per semester
International Fees (indicative): 2010: $11,750 (indicative) per semester
Past rank cut-off: 12
Past OP cut-off: 77
OP Guarantee: Refer to majors
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 (Biochemistry)
- Bachelor of Technology Innovation (Biomedical Science)
- Bachelor of Technology Innovation (Biotechnology)
- Bachelor of Technology Innovation (Chemistry)
- Bachelor of Technology Innovation (Digital Media)
- Bachelor of Technology Innovation (Ecology)
- Bachelor of Technology Innovation (Environmental Science)
- Bachelor of Technology Innovation (Forensic Science)
- Bachelor of Technology Innovation (Geoscience)
- Bachelor of Technology Innovation (Microbiology)
- Bachelor of Technology Innovation (Physics)
- Bachelor of Technology Innovation (Information Technology)
- Bachelor of Technology Innovation (Games Technology)

Overview
The Bachelor of Technology Innovation is about training the next generation of techno-entrepreneurs to translate research outcomes in science and technology into business opportunities. The four year coursework Honours degree focuses on the business of innovation and you will learn the skills required to bring complex emerging technologies to the global marketplace.

While research innovation is critical to the future economy of Australia, it is the commercialisation of innovations that serves to build and strengthen local high-technology industries. Australia already produces many competent scientists but has a poor history of capitalising on research outcomes. You can join an elite group of skilled professionals driving innovation commercialisation in the science and technology sector in Australia or in the international market.

The Bachelor of Technology Innovation covers the innovation contexts of science and information technology. Specific disciplines covered include biochemistry, biomedical science, biotechnology, chemistry, digital media, ecology, environmental science, forensic science, games technology, geoscience, information technology, microbiology and physics.

Why Choose this Course
If you like to work in a dynamic world of translating discovery and creativity into commercial products, meeting people, and working in a high-powered team environment to build money-making enterprises, then this course is for you. The Bachelor of Technology Innovation will allow a rapid entry into the high-flying world of commercialisation and technology transfer. This new degree builds upon the successful Bachelor of Biotechnology Innovation which has seen graduates realise outstanding job outcomes, often successfully competing against graduates with PhDs and MBAs.

Career Outcomes
As a graduate of the Bachelor of Technology Innovation you can choose to be a business-savvy scientist, operate in the world of commercialisation and technology transfer, or start up a business enterprise to bring your own products to market. Graduates of the predecessor degree have taken up key positions in the biotechnology sector as investment analysts and advisors, business development associates, commercialisation officers, government advisers and scientists working on commercially oriented products. Some graduates have even established their own companies.

Your Course
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 novelty 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.

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.

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

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