

# Bachelor of Design

## (Major in Information Environments)

### Recommended Study Plan

This study plan is a guide only for students commencing the Bachelor of Design (Major in Information Environments) in 2021. Please note that all course selections must adhere to the program course list outlined at [UQ Courses and Programs](#). If you have any questions or concerns regarding your course selections, please speak with an [Academic Advisor](#) in the School of Architecture.

### February Commencement

SEM YEAR 1				
Feb	DSGN1100 Design: Interaction (2 units)	DECO1400 Introduction to Web Design (2 units)	CSSE1001 Introduction to Software Engineering (2 units)	Information Environments Level 1, 2 or 3 Discipline Elective or General Elective (2 units)
July	DSGN1200 Design: Experience (2 units)	DSGN1500 Design for a Better World (2 units)	INFS1200 Introduction to Information Systems (2 units)	General Elective (2 units)
SEM YEAR 2				
Feb	DSGN2100 Design: Organisation (2 units)	DECO2500 Human-Computer Interaction (2 units)	Information Environments Level 1, 2 or 3 Discipline Elective or General Elective (2 units)	General Elective (2 units)
July	DSGN2200 Design: Environment (2 units)	DECO2300 Digital Prototyping (2 units)	Information Environments Level 1, 2 or 3 Discipline Elective or General Elective (2 units)	General Elective (2 units)
SEM YEAR 3				
Feb	DSGN3100 Design: Infrastructure (2 units)	Information Environments Level 3 Discipline Elective or General Elective (2 units)	Information Environments Level 3 Discipline Elective or General Elective (2 units)	General Elective (2 units)
Sem 6 July	DSGN3200 Design: Systems (4 units)	Information Environments Level 3 Discipline Elective or General Elective (2 units)	Information Environments Level 3 Discipline Elective or General Elective (2 units)	Information Environments Level 3 Discipline Elective or General Elective (2 units)

Information Environments Level 1 or 2 Discipline Electives - must complete 0 to 2 units\*

MATH1040	Basic Mathematics (2 units)**
DECO2200	Graphic Design (2 units)
COMP2140	Web/Mobile Programming (2 units)
INFS2200	Relational Database Systems (2 units)

Information Environments Level 3 Discipline Electives - must complete 4 to 6 units\*

DECO3500	Social & Mobile Computing (2 units)
DECO3850	Physical Computing & Interaction Design Studio (4 units)
DECO3800	Design Computing Studio 3 - Proposal (2 units)
DECO3801	Design Computing Studio 3 - Build (2 units)
INFS3200	Advanced Database Systems (2 units)

\*Must complete 6 units of Discipline Electives with at least 4 units at level 3

\*\*MATH1040 should be taken in the first semester of study for students without Maths Methods or equivalent



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### July Commencement

SEM YEAR 1				
July	DSGN1200 Design: Experience (2 units)	DSGN1500 Design for a Better World (2 units)	Information Environments Level 1, 2 or 3 Discipline Elective or General Elective (2 units)	General Elective (2 units)
Feb	DSGN1100 Design: Interaction (2 units)	CSSE1001 (2 units) Introduction to Software Engineering (2 units)	DECO1400 Introduction to Web Design (2 units)	INFS1200 Introduction to Information Systems (2 units)
SEM YEAR 2				
July	DSGN2200 Design: Environment (2 units)	Information Environments Level 1, 2 or 3 Discipline Elective or General Elective (2 units)	Information Environments Level 1, 2 or 3 Discipline Elective or General Elective (2 units)	General Elective (2 units)
Feb	DSGN2100 Design: Organisation (2 units)	DECO2500 Human-Computer Interaction (2 units)	Information Environments Level 1, 2 or 3 Discipline Elective or General Elective (2 units)	General Elective (2 units)
SEM YEAR 3				
July	DECO2300 Digital Prototyping (2 units)	Information Environments Level 3 Discipline Elective or General Elective (2 units)	Information Environments Level 3 Discipline Elective or General Elective (2 units)	Information Environments Level 3 Discipline Elective or General Elective (2 units)
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