

Bachelor of Design

Information Environments Major

Undergraduate Program - Consists of 48 units
Suggested Study Plans from 2025 Commencement Onwards

Program and Course requirements

For the **Bachelor of Design** full program and course requirements, [click here](#). Make sure to check your program's rules to ensure you are compliant with requirements.

Prerequisite Courses

Students are expected to be aware if a course has prerequisites and must have successfully completed any required prerequisites before enrolling. A prerequisite course provides the foundational knowledge needed to progress to the next course and may be high school subjects or university-level study/courses.

Prerequisites are listed on the course profile and the course page on the [Programs and Courses website](#).

Electives

Depending on your program, you may need to complete compulsory and elective courses.

Electives are courses you can choose, while compulsory courses are mandatory courses that you must study. You must successfully complete all the required units of elective and compulsory courses to meet the program requirements. Your program rules outline how many electives you can study and the types of electives you can choose from.

Search [Programs and Courses website](#) for your program to confirm program rules and elective options.

Academic Advice

Academic advisors provide specialist help in course selection and can look at your individual study history to make personalised recommendations on your study plan.

If you need assistance with your program, you can [seek Academic Advice](#).

Additional Information

Course profiles are underlined and hyperlinked to their relevant course page which can be accessed by clicking the underlined text.

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Suggested Study Plan from Semester 1, 2025 Commencement Onwards

The following is a colour reference guide, including notes around course offerings and units:

Core Courses	Major	General Electives
		X units



Course offered in both Semester 1 & 2

X units

This course does not consist of 2 units

YEAR 1

Sem 1 Feb	DSGN1100 Design: Interaction	DSGN1500 Design for a Better World	DECO1400 Introduction to Web Design	<u>GENERAL ELECTIVE*</u>
Sem 2 July	DSGN1200 Design: Experience	DECO1800 Design Computing Studio I - Interactive Technology	CSSE1001 Introduction to Software Engineering	<u>GENERAL ELECTIVE*</u>

YEAR 2

Sem 1 Feb	DSGN2100 Design: Organisation	DECO2500 Human-Computer Interaction	<u>GENERAL ELECTIVE*</u>	<u>GENERAL ELECTIVE*</u>
Sem 2 July	DSGN2200 Design: Environment	DECO2300 Digital Prototyping and Extended Reality	COMP2140 Web/Mobile Programming	<u>GENERAL ELECTIVE*</u>

YEAR 3

Sem 1 Feb	DSGN3100 Design: Infrastructure	DECO3850 Physical Computing Studio	<u>GENERAL ELECTIVE*</u>
Sem 2 July	DSGN3200 Design: Systems	<u>GENERAL ELECTIVE*</u>	<u>GENERAL ELECTIVE*</u>

NOTES

* General Elective can be substituted for a [BDes Program Elective Course](#)

Bachelor of Design

Information Environments Major

Undergraduate Program - Consists of 48 units
Suggested Study Plan from **Semester 2, 2025** Commencement Onwards

The following is a colour reference guide, including notes around course offerings and units:

Core Courses	Major	General Electives
		X units



Course offered in both Semester 1 & 2

X units

This course does not consist of 2 units

YEAR 1

Sem 2 July	DSGN1200 Design: Experience	CSSE1001 Introduction to Software Engineering	GENERAL ELECTIVE*	GENERAL ELECTIVE*
Sem 1 Feb	DSGN1100 Design: Interaction	DSGN1500 Design for a Better World	DECO1400 Introduction to Web Design	GENERAL ELECTIVE*

YEAR 2

Sem 2 July	DSGN2200 Design: Environment	DECO1800 Design Computing Studio I - Interactive Technology	COMP2140 Web/Mobile Programming	GENERAL ELECTIVE*
Sem 1 Feb	DSGN2100 Design: Organisation	DECO2500 Human-Computer Interaction	GENERAL ELECTIVE*	GENERAL ELECTIVE*

YEAR 3

Sem 2 July	DSGN3200 Design: Systems	DECO2300 Digital Prototyping and Extended Reality	GENERAL ELECTIVE*
Sem 1 Feb	DSGN3100 Design: Infrastructure	DECO3850 Physical Computing Studio	GENERAL ELECTIVE*

NOTES

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