

Bachelor of Design

Information Environments Major

Undergraduate Program - Consists of 48 units
Suggested Study Plans from 2026 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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THE UNIVERSITY
OF QUEENSLAND
AUSTRALIA

CREATE CHANGE

Undergraduate Program - Consists of 48 units
Suggested Study Plan from Semester 1, 2026 Commencement Onwards

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

Core Courses	Major	General Electives
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	Course offered in both Semester 1 & 2
	This course does not consist of 2 units

YEAR 1				
Sem 1 Feb	DSGN1500 Design for a Better World	ADPS1000 Sustainability for Global Citizenship	ADPS1001 Digital Visual Communication	DECO1400 Introduction to Web Design
Sem 2 July	DSGN1002 Design Methods	DSGN1400 Design Fabrication	CSSE1001 Introduction to Software Engineering	DECO1800 Design Computing Studio I - Interactive Technology

YEAR 2				
Sem 1 Feb	DSGN2001 User-Centered Design	DSGN2100 Design for Business	DECO2500 Human-Computer Interaction	GENERAL ELECTIVE*
Sem 2 July	DSGN2002 Design for the Circular Economy	DSGN2003 Design Futures	COMP2140 Web/Mobile Programming	DECO2300 Digital Prototyping and Extended Reality

YEAR 3				
Sem 1 Feb	DSGN3002 Co-Design	4 units	DECO3850 Physical Computing Studio	4 units
Sem 2 July	DSGN3200 Design for Complex Systems	4 units	ADPS3001 Professional Profiles in Practice	GENERAL ELECTIVE*

NOTES				
* General Elective can be substituted for a BDes Program Elective Course				

Students must follow the [program rules and requirements](#) listed on the my.UQ website. Future course offerings are subject to change. [Seek academic advice](#) if you are undertaking a dual degree, have any questions or if you fail any courses.

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Undergraduate Program - Consists of 48 units
Suggested Study Plan from Semester 2, 2026 Commencement Onwards

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

Core Courses	Major	General Electives
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	Course offered in both Semester 1 & 2
	This course does not consist of 2 units

YEAR 1				
Sem 2 July	DSGN1002 Design Methods	DSGN1400 Design Fabrication	CSSE1001 Introduction to Software Engineering	GENERAL ELECTIVE*
Sem 1 Feb	DSGN1500 Design for a Better World	ADPS1000 Sustainability for Global Citizenship	ADPS1001 Digital Visual Communication	DECO1400 Introduction to Web Design

YEAR 2				
Sem 2 July	DSGN2002 Design for the Circular Economy	DSGN2003 Design Futures	COMP2140 Web/Mobile Programming	DECO1800 Design Computing Studio I - Interactive Technology
Sem 1 Feb	DSGN2001 User-Centered Design	DSGN2100 Design for Business	DECO2500 Human-Computer Interaction	GENERAL ELECTIVE*

YEAR 3				
Sem 2 July	DSGN3200 Design for Complex Systems	4 units	ADPS3001 Professional Profiles in Practice	DECO2300 Digital Prototyping and Extended Reality
Sem 1 Feb	DSGN3002 Co-Design	4 units	DECO3850 Physical Computing Studio	

NOTES				
* General Elective can be substituted for a BDes Program Elective Course				