

Bachelor of Design and Interactive Technologies (BDIT) - BachDIT New

QTAC code (Australian and New Zealand applicants): Toowoomba campus: 909931; External: 909935; Springfield campus: 929931

CRICOS code (International applicants): 103177G

	On-campus#	External
Start:	Semester 1 (February) Semester 2 (July)	Semester 1 (February) Semester 2 (July)
Campus:	Springfield, Toowoomba	-
Fees:	Commonwealth supported place Domestic full fee paying place International full fee paying place	Commonwealth supported place Domestic full fee paying place International full fee paying place
Residential school:	Toowoomba	Toowoomba
Standard duration:	3 years full-time; 6 years part-time	
Program articulation:	To ; Bachelor of Creative Arts (Honours)	

Footnotes

While this program is offered on-campus at USQ Springfield and USQ Toowoomba, the DIT-coded courses are only offered at USQ Springfield as well as Online/External where applicable. They are not offered on-campus at USQ Toowoomba.

Contact us

Future Australian and New Zealand students	Future International students	Current students
Ask a question Freecall (within Australia): 1800 269 500 Phone (from outside Australia): +61 7 4631 5315 Email: study@usq.edu.au	Ask a question Phone: +61 7 4631 5543 Email: international@usq.edu.au	Ask a question Freecall (within Australia): 1800 007 252 Phone (from outside Australia): +61 7 4631 2285 Email usq.support@usq.edu.au

Program aims

The program aims to produce graduates who:

- draw from a broad and coherent body of knowledge in their specific creative design discipline
- leverage from a broad knowledge of the historical, cultural and theoretical underpinnings of contemporary creative design practice
- engage in critical thinking and analysis when identifying and solving problems with intellectual independence
- proficiently use coherent written, verbal and visual communication in a variety of contexts
- adapt knowledge and skills in the planning, development and realisation of a range of individual and collaborative practical, creative and scholastic outcomes
- demonstrate responsibility and accountability for their own learning in collaboration with others within broad parameters.

Program objectives

On successful completion of the Bachelor of Design and Interactive Technologies program, students should be able to:

- use advanced studio-based knowledge, technical proficiency, and develop an individual work ethic necessary for practice as a skilled, professional digital media specialist;
- examine the historical, ideological, critical, cultural and ethical perspectives in the fields of digital media and interactive technologies, both historically and in contemporary cultural, social contexts and industry;
- apply a high level of critical and reflexivity and reflectivity in the design, implementation and evaluation of individual and group digital media projects with an ability to adapt knowledge and skills in problem solving;
- flexibly and innovatively integrate digital media concepts and practice in their work with the wider community, and in a range of professional industries;
- use a range of verbal, written and visual communicative forms that will enable effective and articulate engagement with relevant organisations, industry bodies and professional networks;
- actively engage in the pursuit of ongoing research in the interactive media and design and their role in cultural growth.

Australian Qualifications Framework

The Australian Qualifications Framework (AQF) is a single national, comprehensive system of qualifications offered by higher education institutions (including universities), vocational education and training institutions and secondary schools. Each AQF qualification has a set of descriptors which define the type and complexity of knowledge, skills and application of knowledge and skills that a graduate who has been awarded that qualification has attained, and the typical volume of learning associated with that qualification type.

This program is at AQF Qualification Level 07. Graduates at this level will have broad and coherent knowledge and skills for professional work and/or further learning.

The full set of levels criteria and qualification type descriptors can be found by visiting www.aqf.edu.au.

Program Information Set

View USQ's admission criteria, student profiles and a summary of all offers made under [Course Admission Information Set](#) via the QTAC website.

Admission requirements

To be eligible for admission, applicants must satisfy the following requirements:

- Have achieved a minimum Australian Tertiary Admission Rank (ATAR) of **60**, or equivalent qualification.[^]
- English Language Proficiency requirements for Category 2.

Applicants are advised to also address the following:

- [Assumed knowledge](#) expectations: English (Units 3 & 4, C).

The Design and Interactive Technology majors are offered across both the Toowoomba and Springfield campuses with a variety of on-campus and online offers.

All students are required to satisfy the applicable [English language requirements](#).

If students do not meet the English language requirements they may apply to study a University-approved [English language program](#). On successful completion of the English language program, students may be admitted to an award program.

[^] These are determined by the University for specific programs each Semester. The 2021 ATAR and tertiary entrance ranks are based on agreed QTAC schedules which assess formal study at Year 12 or [equivalent level](#), tertiary, preparatory, professional or vocational qualifications or work experience, as detailed in the QTAC Assessment of Qualifications Manual and QTAC Assessor Guidelines.

Adjustment factors may help you get into the program of your choice by increasing your entrance rank. The additional points don't apply to all applicants or all programs. Please read the information about USQ's [Adjustment Factors](#) carefully to find out what you may be eligible for.

Program fees

Commonwealth supported place

A Commonwealth supported place is where the Australian Government makes a contribution towards the cost of a students' higher education and students pay a [student contribution amount](#), which varies depending on the courses undertaken. Students are able to calculate the fees for a particular course via the [Course Fee Finder](#).

Commonwealth Supported students may be eligible to defer their fees through a Government loan called [HECS-HELP](#).

Domestic full fee paying place

Domestic full fee paying places are funded entirely through the full fees paid by the student. Full fees vary depending on the courses that are taken. Students are able to calculate the fees for a particular course via the [Course Fee Finder](#).

Domestic full fee paying students may be eligible to defer their fees through a Government loan called [FEE-HELP](#) provided they meet the residency and citizenship requirements.

Australian citizens, Permanent Humanitarian Visa holders, Permanent Resident visa holders and New Zealand citizens who will be resident outside Australia for the duration of their program pay full tuition fees and are not eligible for [FEE-Help](#).

International full fee paying place

International students pay full fees. Full fees vary depending on the courses that are taken and whether they are studied on-campus, via distance education/online. Students are able to calculate the fees for a particular course via the [Course Fee Finder](#).

Program structure

The Bachelor of Design and Interactive Technologies (BDIT) consists of 24 units comprising 4 SCA Core units, courses within either a first 12-unit major, and 8 units of complimentary studies that can consist of a second 8-unit major, two 4-unit minors, or one 4-unit minor and/or approved elective courses as follows:

- one 12-unit major (Digital Media, or Apps & Interactive Systems Development), 4-unit SCA Core, and one 8-unit second major, * **OR**
- one 12-unit major (Digital Media, or Apps & Interactive Systems Development), 4-unit SCA Core and two 4-unit minors, **OR**
- one 12-unit major (Digital Media, or Apps & Interactive Systems Development), 4-unit SCA Core, one 4-unit minor and 4 units of elective courses).[^]

* The second 8-unit major can be chosen from any approved 8-unit major in another discipline in the School of Creative Arts (i.e. Visual Art or Film, providing entry requirements are met), or from one of the recommended majors listed below for areas outside of the creative arts. Students wishing to undertake an unlisted major from elsewhere within USQ will require consultation and approval from the School of Creative Arts programs director.

[^] Please note that students may choose to add more BDIT courses as part of their suite of complimentary studies. For more information, consult with the School of Creative Arts Programs Director and/or the discipline convenor.

Required time limits

Students have a maximum of 9 years to complete this program.

Core courses

- Year 1, Sem 1: [SCA1001 Persuasive Communication: Presenting Yourself and Your Ideas](#)
- Year 1, Sem 2: [SCA1002 Introduction to Creative and Critical Thinking](#)
- Year 2, Sem 1: SCA2001 Cultural Responsibilities and Creative Communities
- Year 2, Sem 2: SCA2002 Arts Business Making and Managing Your Arts Career

Major studies

The Bachelor of Design and Interactive Technologies program has two discipline-focused majors - Digital Media, and Apps and Interactive Systems Development.

Digital Media

As the worlds of entertainment, communication, IT and business continue to embrace virtual mediums, digital media competencies are more relevant than ever. This field, which encompasses communication through visual and virtual means is applicable in many industries and speaks to a growing need for new ways to exchange ideas, create innovative solutions and present information through compelling and immersive media. From the graphic design found within our pages and on our screens, through to the immersive environments of VR and augmented reality systems, digital storytelling has become pivotal to the human experience. The Digital Media major found within the Bachelor of Design and Interactive Technologies combines critical elements from a range of disparate disciplines (such as information technology, digital design and screen production) to provide students with the necessary skills to excel within these highly-skilled, high-performance environments. Upon the completion of this degree, graduates should be able to combine a comprehensive set of skills and knowledge from these areas to create sophisticated and innovative interdisciplinary solutions for an array of industries. They should also develop specialised knowledge around contemporary conceptual design and development practices, immersive and interactive systems, project management and new media creation.

Apps and Interactive Systems Development

Whether designing downloadable apps for Apple, Google or Windows-based systems, or creating a responsive system to provide immediate feedback within the Health, Education or Science sectors; the world is becoming increasingly reliant on innovative solutions offered by the contemporary app designers/developers. These people are on the forefront of world-altering technological shifts, helping to push our collective knowledge, experiences and research agendas further. The Apps and Interactive Systems major within the Bachelor of Design and Interactive Technologies combines critical elements from a range of disparate disciplines (such as information technology, and digital design) providing students with a range of opportunities to gain the necessary skills and knowledge to function very effectively within these high-performance environments. Upon the completion of this degree, graduates should be capable of combining those skills with knowledge from these areas to create sophisticated and innovative interdisciplinary solutions for an array of industries. They should also develop specialised knowledge around system design, project management, software quality assurance and programming practices.

Minor Studies

Minor studies are designed to enable students to widen their knowledge and perspectives.

As part of the eight units of complementary studies (see Program Structure above), if students are not undertaking a second major, they must take at least one of the Minors indicated in the [Minor studies](#) section of the USQ handbook. The remaining courses can be used to undertake a second minor, or a maximum of 4 electives.

All of the discipline areas of the Creative Arts will offer suites of minors from their existing major course offerings but students may also select minors from any recognised area in the university (as listed in the Minor studies link above).. Students should take courses to the value of at least four units in the selected minor study. Choice of a minor will depend on the availability of the subject area, timetabling constraints, quotas and other

restrictions such as interviews in certain areas of the Creative Arts, as well as approval of the Faculty of Business, Education, Law and Arts.

Electives/Approved courses

Elective courses are designed to enable students to further increase their knowledge and widen their perspectives. For recommendations on how electives can fit into the structure of their program, students should consult the Program Structure and Minor Studies sections above. Choice of an elective will depend on the availability of the course(s), timetabling constraints, quotas, and other restrictions such as auditions and interviews in certain areas of the Arts, as well as approval by the Faculty of Business, Education, Law and Arts.

Courses available for elective study are generally those found in Minor studies and are listed in the [Minor studies](#) section.

IT requirements

Students should visit the USQ [minimum computing standards](#) to check that their computers are capable of running the appropriate software and versions of Internet web browsers and to check the minimum and recommended standards for software.

Students should refer to <https://www.usq.edu.au/current-students/ict>.

Access to high-level computers is necessary. On-campus students will access appropriately equipped laboratories, but should consider acquisition of their own computer. Students should visit the USQ minimum computing standards to check that their computers are capable of running the appropriate software and versions of Internet web browsers and to check the minimum and recommended standards for software.

External students should be able to access a computer with the minimum standards as advised by the University. All students should have access to email and the Internet via a computer running the latest versions of Internet web browsers such as Internet Explorer or Firefox. The University has a wireless network for on-campus students' computers. In order to take advantage of this facility and further enhance their on-campus learning environment, students should consider purchasing a notebook/laptop computer with wireless connectivity. A notebook/laptop may be required for some courses.

Other program requirements

Students undertaking this programme will require personal storage space (e.g. portable external hard drive, cloud storage). Online students must have access to the required software and hardware for 2D, 3D, VR and AR applications.

Articulation

Students undertaking aspects of degrees in the School of Creative Arts as an extension of TAFE studies, or through any of our current Articulation Agreements (such as the College of Creative Arts in Melbourne), are encouraged to visit the [USQ Arts program listings](#) for current advice on enrolments.

Exit points

Students who, for whatever reason, are unable to complete the Bachelor of Design and Interactive Technologies and who satisfy all of the requirements may exit with a Diploma of Creative Arts (DCRA) or the Associate Degree of Creative Arts (ADCA).

Students may exit with the Diploma of Creative Arts (DCRA) if they have completed 8 courses as follows:

- a minimum of 2 SCA-coded Core courses from the Bachelor of Design and Interactive Technologies and
- 6 other courses from the Bachelor of Design and Interactive Technologies.

Students may exit with the Associate Degree of Creative Arts (ADCA) if they have completed 16 courses as follows:

- a minimum of 4 SCA-coded Core courses from the Bachelor of Design and Interactive Technologies and

- 12 other courses from the Bachelor of Design and Interactive Technologies, with no more than ten Level 1 courses.

Credit

Credit will normally only be granted on the basis of formal studies of equivalent material undertaken at a college of TAFE, college of advanced education or university. Studies successfully completed within the last five years are automatically eligible to be used as a basis for a claim for credit. Studies completed more than five years ago will be considered, but should be accompanied by evidence that the knowledge and skills acquired from those studies have been maintained. Students who believe that they may qualify for credit should consult the [Admissions Policy](#) for further information about the content of courses and the procedures to be followed for credit claims.

Students who have been granted credit have a responsibility to ensure that their knowledge and skills are kept up to date in these areas. This is particularly important when they have been granted credit from a course which is a pre-requisite for another course. Refer to the section entitled [Credit and Exemption Procedure](#) in the Guide to policies and procedures.

Students who have completed a Diploma or Advanced Diploma in an area specifically related to one of the majors in this program within the last five years, will normally be eligible for up to 8 credits and up to 12 credits respectively.

Course transfers

Students wishing to transfer from another degree into the Bachelor of Digital and Interactive Technologies may do so following consultation with the Program Manager.

Honours

Students wishing to undertake further study, and who meet the entry requirements, may apply to enrol in the Bachelor of Creative Arts (Honours) program. Honours pathways are available in the Music, Theatre, and Visual Arts specialisations. Further information is available at [BCAH Bachelor of Creative Arts \(Honours\)](#).

Enrolment

All students are urged to adhere to the recommended enrolment patterns as detailed in relevant sections of this handbook. Completion of enrolment requirements will be necessary before a student will be permitted to enrol in more advanced courses.

Students should also heed the following advice:

- In addition to the School Cores and a choice of 12-unit major (see Program Structure above), one second major of eight units OR one minor study of four units OR four elective units may be taken from non-Creative Arts undergraduate programs with approval of the Faculty of Business, Education, Law and Arts;
- on-campus students should take courses in the on-campus (ONC) mode and will only be permitted to take courses externally during Semester 1 and 2 with the approval of the Faculty of Business, Education, Law and Arts or where a course is only available in online or external mode.
- students are required to monitor their own enrolments and seek help immediately the SoCA Programs Director or the discipline convenor if anomalies or confusion occurs.

Recommended enrolment pattern – Digital Media (12-unit major)

Students are able to enrol in any offered mode of a course (on-campus, external or online), regardless of the program mode of study they enrolled in.

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (ONL)		
	Year	Sem	Year	Sem	Year	Sem	
Year 1 - semester 1							
SCA1001 Persuasive Communication: Presenting Yourself and Your Ideas	1	1			1	1, 3	Enrolment is not permitted in SCA1001 if CMS1000 has been previously completed.
CSC1401 Foundation Programming	1	1			1	1	
DIT1001 Aesthetics for Interactive Systems	1	1			1	1	
FSP1004 Graphic Design and Digital Art Practice	1	1			1	1	
Year 1 - semester 2							
SCA1002 Introduction to Creative and Critical Thinking	1	2			1	2, 3	
CSC2406 Web Technology 1	1	2			1	2	Pre-requisite: CSC1401 or Students must be enrolled in one of the following Programs: UCCC or GDT1 or GCEN or METC or MCOT or MCTE or MCOP or MPIT or MCTN or B SED
DIT1004 3D Modeling Studio	1	2			1	2	Pre-requisite: FSP1004 Enrolment is not permitted in DIT1004 if FTR2005 has been previously completed.
DIT1005 Motion Design	1	2			1	2	Pre-requisite: FSP1004 Enrolment is not permitted in DIT1005 if FTR2010 has been previously completed.
Year 2- semester 1							
SCA2001 Cultural Responsibilities and Creative Communities	2	1			2	1, 3	
DIT2002 3D Animation Practices	2	1			2	1	
Second Major/Minor	2	1			2	1	
Second Major/Minor	2	1			2	1	
Year 2- semester 2							
SCA2002 Arts Business Making and Managing Your Arts Career	2	2			2	2, 3	
DIT2004 Virtual & Augmented Worlds	2	2	2	2			
Second Major/Minor	2	2					
Second Major/Minor	2	2					
Year 3- semester 1							
DIT3000 Design Science & Information Systems	3	1			3	1	
DIT2003 Digital Sculpting and 3D Workflows	3	1			3	1	
Second Major/Minor/Elective	3	1					
Second Major/Minor/Elective	3	1					
Year 3- semester 2							
DIT3001 Design Project	3	2			3	2	
Second Major/Minor/Elective	3	2					
Second Major/Minor/Elective	3	2					
Select one of the following three courses:							
CSC3426 Web Technology 2	3	2			3	2	Pre-requisite: CSC2406

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (ONL)		
	Year	Sem	Year	Sem	Year	Sem	
EHT4100 Digital Technologies Across the Curriculum					3	3	Students must be enrolled in: BEDU (Early Child, Primary, Primary+Special Educ, Special Educ, HPE Primary, SHPE Primary) or BECH or BEED or BPED or BSED BEDU (Early Child) or BEED Only - Enrolment is not permitted if EDC3100 has been previously completed
EMP2030 Employability and Professional Skills					3	2	

Recommended enrolment pattern – Apps and Interactive Systems Development (12-unit major)

Students are able to enrol in any offered mode of a course (on-campus, external or online), regardless of the program mode of study they enrolled in.

Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (ONL)		
	Year	Sem	Year	Sem	Year	Sem	
Year 1 - semester 1							
SCA1001 Persuasive Communication: Presenting Yourself and Your Ideas	1	1			1	1, 3	Enrolment is not permitted in SCA1001 if CMS1000 has been previously completed.
CSC1401 Foundation Programming	1	1			1	1	
DIT1001 Aesthetics for Interactive Systems	1	1			1	1	
FSP1004 Graphic Design and Digital Art Practice	1	1			1	1	
Year 1 - semester 2							
SCA1002 Introduction to Creative and Critical Thinking	1	2			1	2, 3	
CSC2407 Introduction to Software Engineering	1	2			1	2	Pre-requisite: CSC1401 or Students must be enrolled in one of the following Programs: GDT1 or GCSC or GCEN or METC or MCOT or MCTE or MCOP or MPIT or MCTN
DIT1004 3D Modeling Studio	1	2			1	2	Pre-requisite: FSP1004 Enrolment is not permitted in DIT1004 if FTR2005 has been previously completed.
DIT1005 Motion Design	1	2			1	2	Pre-requisite: FSP1004 Enrolment is not permitted in DIT1005 if FTR2010 has been previously completed.
Year 2 - Semester 1							
SCA2001 Cultural Responsibilities and Creative Communities	2	1			2	1, 3	
CSC2402 Object-Oriented Programming in C++	2	1			2	1	Pre-requisite: CSC1401 or Students must be enrolled in one of the following Programs: GDT1 or GCSC or GCEN or METC or MCOT or MCTE or MCOP or MPIT or MCTN
Second Major/Minor	2	1			2	1	
Second Major/Minor	2	1			2	1	
Year 2 - Semester 2							
SCA2002 Arts Business Making and Managing Your Arts Career	2	2			2	2, 3	
DIT2004 Virtual & Augmented Worlds	2	2	2	2			
CIS2003 Component Based Software Development	2	2			2	2	Pre-requisite: CSC1401
Second Major/Minor							

Consult the Handbook on the Web at <http://www.usq.edu.au/handbook/current> for any updates that may occur during the year.
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Course	Year of program and semester in which course is normally studied						Enrolment requirements
	On-campus (ONC)		External (EXT)		Online (ONL)		
	Year	Sem	Year	Sem	Year	Sem	
Year 3 - Semester 1							
DIT3000 Design Science & Information Systems	3	1			3	1	
DIT2003 Digital Sculpting and 3D Workflows	3	1			3	1	
Second Major/Minor	3	1					
Second Major/Minor/Elective	3	1					
Year 3 - Semester 2							
DIT3001 Design Project	3	2			3	2	
Second Major/Minor/Elective	3	2					
Second Major/Minor/Elective	3	2					
Second Major/Minor/Elective	3	2					