

Bachelor of Design and Interactive Tec

- (5) adapt knowledge and skills in the planning, development and realisation of a range of individual and collaborative practical, creative and scholastic outcomes
- (6) 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:

- (1) use advanced studio-based knowledge, technical proficiency, and develop an individual work ethic necessary for practice as a skilled, professional digital media specialist;
- (2) 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;
- (3) 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;
- (4) flexibly and innovatively integrate digital media concepts and practice in their work with the wider community, and in a range of professional industries;
- (5) 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;
- (6) 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 UniSQ'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.^
- Or if no ATAR, successfully undertake an interview with portfolio and written statement

Subject Pre-requisites:

- English Language Proficiency requirements for Category 2.

Applicants are advised to also address the following:

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

Interview Information

Applicants for the Bachelor of Design and Interactive Technologies who do not have an ATAR must partake in an interview and provide:

- a head shot style photo of themselves.
- a school exit statement or evidence of previous education standard achieved.
- a written statement (500 words) addressing what it is about design that inspires you to become a designer.
- a portfolio of examples of your design works at interview. This should contain at least 8-10 high quality images of past artwork.

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 2023 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 UniSQ'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 Schedules](#).

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 Schedule](#)

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 V

- 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 areas outside of the creative arts. Students wishing to undertake an unlisted major from elsewhere within UniSQ 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 and 3: [SCA1001 Persuasive Communication: Presenting Yourself and Your Ideas](#)
- Year 1, Sem 2 and 3: [SCA1002 Introduction to Creative and Critical Thinking](#)
- Year 2, Sem 1 and 3: [SCA2001 Cultp.52t\), 4-um\(.Tj1 0 0 1 59.528 660.854 Tm\(*\)Tj-0.094 Tw1 0 0 1 83.33chappro](#)

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 UniSQ 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 UniSQ [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 UniSQ [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 [UniSQ 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 Associate Degree of Creative Arts (ADCA).

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.

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

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