

Bachelor of Design (Interaction Design) (ARB202.1)

Please note these are the 2021 details for this course

Domestic students

Selection rank	60 Note: The selection rank is the minimum ATAR plus adjustment factors required for admission to the program in the previous year. This is an indicative guide only as ranks change each year depending on demand.
Delivery mode	On campus
Location	Bruce, Canberra
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Design and the Built Environment
UAC code	362108
English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent). View IELTS equivalences

International students

Academic entry requirements	To study at UC, you'll need to meet our academic entry requirements and any admission requirements specific to your course. Please read your course admission requirements below. To find out whether you meet UC's academic entry requirements, visit our academic entry requirements page .
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[View UC's academic entry requirements](#)

Delivery mode	On campus
Location	Bruce, Canberra
Duration	3.0 years
Faculty	Faculty of Arts and Design
Discipline	School of Design and the Built Environment
CRICOS code	095572M
English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent). View IELTS equivalences

About this course

Interact with industry and get ahead of the curve

Interaction Design (also known as IxD) is the practice of designing interactive digital products, environments, systems, services and products for use by people. By studying at UC you'll explore the capabilities of humans in terms of emotion, perception and cognitive ability, and use this knowledge to conceive, design and build human-centric interaction systems.

You'll investigate key theories, concepts, tools and contemporary interaction design techniques and learn how people engage with different digital technologies based on screen, mobile and virtual platforms. The course includes a variety of projects which lead to an impressive body of work demonstrating your creativity, problem-solving skills and technological know-how. You'll graduate as a well-rounded interaction designer and future leader who specialises in finding novel ways to help people access and seamlessly interact with technology.

Study a Bachelor of Design (Interaction Design) at UC and you will:

- understand the different stages involved in software development
- know how to select appropriate methods in designing and prototyping interactive artefacts as applicable to industry practices
- demonstrate advanced knowledge of usability and accessibility
- select appropriate tools to build and manage both screen-based and physical interactive artefacts

- gain the knowledge and skills necessary to launch your own interaction design business or seek employment within global markets across all industries.

Work Integrated Learning

The course includes opportunities for direct industry engagement at every level of your study. You'll learn about interaction design from real-world industry practitioners and will undertake live industry briefs with the opportunity to progress your designs into production. You'll work collaboratively with fellow Bachelor of Design students on projects for clients like Questacon, website companies and exhibition organisers. You'll also undertake an internship with a company of your choice, such as a private organisation, government department, advertising agency or design firm.

Career opportunities

- Interaction designer
- UX (user experience) designer
- UI (user interface) designer
- Visual designer
- Digital designer
- Usability researcher
- Information architect
- UI artist
- UX/UI developer
- Content strategist
- Web designer/developer
- Web/mobile designer
- Front-end web developer/designer
- Back-end web developer

Course-specific information

Signature overseas short-term study options have been tailored specifically to this course so that high-achieving students have an opportunity to work with leading designers and students at prestigious overseas institutions. Students can choose to use their breadth units for their overseas Study Abroad experience.

High-achieving students also have the option to take units in the Master of Design Strategies in their final year of study.

Admission requirements

Admission to this course is based on an entrance rank. A rank can be achieved by the following means:

- Year 12 ATAR
- other Australian Qualification
- work experience

- overseas qualification

We also offer a number of entry initiatives that give you the opportunity to gain entry to the University via alternate pathway programs and admissions schemes.

More information is available on our Alternative Entry page: <http://www.canberra.edu.au/future-students/applications/apply-now/alternative-entry>

Assumed knowledge

None.

Periods course is open for new admissions

This course is not open for new admissions.

Credit arrangements

There are currently no formal credit transfer arrangements for entry to this course. Any previous study or work experience will only be considered as part of the application process in accordance with current [course rules and university policy](#).

Course requirements

Bachelor of Design (Interaction Design) (ARB202) | 72 credit points

Required - 48 credit points as follows

[Expand All](#) | [Collapse All](#)

Core Major in Design (CM0003) | 24 credit points

Required - Must pass 15 credit points as follows

Professional Orientation (Design) (10336) | 3 credit points — Level 1

Professional Practice 1: Work Integrated Learning (11017) | 3 credit points — Level 2

Visual Representation Techniques (11041) | 3 credit points — Level 1

Design Culture and Society (11044) | 3 credit points — Level 1

Professional Evidence (Design) (11045) | 3 credit points — Level 3

Restricted Choice - 9 credit points as follows

Part B - Must pass 3 credit points from the following

Introduction to Design Thinking Techniques (11042) | 3 credit points — Level 1

Design Thinking and User Centered Design (11656) | 3 credit points — Level 1

Note:

- From 2021 unit 11042 has been replaced by unit 11656. Students who have already passed 11042 do not need to pass 11656.

Part C - Must pass 3 credit points from the following

[Professional Practice 2: Work Integrated Learning \(11018\) | 3 credit points – Level 3](#)

[Professional Practice: WIL Studio 3 \(11574\) | 3 credit points – Level 3](#)

Note:

- Students enrolled in ARB201 B Design (Industrial Design) must complete 11574 Professional Practice: WIL Studio 3. All other students should complete 11018 Professional Practice 2: WIL.

Part A - Must pass 3 credit points from the following

[Introduction to Interaction and User-Centred Design \(11043\) | 3 credit points – Level 1](#)

[Introduction to Interaction Design \(11655\) | 3 credit points – Level 1](#)

Note:

- From 2021 unit 11043 has been replaced by unit 11655. Students who have already passed 11043 do not need to pass 11655.

Specialist Major in Interaction Design (SM0011) | 24 credit points

Required - Must pass 24 credit points as follows

[Human Factors for Interaction Design \(11054\) | 3 credit points – Level 1](#)

[Programming for Design \(11055\) | 3 credit points – Level 1](#)

[Front-end Web Design \(11056\) | 3 credit points – Level 2](#)

[Affective Interaction Design \(11057\) | 3 credit points – Level 2](#)

[Back-end Web Development \(11058\) | 3 credit points – Level 2](#)

[Tangible and Embodied Interaction Design \(11059\) | 3 credit points – Level 2](#)

[Designing for Data Informed User Experience \(11060\) | 3 credit points – Level 3](#)

[Social Interaction Design \(11061\) | 3 credit points – Level 3](#)

Open Electives - 24 credit points from the following

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Note:

- Must pass 24 credit points from anywhere in the University, as a breadth major, a breadth minor and/or as individual units.

In addition to course requirements, in order to successfully complete your course you must meet the inherent requirements. Please refer to the [inherent requirements statement](#) applicable to your course

Typical study pattern

UC - Canberra, Bruce

Standard Full Time, Semester 1 Commencing

Year 1

Semester 1

[Human Factors for Interaction Design \(11054\)](#)

[Introduction to Interaction Design \(11655\)](#)

[Professional Orientation \(Design\) \(10336\)](#)

[Visual Representation Techniques \(11041\)](#)

Semester 2

[Design Culture and Society \(11044\)](#)

[Design Thinking and User Centered Design \(11656\)](#)

[Programming for Design \(11055\)](#)

Open Elective unit

Year 2

Semester 1

[Affective Interaction Design \(11057\)](#)

[Front-end Web Design \(11056\)](#)

Two Open Elective units

Semester 2

[Back-end Web Development \(11058\)](#)

[Professional Practice 1: Work Integrated Learning \(11017\)](#)

[Tangible and Embodied Interaction Design \(11059\)](#)

Open Elective unit

Year 3

Semester 1

[Designing for Data Informed User Experience \(11060\)](#)

[Professional Practice 2: Work Integrated Learning \(11018\)](#)

Two Open Elective units

Semester 2

[Professional Evidence \(Design\) \(11045\)](#)

[Social Interaction Design \(11061\)](#)

Two Open Elective units

Standard Full Time, Semester 2 Commencing

Year 1

Semester 2

[Design Culture and Society \(11044\)](#)

[Design Thinking and User Centered Design \(11656\)](#)

[Professional Orientation \(Design\) \(10336\)](#)

[Programming for Design \(11055\)](#)

Year 2

Semester 1

[Human Factors for Interaction Design \(11054\)](#)

[Introduction to Interaction Design \(11655\)](#)

[Visual Representation Techniques \(11041\)](#)

Open Elective unit

Semester 2

[Back-end Web Development \(11058\)](#)

[Tangible and Embodied Interaction Design \(11059\)](#)

Two Open Elective units

Year 3

Semester 1

[Affective Interaction Design \(11057\)](#)

[Front-end Web Design \(11056\)](#)

[Professional Practice 2: Work Integrated Learning \(11018\)](#)

Open Elective unit

Semester 2

[Professional Practice 1: Work Integrated Learning \(11017\)](#)

[Social Interaction Design \(11061\)](#)

Two Open Elective units

Year 4

Semester 1

[Designing for Data Informed User Experience \(11060\)](#)

[Professional Evidence \(Design\) \(11045\)](#)

Two Open Elective units

Standard Full Time, Winter Commencing

Year 1

Semester 2

[Design Culture and Society \(11044\)](#)

[Professional Orientation \(Design\) \(10336\)](#)

[Programming for Design \(11055\)](#)

Open Elective unit

Winter Term

[Design Thinking and User Centered Design \(11656\)](#)

[Visual Representation Techniques \(11041\)](#)

Year 2

Semester 1

[Front-end Web Design \(11056\)](#)

[Human Factors for Interaction Design \(11054\)](#)

[Introduction to Interaction Design \(11655\)](#)

Open Elective unit

Semester 2

[Back-end Web Development \(11058\)](#)

[Professional Practice 1: Work Integrated Learning \(11017\)](#)

[Tangible and Embodied Interaction Design \(11059\)](#)

Open Elective unit

Winter Term

Two Open Elective units

Year 3

Semester 1

[Affective Interaction Design \(11057\)](#)

[Designing for Data Informed User Experience \(11060\)](#)

[Professional Practice 2: Work Integrated Learning \(11018\)](#)

Open Elective unit

Semester 2

[Professional Evidence \(Design\) \(11045\)](#)

[Social Interaction Design \(11061\)](#)

Two Open Elective units

Course information

Course duration

Standard six semesters full-time or equivalent. Maximum twenty semesters.

Learning outcomes

Learning outcomes	Related graduate attributes
Identify the different stages involved in software development and select appropriate methods in designing and prototyping interactive artefacts as applicable to industry practices.	1.1 UC graduates are professional: employ up-to-date and relevant knowledge and skills; and 2.3 UC graduates are global citizens: understand issues in their profession from the perspective of other cultures.

Demonstrate advanced knowledge of usability, accessibility and select appropriate tools to build and manage both screen based and physical interactive artefacts.

1.3 UC graduates are professional: use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems;

1.6 UC graduates are professional: take pride in their professional and personal integrity; and

2.6 UC graduates are global citizens: behave ethically and sustainably in their professional and personal lives.

Majors

- [Core Major in Design \(CM0003\)](#)
- [Specialist Major in Interaction Design \(SM0011\)](#)

Awards

Award	Official abbreviation
Bachelor of Design (Interaction Design)	BDes (InteractionDes)

Enquiries

Student category	Contact details
Prospective Domestic Students:	Email study@canberra.edu.au or Phone 1800 UNI CAN (1800 864 226)
Prospective International Students:	Email international@canberra.edu.au or Phone +61 2 6201 5342
Current and Commencing Students:	Email FAD.Student@canberra.edu.au or Phone 1300 301 727

Download your course guide



Scholarships

Find the scholarship that's the right fit for you

[Explore Scholarships](#)

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UC acknowledges the Ngunnawal people, traditional custodians of the lands where Bruce campus is situated. We wish to acknowledge and respect their continuing culture and the contribution they make to the life of Canberra and the region. We also acknowledge all other First Nations Peoples on whose lands we gather.