

Bachelor of Design (Interaction Design) (ARB202.2)

Please note these are the 2023 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 (IxD), also known as UI/UX, is the art of creating interactive digital experiences. This is comprised of User Interface (UI) design, which involves designing the interface of software and machines such as computers, mobile devices, home appliances, and other electronic devices to maximise usability. It also includes User Experience (UX) design, which centres on understanding of the target users' behaviours, attitudes, and emotions towards a particular product or digital service in a given context.

This course explores fundamental theories, concepts, tools, and contemporary UI - UX techniques to teach you how people engage with different digital technologies and services across screens, mobile, and virtual platforms. You'll grow to understand human behaviour and emotions, and use this knowledge to design human-centric interactive experiences.

At UC, you'll undertake various projects, culminating in a portfolio of work showcasing your creativity, problem-solving skills, and technological expertise. Upon graduation, you'll be a well-rounded UI/UX designer and future leader, specialising in finding ways to make technology more accessible.

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.

Standard entry to this course is by selection rank, but a [portfolio entry](#) is also possible.

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 18 credit points as follows

[Professional Orientation \(Design\) \(10336\) | 3 credit points – Level 1](#)

[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](#)

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

[Design Thinking and User Centered Design \(11656\) | 3 credit points – Level 1](#)

Restricted Choice - Must pass 6 credit points as follows

Specialisations - Must pass 1 of the following

Visual Communication Design - Must pass 6 credit points as follows

Required - Must pass 3 credit points as follows

Professional Practice (Industry Studios) (11831) | 3 credit points – Level 2

Restricted Choice - Must pass 3 credit points from the following

Professional Practice (Internships B) (11832) | 3 credit points – Level 3

Professional Practice (Industry and Creative Projects) (11833) | 3 credit points – Level 3

Interaction Design - Must pass 6 credit points as follows

Part A - Must pass 3 credit points from the following

Professional Practice (Internships A) (11829) | 3 credit points – Level 2

Professional Practice (Specialist Skills) (11830) | 3 credit points – Level 2

Part B - Must pass 3 credit points from the following

Professional Practice (Internships B) (11832) | 3 credit points – Level 3

Professional Practice (Industry and Creative Projects) (11833) | 3 credit points – Level 3

Industrial Design - Must pass 6 credit points as follows

Professional Practice (Industry Studios) (11831) | 3 credit points – Level 2

Professional Practice (Advanced Industry Studios) (11834) | 3 credit points – Level 3

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

Digital Media Art 2: Image Production (11836) | 3 credit points – Level 1

Emerging Production Technologies (11839) | 3 credit points – Level 3

Digital Production Project (11840) | 3 credit points – Level 3

Web Frameworks and Dynamic Data (11841) | 3 credit points – Level 2

Designing for UX (User Experience) (11842) | 3 credit points – Level 2

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

[Digital Media Art 2: Image Production \(11836\)](#)

Open Elective unit

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

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

Year 2

Semester 1

Two Open Elective units

[Designing for UX \(User Experience\) \(11842\)](#)

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

Semester 2

[Web Frameworks and Dynamic Data \(11841\)](#)

Open Elective unit

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

11829 Professional Practice (Internships A) OR 11830 Professional Practice (Specialist Skills)

Year 3

Semester 1

Two Open Elective units

11832 Professional Practice (Internships B) OR 11833 Professional Practice (Industry and Creative Projects)

[Emerging Production Technologies \(11839\)](#)

Semester 2

Two Open Elective units

[Digital Production Project \(11840\)](#)

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

Standard Full Time, Semester 2 Commencing

Year 1

Semester 2

Open Elective unit

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

[Digital Media Art 2: Image Production \(11836\)](#)

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

Year 2

Semester 1

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

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

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

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

Semester 2

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

11829 Professional Practice (Internships A) OR 11830 Professional Practice (Specialist Skills)

Two Open Elective units

Year 3

Semester 1

Two Open Elective units

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

11832 Professional Practice (Internships B) OR 11833 Professional Practice (Industry and Creative Projects)

Semester 2

[Digital Production Project \(11840\)](#)

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

Open Elective unit

[Web Frameworks and Dynamic Data \(11841\)](#)

Year 4

Semester 1

[Designing for UX \(User Experience\) \(11842\)](#)

[Emerging Production Technologies \(11839\)](#)

Two Open Elective units

Course information

Course duration

Standard six semesters full-time or equivalent. Maximum duration is 10 years.

Learning outcomes

Learning outcomes	Related graduate attributes
Demonstrate advanced knowledge of usability, accessibility and select appropriate tools to build and manage both screen based and physical interactive artefacts.	<p>1.3 UC graduates are professional: use creativity, critical thinking, analysis and research skills to solve theoretical and real-world problems;</p> <p>1.6 UC graduates are professional: take pride in their professional and personal integrity; and</p> <p>2.6 UC graduates are global citizens: behave ethically and sustainably in their professional and personal lives.</p>

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.

Majors

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

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)
Current and Commencing Students:	Email artsanddesign.enquiries@canberra.edu.au or Phone (02) 6201 2570 or 6206 3887
Prospective International Students:	Email international@canberra.edu.au or Phone +61 2 6201 5342

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.