

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

Please note these are the 2024 details for this course

## Domestic students

Selection rank	60
	<b>Note:</b> 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.

English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent). <a href="#">View IELTS equivalences</a>
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Duration	3.0 years
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UAC code	362108
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Faculty	Faculty of Arts and Design
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Discipline	School of Design and the Built Environment
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Location	UC - Canberra, Bruce
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Fees 

Per Unit	Per Annum	Full Course
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## International students

Academic entry requirements	To study at UC, you'll need to meet our academic entry requirements and any admission requirements
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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](#).

[View UC's academic entry requirements](#)

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**English language requirements** An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).

[View IELTS equivalences](#)

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**CRICOS code** 095572M

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**Faculty** Faculty of Arts and Design

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**Discipline** School of Design and the Built Environment

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**Location** UC - Canberra, Bruce

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**Duration** 3.0 years

Fees 

Per Unit

Per Annum

Full Course

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# 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 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.

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

Year	Location	Teaching period	Teaching start date	Domestic	International
2024	UC - Canberra, Bruce	Semester 1	05 February 2024	✓	✓
2024	UC - Canberra, Bruce	Winter Term	27 May 2024	✓	
2024	UC - Canberra, Bruce	Semester 2	29 July 2024	✓	✓

## Credit arrangements

A credit transfer arrangement is available for this course for the following institutions:

### Other Australian Tafe

[Any Australian Diploma \(AQF5\) \(28797\)](#)

[Dip of Information Technology \(28779\)](#)

[Diploma of Website Development \(28816\)](#)

### University Of Canberra College

[Diploma of Design \(28678\)](#)

# 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

Open Elective unit

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

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

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

## **Year 2**

### **Semester 1**

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

Two Open Elective units

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

### **Semester 2**

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

Open Elective unit

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

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

## **Year 3**

### **Semester 1**

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

Two Open Elective units

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

### **Semester 2**

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

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

Two Open Elective units

## **Standard Full Time, Semester 2 Commencing**

### **Year 1**

#### **Semester 2**

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

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

Open Elective unit

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

## 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 \(11656\)](#)

Two Open Elective units

[11829 Professional Practice \(Internships A\) OR 11830 Professional Practice \(Specialist Skills\)](#)

## 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 \(Design\) \(11045\)](#)

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

Open Elective unit

## 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.	<p>1.1 UC graduates are professional: employ up-to-date and relevant knowledge and skills; and</p> <p>2.3 UC graduates are global citizens: understand issues in their profession from the perspective of other cultures.</p>

## Majors

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

## Awards

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

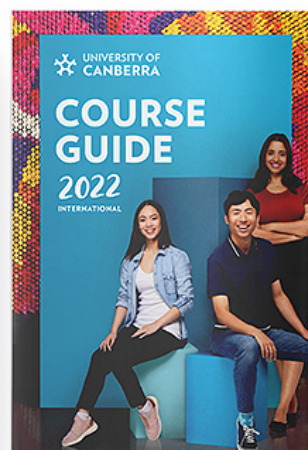
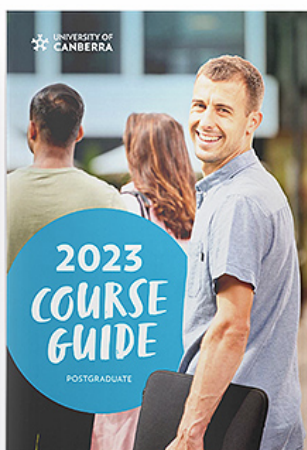
## Enquiries

Student category	Contact details
Prospective Domestic Students:	Email <a href="mailto:study@canberra.edu.au">study@canberra.edu.au</a> or Phone 1800 UNI CAN (1800 864 226)

Prospective International Students: Email [international@canberra.edu.au](mailto:international@canberra.edu.au) or Phone +61 2 6201 5342

Current and Commencing Students: Email [artsanddesign.enquiries@canberra.edu.au](mailto:artsanddesign.enquiries@canberra.edu.au) or Phone (02) 6201 2570 or 6206 3887

## Download your course guide



# Scholarships

Find the scholarship that's the right fit for you

[Explore Scholarships](#)

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TEQSA Provider ID: PRV12003 (Australian University)

UC acknowledges the Ngunnawal people, traditional custodians of the lands where Bruce campus is situated. We wish to acknowledge

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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.