

Bachelor of Design and Interactive Technologies (BDIT) - BachDIT

QTA

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

[^] 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 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 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 Schedules](#).

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 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

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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 Cultural Responsibilities and Creative Communities](#)
- Year 2, Sem 2 and 3: [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 thinking and design skills from 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 products.

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](#) available

- 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 hav
