



Postgraduate program

Interaction Design

Are you inspired by the intersection of technology, design, innovation and entrepreneurship?

New technological developments e.g. 3D printing, drones, driverless vehicles, social robotics and augmented reality, will fuel the growth of the global digital economy. To meet this growth, interaction designers will be tasked with creating user-centric solutions, overseeing the design of every digital touch point and creating a holistic experience.

By deeply understanding people's practices, environments and values, you can create products which fit meaningfully into users lives.

Join the global knowledge economy

We have over 1000 industry partners and together we are advancing and exploring future technologies to benefit our world. Join this network of experts and go beyond the expected to deliver the next generation of innovation.

Collaborative ecosystem

Our building is an incubator for creativity, knowledge and innovation. Its design facilitates agile project work and integrates the latest technology systems allowing students to collaborate, ideate and innovate. And all based on the CBD fringe.

Flexibility

You have options. As a domestic student, you can choose the number of credit points to take each semester to give you that work/life balance. You can also test run postgraduate study with a Graduate Certificate and, all going well, continue to a full Master program. International students must complete full time study.

Careers

- Web Developer
- Mobile Application Designer
- Interaction Designer
- User Experience (UX) Designer
- Design Lead
- Information Architect
- Web Designer
- Content Strategist
- Creative Technologist
- Service Designer
- Digital Journey Designer
- Experience Designer

Graduate Certificate

Course code: C11272

Course duration:

Domestic: 1 year (part-time)

Study load: 24 credit points (4 subjects)

Master

Course code: C04222

Course duration:

Domestic: 1.5 years (full-time); 3 years (part-time)

International: 1.5 years (full-time)

Study load: 72 credit points (12 subjects)

Master (Extension)

Course code: C04234

Course duration:

Domestic: 2 years (full-time); 4 year (part-time)

International: 2 years (full-time)

Study load: 96 credit points (16 subjects)

Intake: Autumn (March) and Spring (July)*

*The Graduate Certificate is not available for intake in Spring 2018.

Course overview

The course guides students through new design perspectives with a strengthened talent for developing concepts based on user research. It provides an enhanced ability to incorporate innovation processes into business and select technologies.

Apply

Apply via UAC or direct at a postgraduate information evening
uts.edu.au/feit-events

International: Apply via
international.uts.edu.au

COURSE STRUCTURE*

	Grad Certificate 24 credit points	Master 72 credit points	Master (Extension) 96 credit points
Core subjects A	Complete the following:	Complete the following:	Complete the following:
Fundamentals of Interaction Design	•	•	•
Advanced Interaction Design	•	•	•
Prototyping Physical Interaction	•	•	•
Storytelling and Sense-making Studio	•	•	•
Core subjects B		Complete the following:	Complete the following:
Human-Centred Design Research Methods		•	•
Digital Experience Design		•	•
Digital Media Studio (12 credit points)		•	•
Choice		Choose 1 of the following:	Choose 1 of the following:
Data Analytics module		•	•
Games Design Module		•	•
Graduate Research Project + Elective option		•	•
Interaction Programming module		•	•
Extension choice			Choose 1 of the following:
Graduate research project and elective option			•
Innovation Studio			•

*Elements of the course structure may change.

See handbook.uts.edu.au/it/ for full course specs.

interaction-design.uts.edu.au