

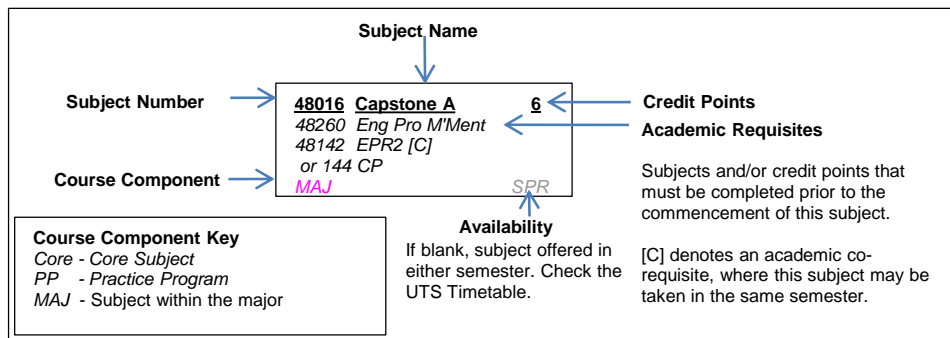
# UTS: INFORMATION TECHNOLOGY

## Course Template

# Course: C09119v1 BComSci (Honours)

## Major: Interaction Design

Year 1		Year 2		Year 3		Year 4	
Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8
37131 <u>Intro to Linear Dynamical Systems</u> 6 Core	37132 <u>Introduction to Mathematical Analysis and Modelling</u> 6 37131 <i>Intro to Linear Dyn Syst</i> Core	31270 <u>Networking Essentials OR 41092 Network Fundamentals</u> 6 Core	41080 <u>Theory of Computing Science</u> 6 Core	41075 <u>Principles of Programming Languages</u> 6 Core	32144 <u>Technology Research Preparation</u> 6 Core	32931 <u>Technology Research Methods</u> 6 32144 <i>TRP</i> Core	31482 <u>Honours Project</u> 12 32931 <i>TRM</i>
37151 <u>Intro to Statistics</u> 6 Core	37181 <u>Discrete Mathematics</u> 6 Core	31268 <u>Web Systems</u> 6 MAJ AUT	31260 <u>Fundamentals of Interaction Design</u> 6 MAJ	41019 <u>Prototyping Physical Interaction</u> 6 31260 <i>Fund of Interaction Design</i> MAJ	<u>ID Options</u> 6 MAJ	31272 <u>Project Mgmt.</u> 6 31265 <i>CITP, 48230 Eng Comm</i> 31269 <i>BRM</i> 31266 <i>Intro to IS</i> Core	Core
31266 <u>Intro to Information Systems</u> 6 Core	31269 <u>Business Req. Modelling</u> 6 31266 <i>Intro to IS</i> Core	48024 <u>Applications Programming</u> 6 48023 <i>Prog. Fundamentals OR</i> 31267 <i>Prog. Fundamentals</i> Core AUT	31080 <u>Interactive Media</u> 6 31267 <i>Prog. Fundamentals OR</i> 48023 <i>Prog. Fundamentals</i> MAJ	31251 <u>Data Structures and Algorithms</u> 6 48024 <i>Applications Programming</i> Core	<u>Elective</u> 6	<u>ID Options</u> 6 MAJ	41021 <u>Interaction Design Studio</u> 12 41019 <i>Prototyping Physical Interaction</i> 31260 <i>Fund. 1 Interaction Design</i> 31080 <i>Interactive Media</i> 31272 <i>Project Management</i> MAJ
<u>Elective</u> 6	31271 <u>Database Fundamentals</u> 6 48023 <i>Prog. Fundamentals</i> Core	41078 <u>Computing Science Studio 1</u> 6 Core	31777 <u>Adv. Interaction Design</u> 6 31269 <i>BRM</i> 31260 <i>Fund. of Interaction Design</i> MAJ	41079 <u>Computing Science Studio 2</u> 6 Core	<u>Elective</u> 6	<u>Elective</u> 6	



### Interaction Design OPTIONS

- 41020 Human-centred Design Methods
- 31262 Introduction to Computer Game Design
- 31263 Introduction to Computer Game Programming
- 31250 Introduction to Data Analytics
- 41889 Application Development in the iOS Environment
- 31927 Application Development with >NET
- 31285 Mobile Applications Development
- 31748 Programming on the internet

NOTES: You can only choose 2 Interaction Design option - you do this in stage 7 and 8

UTS Timetable remains the definitive source on subject availability  
Your study plan defines course requirements  
For further assistance, contact Student Centre at 1300 275 887

