

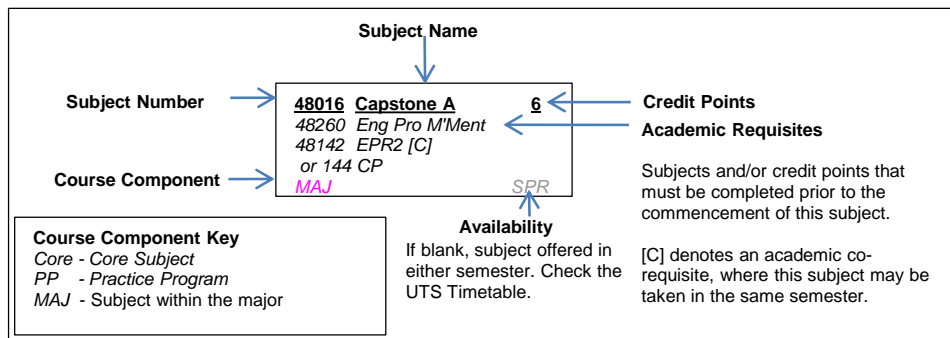
# UTS: INFORMATION TECHNOLOGY

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

