



THE UNIVERSITY
OF QUEENSLAND
AUSTRALIA

CREATE CHANGE

Welcome

Master of Interaction Design

Program Convener

Dr Dhaval Vyas

Human-Centred Computing

EECS | EAIT | UQ

Acknowledgement of Country

The University of Queensland (UQ) acknowledges the Traditional Owners and their custodianship of the lands on which we meet.

We pay our respects to their Ancestors and their descendants, who continue cultural and spiritual connections to Country.

We recognise their valuable contributions to Australian and global society.

The Brisbane River pattern from *A Guidance Through Time*
by Casey Coolwell and Kyra Mancktelow.



Plan For Today's Session

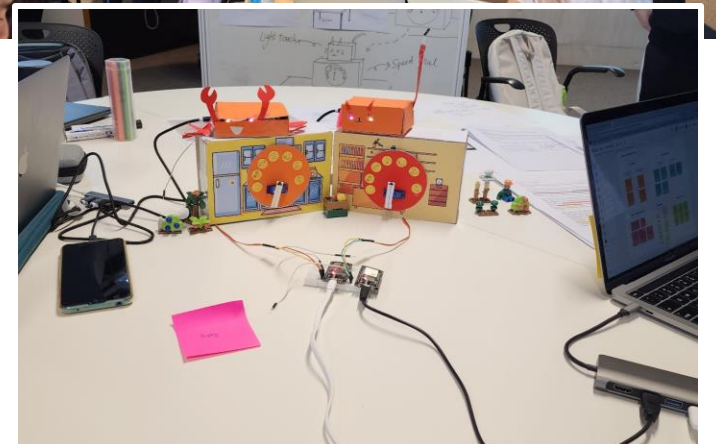
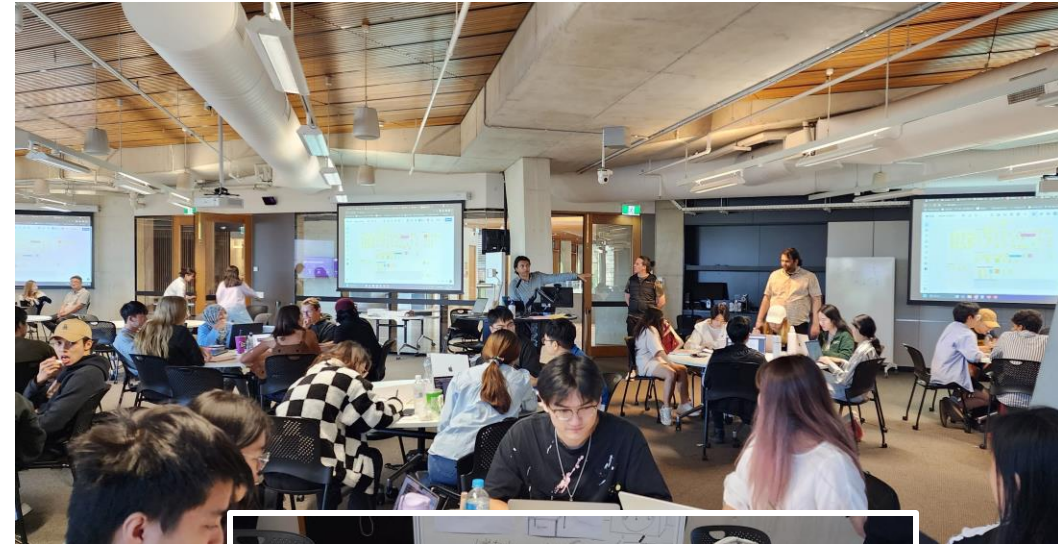
Duration	Activity
3:00pm – 3:20pm	Welcome and Introduction
3:20pm – 3:40pm	Program Information
3:40pm – 4:00pm	Team Building Activity
4:00pm- 5:30pm	Post Grad Social Mixer_refreshments available 47A-courtyard

Introductions

- You are in this together for the next 2 years
- Let's get to know one another
- Tell us...
 - your name and city you lived in
 - your previous degree,
 - what you expect from this degree

What this degree is all about!

- A conversion master's degree
- New ways of learning in DECO courses
 - Standard lectures
 - Studio-based learning
- Complete 32 units
 - 8 units per semester
- Select courses based on Practitioner / Researcher pathways
- Heavily assessment driven courses
 - Qualitative Marking



Master of Interaction Design

Commencing Semester 1

1 The study plan below shows the required 20 units of: **Core Courses**

2 Complete 4 units of **Research Courses** in Year 2 for either of the following:

- **Thesis Option**
- **Practitioner Option**

**Students commencing Thesis Option in Semester 1 enrol in REIT7841 for both semesters. Students commencing Thesis Option in Semester 2 enrol in REIT7842 for both semesters.

3 Complete 4 to 6 units of **Discipline Electives** from the options below:

Sem 1	DECO7110 DECO7220
Sem 2	DECO6500 DECO7281 DECO7285

4 Complete 0 to 4 units of **Breadth Electives** from the following:

Sem 1	INFS7202
Sem 2	COMP3820 INFS7903 COMP7240 SOCY7329 COMU7014 TIMS7328 COMU7304
Sem 1+2	CSSE7023 INFS7900 CSSE7231 MATH7861 CSSE7201 MGTS7601 HLTH7001 TIMS7301 HLTH7002 WRIT6001

Year 1			
Sem 1 Feb	CSSE7030 Introduction to Programming 1+2	REIT6811 Research Methods 1+2	DECO7140 Introduction to Web Design 1+2
			DECO7180 Design Computing Studio 1: Interactive Technology
Sem 2 July	COMP7110 Introduction to Software Innovation	DECO7230 Digital Prototyping & Extended Reality	DECO7250 Human-Computer Interaction 1+2
			Discipline Elective
Year 2			
Sem 1 Feb	DECO7385 Physical Computing Studio (#4)		Discipline Elective
Sem 2 July	DECO3500 Social & Mobile Computing	Discipline Elective or Breadth Elective	Discipline Elective or Breadth Elective

Thesis Option

REIT7841/7842**
Research and Development Methods and Practice

Individual research project with an academic supervisor. If you are considering a research career, this is your best choice.

OR

Practitioner Option

DECO7380
Design Computing Studio 3: Propose **1+2**

DECO7381
Design Computing Studio 3: Build **1+2**

Capstone project applying skills learnt. COMP3820 Digital Health Software Project is another project suited to the practitioner option.

Timetables, Changing & Dropping Courses

Class Allocation is via MyTimetable system via your my.UQ Dashboard: <http://my.uq.edu.au/>

1. Go to **'mySI-net'** to enrol in chosen course(s)

2. Go to **'My Timetable'** to use the Allocate+ system to preference class times
(Closed 27/01/2025)

3. Classes are then allocated automatically with personal timetable released **12pm 03/02/2025**

Class Adjustment (02/03/2025):

Didn't get the time you wanted, or now need to change times?

4. Use **'My Timetable'** to:
- Swap to other classes if there is space.
 - Add your name to a waitlist to swap to preferred class
 - Contact eait.mytimetable@uq.edu.au if you still have unavoidable clashes

Timetables, Changing & Dropping Courses

Need to **add** or **change** courses?

- Go to step (1) then (2) or (4) on the previous slide [depending on when you change].

Adding courses is available till **Friday 7 March 2025.**

Need to **drop** a course?

- International students MUST discuss with EAIT faculty office before reducing below #8.
- Census date (last day to drop a course without financial liability): **Monday 31st March 2025**
- Last day to withdraw from a course without academic penalty: **Wednesday 30th April 2025**

UQ Terminology

- **Program** = degree you're studying, e.g. MIntDes, BCompSc, BE(hons), MEngSci, etc.
- **Course** = subject
 - Each course has a course code (e.g. "CSSE1001", "ENGG1100", "DECO1400")
- **Unit** = measure of workload of a course
 - Most courses are 2 units
 - Standard study load is 8 units per semester (4 courses), i.e.
 - MIntDes requires 32 units (typically 4 semesters = 2 years)
 - BInfTech, BCompSci and BArchDes require 48 units (typically 6 semesters = 3 years)
 - BE(Hons) require 64 units (typically 8 semesters = 4 years)
- **Faculties:** Administer degree programs
- **Schools:** Teach courses and give academic advice
- **Getting Started at UQ:** www.uq.edu.au/startingatuq

Course Profiles & Websites

Describes what you should expect in a course:

- Prerequisites
- Topics covered
- Expected learning outcomes
- Assessment
- Textbooks
- Other important information
- Access via my.UQ, Blackboard or Courses & Programs: www.my.uq.edu.au/programs-courses.

Each course will have a website available from:
www.learn.uq.edu.au (blackboard)

Design Computing Studio 2 - Interaction Design

Print Feedback

Design Computing Studio 2 - Interaction Design (DECO7285)

Information valid for Semester 2, 2025

Course level

Postgraduate Coursework

Faculty

[Engineering, Architecture & Information Technology](#)

School

Elec Engineering, Comp Science

Units

2

Duration

One Semester

Attendance mode

In Person

Class hours

Studio 4 Hours/ Week

Incompatible

DECO2800 or DECO2850 or DECO7280

Prerequisite

DECO7180

Assessment methods

Assignments

Projects

Presentations

Course enquiries

DECO2850@eecs.uq.edu.au

Current course offerings

Course offerings	Location	Mode	Course Profile
Semester 2, 2025 (28/07/2025 - 22/11/2025)	St Lucia	In Person	PROFILE UNAVAILABLE

Please Note: Course profiles marked as not available may still be in development.

Course description

Interdisciplinary teams of students undertake studio-based design and development projects covering a broad understanding of user research, prototyping, application development, evaluation, project management and teamwork, and showcase their work at design exhibitions.

Archived offerings

Course offerings	Location	Mode	Course Profile
Semester 2, 2024 (22/07/2024 - 16/11/2024)	St Lucia	In Person	COURSE PROFILE
Semester 2, 2023 (24/07/2023 - 18/11/2023)	St Lucia	In Person	COURSE PROFILE

In your own time, watch this video

A faculty specific, carefully considered general information introduction. If you do just one thing to help prepare you for studies in this faculty, watch this video.



<https://www.youtube.com/watch?v=oXZZvygHea8>

Academic Integrity and Plagiarism

The University takes academic integrity very seriously.

You must:

- **Not** use the work of others without appropriate referencing and citation
- **Not** share code for individual assignments
- Know when group work is appropriate and not appropriate
- **Not** let others use your work or answers
- Ask your lecturer (**before** the due date) if you're not sure
- Very effective Electronic detection of plagiarism is used; and *severe penalties* apply!
- **Compulsory Information and Online Learning Module:** <https://web.library.uq.edu.au/library-services/it/learnuq-blackboard-help/academic-integrity-modules>

How to do well in this degree

- Attend lectures, studios, workshops, etc. regularly
 - Submit assessments on time
 - Participate in team-based activities
- Regularly complete 8 units per semester (this is likely 4 courses, a semester)
- Decide if you want practitioner or researcher pathway, early on
- Take courses in the right order
 - I.e. Start from Level 1 courses
- Attend design exhibits in week 13
 - DECO7350, DECO7380, DECO7381 etc. in Sem 1
 - DECO7381, DECO7285 , DECO7380, etc. in Sem 2
- Take academic advise: <https://eecs.uq.edu.au/current-students/academic-advice/master-interaction-design>

Team Building Activity





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