Design Computing teaches you to bring ideas into reality. A whatever-it-takes, design-led approach engages you in creative problem solving. It’s the approach industry leading innovators use to dream up new products, services and interactive experiences.

This program teaches you to recognise the value of your ideas. You will be trained in ideation – the ability to conceptualise, problem solve and judge various design solutions. Your ideation is matched with skills for implementation; using software and devices to make your best ideas.

Design Computing teaches you the approach necessary to invent elegant, commercially viable products and services. You will learn to manage a trusted team of creators, working in a studio-model that firmly puts the focus on your expression and your solution. You will be empowered through a toolbox of skills in user experience, interaction design, graphic design, programming and object design. Most importantly, you will be taught to recognise what tools are needed for specific social and commercial challenges and to use those skills to produce unique, innovative solutions.

Our independent study options allow you to use your lecturers’ knowledge while you prototype your own projects, leading to patents or even a startup business. Design Computing is the only course in the Asia-Pacific that gives you this combination of practical skills without limiting your ability to direct your own solutions.

“Design Computing is the perfect blend of information technology and design. It provides a gateway to explore and experiment in different areas of design with subjects such as user experience design and information visualization. The skills and knowledge I’ve obtained over these three years will give me the ability to thrive in any design-orientated job. The small class sizes and group work help you build essential teamwork skills that are necessary in any career and the tutors are always on hand to help you with individual work. Design computing isn’t just a course; it’s an experience.”

Clarissa Di Nicola
Bachelor of Design Computing (3rd Year, 2012)
Ideation and implementation: A winning combination.

Design Computing trains you in a two-stage process. The first two years equips you with sophisticated skills in ideation and design evaluation. These skills allow you to think creatively and laterally to produce new solutions and to decide analytically which options are the best to pursue. In addition to these conceptual skills, you will gain technical skills in programming, design software and project management. During these two years you will also prototype and develop examples of how these technologies can be used.

The second stage of the program starts in your third year. With a focus on developing group projects, you will draw on all the skills you have learnt throughout your degree while further enhancing your understandings of human-computer interaction and information visualisation. These are showcased in two exhibitions, allowing you to demonstrate your work to potential employers and building a network of important contacts.

New technologies demand new teaching

The Bachelor of Design Computing recognises that teaching has to keep pace with technology. The studio-based model of teaching enables you to combine your learning of skills with application and invention. We encourage you to pursue ideas that no-one has ever attempted. And we help you make them a reality.

We also know that technology is increasingly involved in every facet of modern life. We know that you may have different interests in how and where to use technology. To meet these individual differences, we offer you a series of elective streams in technical, professional, creative arts and exclusive Design Computing electives.

Technical - learn electronic engineering and robotics
Professional - understand society, markets and business
Creative Arts - use fine arts to perfect your designs
Design Computing - pursue advanced versions of your core units

Exceptional students may take exclusive Independent Study units that allow you to pursue personal projects in your undergraduate program. These electives let you work on your own ideas, learning from world-leading researchers to develop potential patents and startup businesses.