



Bachelor of Design (Domestic students)

Program code

1189

Available at

Gold Coast Campus, South Bank Campus

Duration

3 years full-time
6 years part-time

Credit points

240

Indicative fee

\$9,500.00* per year [\(more\)](#)

* 2024 indicative annual CSP fee

Admission requirements

Guaranteed ATAR/Rank OR Portfolio and Interview

[\(more\)](#)

Commencing in

Trimester 1 and Trimester 2

About this program

Disrupt, innovate, and work with industry as you design your way to success

With majors in Interior Design, Product and User Experience Design, and Visual Communication Design, the Bachelor of Design addresses the global need for designers who can navigate the complexities of contemporary society, creatively, ethically and sustainably.

Our studio-first program, registered by the Design Institute of Australia (DIA), cultivates high levels of design expertise. Our teaching staff are award-winning design professionals and educators, with experience across a wide range of design practices. Learn in innovative, creative studio spaces at the Queensland College of Art and Design and leverage unique opportunities in our world-class facilities, including galleries and purpose-built design studios.

In partnership with leading experts from the design industry, you'll gain the skills to tackle real design challenges and devise leading-edge strategies and solutions. Advance your critical and strategic thinking and learn to present your ideas clearly and powerfully.

You'll have the opportunity to integrate internships and innovative studio incubator experiences into your degree, enhancing your practical capabilities and professional networks.

With the option to apply via portfolio submission, you can showcase your creative potential upfront. Accessible to all, this degree welcomes individuals with curiosity and passion for making a difference. We firmly believe that tackling our most pressing challenges requires a dedication to social justice and a deep understanding of First Nations culture and perspectives.

Majors

Visual Communication Design

Explore many different forms of visual and graphic communication and branding and understand the social contexts and environmental responsibilities of design. You'll learn to develop design solutions, which inform, persuade, provoke, or entertain your audience. You'll focus on your passion, but also learn how to effectively present and communicate your ideas within this evolving industry.

In studio classes, you'll have the creative freedom to explore topics that matter to you and will gain industry-informed skills in:

- print media
- screen-based interfaces (UI/UX)
- brand identity
- motion
- creative entrepreneurship

- graphic design solutions

LiveWorm-our award-winning design studio-provides an opportunity to kick-start your career by working with real clients and building a professional portfolio under the guidance of experienced teaching staff.

This major prioritises intercultural perspectives and inclusive world views while building your understanding of our responsibilities as global design citizens.

Interior Design

Prepare to explore diverse spaces and societies, crafting imaginative interiors and public urban spaces across various scales and domains.

With a strong focus on social and environmental justice, sustainability, liveability, diversity, and inclusion, this major integrates theory with hands-on practice. Gain a comprehensive toolkit of technical skills, from architectural to digital design programs, while honing your abilities in analysis and critical thinking.

An emphasis on creativity ensures you're equipped to tackle complex challenges with innovative and creative solutions, fostering meaningful contributions to the built environment and society at large.

Product and User Experience Design

Passionate about using cutting-edge digital technology to design unique products and experiences? This major equips you with hands-on skills in additive manufacturing (3D printing), virtual modeling, simulation, laser cutting, and CNC fabrication.

You'll cultivate future-ready skills that seamlessly bridge the physical and digital realms, while examining the environmental and societal implications to ensure your designs make a positive impact. Your creations will merge user experience design methods with iterative digital processes-not just shaping innovative products, systems and services, but transforming how people interact with and experience the world.

Global mobility

Expand your knowledge and your world-view through our mobility courses. Inspiring overseas study opportunities, ranging from a few weeks to a year, are available for students in this degree. Visit [Go Global Griffith](#) for more information.

My attendance during the program

Attendance information

Student Income Support

To be classed as a full-time student, you are required to enrol in a minimum number of credit points each standard study period. The minimum credit points for full-time enrolment in this program is 30 credit points.

Trimester 1 and Trimester 2 are deemed standard study periods. As Trimester 3 is a non-standard study period, continuing students moving from one year to the next will not be required to study during this trimester to be eligible for student income support.

Domestic students who commence in Trimester 3 may be eligible for student income support from the onset of study provided they are enrolled full-time in this study period.

Please refer to the [Australian Government website](#) for more details.

Managing Study Interruptions

Leave of Absence

Taking a leave of absence from this program is permitted, subject to conditions outlined in the Enrolment Procedure

Work-integrated learning

The Bachelor of Design has a range of high quality work-integrated learning opportunities available to our students in all five majors. These experiences will build your disciplinary knowledge, skills and understanding to prepare you for a career in the design industry.

Courses within this degree include work-integrated learning experiences such as:

- professional practice/work placements with industry partners or in our in-house design studios- LiveWorm and LiveSpace,
- industry projects embedded in the curriculum,
- volunteer work for organisations such as not-for-profit organisations,
- learning activities within virtual and simulated work environments.

To experience this type of learning, you need to enrol in specific courses that may be either core or elective to your degree.

To complement your work-integrated learning, you may wish to undertake work experience. This is normally arranged by you with an employer you select, with approval from your Program Director.

My career opportunities

My career opportunities

My career opportunities

Graduate prepared to join the ranks of adventurous designers changing the way we interact with our environment and enhancing the way we live. You'll gain the industry experience, networks and knowledge needed to succeed in cutting-edge design fields, opening opportunities for work in the fields of visual communication and graphic design, interior design, product and user experience design, content creation, digital web design, design management, design education, theatre, furniture design, and digital media.

Design careers are available in a wide range of employment sectors, from commercial and industrial product development to UX/UI design, advertising, built environment, manufacturing, construction, architecture, IT, arts and recreation, as well as health, sports technology, and humanitarian work.

Depending on your specialisation, potential job outcomes may vary.

Visual Communication Designer

Career opportunities: communication designer, graphic designer, digital content creator, illustrator, brand strategist, multimedia designer, web/UX/UI designer, art director, interaction designer, design consultant, information designer, publication designer, advertiser, packaging designer, animator, television and motion graphic designer, stage/set production designer, experience designer.

Interior Designer

Career opportunities: commercial interior designer, environmental designer, residential interior designer, retail interior designer, production designer, theatre/stage designer, furniture designer, visual and spatial branding designer.

Product and User Experience Designer

Career opportunities: product designer, industrial designer, digital product designer, experience designer (UX), product and packaging designer, design consultant, exhibition designer, furniture designer, AR && VR designer, lighting designer, service designer, systems designer, strategic designer.

Professional recognition

Professional recognition

The Bachelor of Design is recognised by the [Design Institute of Australia](#). As a student and graduate, you can apply to become a member of the [Design Institute of Australia](#).

Pathways to further study

Pathways to further study

Graduates of this program may continue their studies by undertaking the [Bachelor of Design \(Honours\) \(2043\)](#) or one of the various postgraduate offerings at the Queensland College of Art and Design.

What are the fees?

Commonwealth supported students

- The indicative fee represents the expected average fee for an annual full-time study load (80 credit points). This is based on average study patterns across courses and the Australian Government's broad discipline areas (student contribution bands). A student's actual annual fee may vary in accordance with his or her choice of majors and electives. The Australian Government sets student contribution amounts on an annual basis.
- [Find out more...](#)

Fee-paying undergraduate (domestic) students

These fees are only applicable to domestic students who are not Commonwealth supported including:

- Full-fee paying domestic students who commenced their program prior to 2009.
- International students who have been approved to pay domestic tuition fees after obtaining Australian or New Zealand citizenship or permanent residency or a permanent humanitarian visa and who have not obtained a Commonwealth

supported place.

Tuition fees

- A fee-paying undergraduate student pays tuition fees.
- Students are liable for tuition fees for the courses they are enrolled in as at the census date.
- The tuition fee is charged according to the approved program fee for the trimester in which the student is enrolled.
- [Find out more...](#)

FEE-HELP

Eligible undergraduate fee-paying students may defer their tuition fees by taking out a FEE-HELP loan which is part of the Higher Education Loan Program (HELP). Payment of the loan is via the taxation system when income reaches a specified level.

- [Higher Education Loan Program \(HELP\)](#)

Further information

- [Calculating tuition fees](#)
- [Calculating your EFTSL](#)
- [Fees and Charges Procedure](#)
 - [3.2 - Fees for Undergraduate Students \(Non-international\)](#)
 - [Fees and Charges Schedules](#)
- [Financial help and support](#)

Additional fee information

Additional costs

Throughout your program you may be required to pay for the following items:

- 1515QCA - Drawing Kits and Visual Diaries (students purchase via GU Pay).