Faculty of Science, Engineering and Built Environment
2016 Course Re-Enrolment Map

DEAKIN
UNIVERSITY AUSTRALIA
Worldly

Course:	S303 Bachelor of Information Technology (Mobile and Apps Development)		
Campus:	Burwood (Melbourne), Cloud (online)		
Student name:		ID#:	
CoE expiry:		CTR (credit):	

Use the course rules beneath this table to create your personal enrolment map. Your course map will vary if you are commencing in trimester 2.

Sample Enrolment Map

Year 1				
SIT010 – Safety Induction Program – 0 Credit Point Compulsory Unit				
Tri-1	SIT101 Fundamentals of Information Technology	SIT105 Critical Thinking and Problem Solving for IT	Elective unit	SIT120 Introduction to Apps Design
Tri-2	SIT103 Database and Information Retrieval	SIT104 Introduction to Web Development	Elective unit	SIT102 Introduction to Programming
Tri-3				
Year 2				
STP010 Introduction to Work Placements – 0 credit-point compulsory unit				
Tri-1	SIT223 Information Technology Professional Skills^	Elective unit	SIT206 iOS Programming	Elective unit
Tri-2	SIT202 Computer Networks	Elective unit	SIT203 Web Programming	SIT207 Android Programming
Tri-3				
Year 3				
Tri-1	SIT374 Project Management	SIT365 Interface Design	Elective unit Level 2 or 3	SIT305 Advanced Apps Development
Tri-2	SIT302 Project	Elective unit Level 3	Elective unit Level 2 or 3	SIT313 Mobile Computing
Tri-3				

^ Must have completed STP010 Introduction to Work Placements (0 credit point unit)

This course map is for illustrative purposes. Students must meet the course rules and unit requirements as set out in the Handbook (http://www.deakin.edu.au/students/university-handbook/2016)

Course Requirements:

The course comprises a total of 24 credit points, which must include the following:

- 16 credit points of core (prescribed) units
- 8 credit points of elective units
- Completion of SIT010 Safety Induction Program (0 credit-point compulsory unit)
- Completion of STP010 Introduction to Work Placements (0 credit-point compulsory unit)
- Level 1 – maximum of 10 credit points
- Level 2 and 3 – minimum of 14 credit points over both levels
- Level 3 – minimum of 6 credit points of which at least 4 must be SIT Course Grouped units

Recommended elective units:

Unit	Unit Title	Trimester	Prerequisite
SIT151	Game Fundamentals	1	Nil
SIT153	Introduction to Game Programming	2	Nil
SIT162	Interactive Media Systems	2	Nil
SIT182	Introduction to Computer Security	2	Nil
SIT322	Distributed Systems	1	SIT221 or SIT232
SIT323	Practical Software Development	2	One of SIT131, SIT153, SIT232 or SIT251

Student (name and signature)	Course advisor (name and signature)	Date: