

S326.2

Award granted: Bachelor of Information Technology
Campus of Offer: Melbourne Campus at Burwood,
Geelong Campus at Waurin Ponds and Off Campus
Duration: 3 years full time or part time equivalent
Course code: S326
CRICOS code: 053993D

Bachelor of Information Technology (B, G, X)

year

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Trimester 1	SIT101: Fundamentals of Information Technology (B, G, X)	SIT102: Introduction to Programming (B, G, X) (offered in T2 in 2011)	SIT105: Critical Thinking and Problem Solving (B, G, X)	Major (SIT unit)
Trimester 2	SIT103: Introduction to Database Design (B, G, X)	SIT104: Introduction to Web Development (B, G, X)	Elective unit	Major (SIT unit)

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Trimester 1	MSC228: Information Systems Analysis and Design (B, G, X)	SIT231: Advanced Database Systems (B, G, X)	Elective unit	Major (SIT unit)
Trimester 2	SIT202: Computer Networks (B, G, X)	Elective unit Level 2 or 3	Elective unit	Major (SIT unit)

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Trimester 1	SIT301: IT Practice (ONLINE)	Elective unit Level 3	Elective unit Level 2 or 3	Major (SIT unit)
Trimester 2	SIT302: Project (B, G, X)	Elective unit Level 3	Elective unit Level 2 or 3	Major (SIT unit)

The requirements of the Bachelor of Information Technology degree are:

- a total of 24 credit points
- successful completion of at least one wholly online unit
- Students must complete a minimum 16 SIT coded units which must include ten IT prescribed core units and six SIT coded units which must make up a compulsory prescribed major (see below for details)
- up to 8 electives can be taken outside the Faculty of Science and Technology
- no more than 10 credit points at level 1
- at least 14 credit points at level 2 or above
- at least 6 credit points at level 3 of which at least 4 must be SIT coded units
- Compulsory Safety Induction Program to be undertaken in first trimester of enrolment **SIT010**

See <http://www.deakin.edu.au/current-students/handbooks2011/> for Unit descriptions

Work Integrated Learning

Up to 4 credit points of Internship (STP251, STP351) or Industry Based Learning units (STP201, STP202, STP301, SIT302) are optional and will be accredited towards your study. Please consult your enrolment adviser regarding the selection process.

Please note that this course map is a guide only. It is just one example of how this course can be structured. Please contact your Course Advisor if you require any clarification.

<p>Computer Science (B, G, X)</p> <p>SIT192 – Discrete Mathematics SIT221 – Classes, Libraries and Algorithms SIT232 (<i>prev. SIT131</i>) – Object-Oriented Development SIT222 – Operating Systems Concepts SIT322 – Distributed Systems <i>Plus one other approved level 3 SIT unit</i></p>	<p>Networking (B, G):</p> <p>SIT182 – Introduction to Computer Security SIT272 – Internet Core and Enterprise Routing SIT203 – Web Programming SIT322 – Distributed Systems SIT382 – System Security SIT377 – Advanced Network Engineering</p>
<p>Game Development (B, G, X):</p> <p>SIT151 – Game Fundamentals SIT251 – Introduction to Game Programming SIT204 – Mathematics and Physics for Games SIT354 (<i>prev. SIT252</i>) – Real Time Graphics and Rendering SIT352 – Advanced Game Development SIT353 – Multiplayer and Networked Games</p>	<p>Security (B, G, X):</p> <p>SIT192 – Discrete Mathematics SIT182 – Introduction to Computer Security SIT281 – Cryptography SIT284 – I.T. Security Management SIT384 – Corporate Computer and Network Security SIT382 – System Security</p>
<p>Interactive Media Design (B)</p> <p>SIT161 – Principles of Interactive Media SIT162 – Interactive Media Systems SIT263 – Interface Design SIT253 – Audio and Visual Game Elements SIT363 – Authoring of Interactive Media SIT362 – Advances in Interactive Media (2011) <u>or</u> SIT361 – <i>Multimedia Systems and Technology</i> (from 2012)</p>	<p>Software Development (B, G, X):</p> <p>SIT232 (<i>prev. SIT131</i>) – Object-Oriented Development SIT221 – Classes, Libraries and Algorithms SIT203 – Web Programming SIT321 – Software Engineering SIT323 – Practical Software Development <i>Plus one other approved level 3 SIT unit</i></p>
<p>Mathematical Modelling (NEW 8cp major in BIT)</p> <p>SIT192 – Discrete Mathematics SIT194 – Introduction to Mathematical Modelling SIT281 – Cryptography SIT292 – Linear Algebra & Applications to Data Communication <i>One of:</i> SIT291 – Mathematical Methods for Info. Modelling <u>or</u> SIT294 – Engineering Mathematics SIT302 – Project (B, G, X) (T2 only for Maths Projects) SIT399 – Advanced Topics in Mathematics SIT392 – Public Key Cryptography [^]SIT302 is already a core unit within the BIT courses</p>	<p>Web Systems (B, X)</p> <p>SIT162 - Design of Interactive Media Systems SIT263 - Interface Design SIT203 - Web Programming SIT322 - Distributed Systems SIT371 – Java Network Programming SIT323 - Practical Software Development <u>OR</u> MSC345 – Advanced Business Systems Development</p>

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