

2011

for 2011
commencing
students

Faculty of Science and Technology

S334.2

Award granted: Bachelor of Information Technology (IT Security)

Campus of Offer: Melbourne Campus at Burwood and Off Campus

Duration: 3 years full time or part time equivalent

Course code: S334.2

**Bachelor of Information Technology
(IT Security) (B, X)**

year

1

2

3

Trimester 1	SIT101 Fundamentals of Information Technology (B, G, X)	SIT105 Critical Thinking and Problem Solving (B, G, X)	SIT192 Discrete Mathematics (B, G, X) <i>Pre req: (VCE Maths Methods 3 and 4 are highly recommended)</i>	Elective
Trimester 2	SIT103 Introduction to Database Design (B, G, X)	SIT104 Introduction to Web Development (B, G, X)	SIT182 Introduction to Computer Security (B, G, X)	Elective
Trimester 1	SIT223 Information Technology Professional Skills (ONLINE) <i>Pre req: SIT105 and 1 SIT unit Incompatible with SIT301</i>	SIT282 Computer Crime and Digital Forensics (B, G, X) <i>Pre req: 2 SIT units</i>	Elective	Elective
Trimester 2	SIT202 Computer Networks (B, G, X) <i>Pre req: 2 SIT units</i>	SIT284 I.T. Security Management (B, G, X) <i>Pre req: 2 SIT level 1 units</i>	SIT281 Cryptography (B, G, X) <i>Pre req: SIT192</i>	Elective (Level 2 or 3)
Trimester 1	SIT374 Project Management (B, G, X) <i>Pre req: One of SIT223 or MSC228 and 2 SIT level 2 units</i>	SIT384 Corporate Computer and Network Security (B, G, X) <i>Pre req: SIT284</i>	SIT392: Public Key Cryptography (B, G, X) <i>Pre req: SIT281 or SIT292</i>	Elective (Level 2 or 3)
Trimester 2	SIT302 Project (B, G, X) <i>Pre req: 16 cps of study Co req: SIT301 or SIT374</i>	SIT382 System Security (B, G, X) <i>Pre req: SIT182 and SIT202</i>	Elective (Level 3)	Elective (Level 2 or 3)

The requirements of the Bachelor of Information Technology (IT Security) 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**
- 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/handbooks2012/> 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.

Correct at: 1/10/2011

<p>Computer Science (B, G, X)</p> <p>SIT102 – Introduction to Programming SIT192 – Discrete Mathematics SIT222 – Operating Systems Concepts SIT232 – Object-Oriented Development SIT322 – Distributed Systems SIT323 – Practical Software Development</p>	<p>Networking (B, G):</p> <p>SIT182 – Introduction to Computer Security SIT203 – Web Programming SIT272 – Internet Core and Enterprise Routing SIT322 – Distributed Systems SIT377 – Advanced Network Design and Engineering SIT382 – System Security</p>
<p>Game Development (B, G, X):</p> <p>SIT151 – Game Fundamentals SIT153 – Introduction to Game Programming SIT204 – Mathematics and Physics for Games SIT255 – Advanced Game Development SIT353 – Multiplayer and Networked Games SIT354 – Real Time Graphics and Rendering</p>	<p>Security (B, G, X):</p> <p>SIT182 – Introduction to Computer Security SIT192 – Discrete Mathematics SIT281 – Cryptography SIT284 – I.T. Security Management SIT382 – System Security SIT384 – Corporate Computer and Network Security</p>
<p>Interactive Media Design (B)</p> <p>SIT161 – Principles of Interactive Media SIT162 – Interactive Media Systems SIT253 – Audio and Visual Game Elements SIT263 – Interface Design SIT361 – Multimedia Systems and Technology SIT363 – Authoring of Interactive Media</p>	<p>Software Development (B, G, X):</p> <p>SIT102 – Introduction to Programming SIT203 – Web Programming SIT221 – Classes, Libraries and Algorithms SIT232 – Object-Oriented Development SIT321 – Software Engineering SIT323 – Practical Software Development</p>
<p>Mathematical Modelling (B, G, X)</p> <p>SIT192 – Discrete Mathematics SIT194 – Introduction to Mathematical Modelling SIT281 – Cryptography SIT292 – Linear Algebra and Applications to Data Communication <i>One of:</i> SIT291 – Mathematical Methods for Info. Modelling <i>or</i> SIT294 – Engineering Mathematics SIT392 – Public-Key Cryptography SIT396 – Complex Analysis SIT399 – Advanced Topics in Mathematics</p>	

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