S464 BACHELOR OF SOFTWARE ENGINEERING (HONOURS)

FACULTY OF SCIENCE, ENGINEERING AND BUILT ENVIRONMENT

FOR STUDENTS COMMENCING TRIMESTER 1 2024

Last updated 21/07/2023

When you first enrol via StudentConnect and go through the enrolment steps, you may be able to simply confirm any units that are pre-populated for you. You can also add any that you need to do, as part of your first year's enrolment – by using the information on this map and in the Handbook.

You must also complete the following compulsory zero (0) credit point units: DAI001 Academic Integrity Module (0 credit points)
AND STP010 Career Tools for Employability (0 credit points)
AND SIT010 Safety Induction Program (0 credit points)

YEAR 1 Year: 2024	Trimester 1	SIT102 Introduction to Programming	SIT111 Computer Systems	SEJ104 Engineering in Society	SIT192 Discrete Mathematics
	Trimester 2	SIT225 Data Capture Technologies	SIT217 Introduction to Software Engineering	SIT232 Object-Oriented Development	SIT103 Database Fundamentals
	Trimester 3				
YEAR 2 Year: 2025	Trimester 1	SIT331 Full Stack Development: Secure Backend Services	SIT210 Embedded Systems Development	SIT221 Data Structures and Algorithms	SET111 Sustainable Design
	Trimester 2	SIT313 Full Stack Development: Secure Frontend Applications	SIT202 Computer Networks and Communication	SIT223 Professional Practice in Information Technology	SIT315 Concurrent and Distributed Programming
	Trimester 3				
YEAR 3 Year: 2026	Trimester 1	SIT333 Software Quality and Testing	SIT310 Robotics Application Development	Minor or Elective Unit	SIT374 Team Project (A) - Project Management and Practices OR Minor or Elective Unit
	Trimester 2	SIT314 Software Architecture and Scalability for Internet-Of-Things	SIT329 Advanced Embedded Systems	SIT344 Professional Practice OR SIT378 Team Project (B) - Execution and Delivery AND Minor or Elective Unit	
	Trimester 3				
YEAR 4 Year: 2027	Trimester 1	SIT723 Research Techniques and Applications		SIT732 Developing Secure Internet of Things Applications	Minor or Elective Unit
	Trimester 2	SIT724 Research Project OR SIT746 Research Project (Advanced)		SEL703 Professional Practice	Minor or Elective Unit
	Trimester 3				

Note: Students are recommended to undertake SIT374 Team Project (A) - Project Management and Practices and SIT378 Team Project (B) - Execution and Delivery in consecutive trimesters. Students should seek advice from the unit chair if they are unable to complete SIT374 and SIT378 consecutively.

Students must have successfully completed STP010 Career Tools for Employability (0 credit point unit) before commencing SEL703 Professional Practice.

SEL703 Professional Practice is available in trimester 1, trimester 2 and trimester 3. Students are encouraged to complete this unit in Trimester 3 of the third year of study.

Please note that all students must complete their SEL703 placement. Students that complete SIT344 and an elective as their capstone option will still be required to complete another placement in SEL703

S464 COURSE RULES

- Must pass 32 credit points for course
- Must pass ALL units in {DAI001, SIT010, STP010}
- Must pass ALL units in {SEJ104, SEL703, SET111, SIT102, SIT103, SIT111, SIT192, SIT202, SIT210, SIT217, SIT221, SIT223, SIT232, SIT310, SIT313, SIT314, SIT315, SIT329, SIT331, SIT723, SIT732}

- Must pass 1 units in {SIT123, SIT225}
- Must pass 1 units in {SIT216, SIT333}
- Must pass 1 units in {SIT724, SIT746}
- Must pass ALL units in {SIT374, SIT378} Or Must pass 1 unit(s) in {SIT344}
- Must pass one of: A minor (4 credit points) or 4 elective units (4 credit points)

FOR USE ONLY WHEN UNDERTAKING A CONSULTATION WITH A STUDENT ADVISER:

Student ID:		**Name:**		
Deakin email:			**Preferred contact no:**	
Year commenced:	**Period commenced:**	**eCOE (if applicable):**	**Campus:**	**Mode:**
Student adviser:			**Date:**	

Notes

GENERAL INFORMATION

This course map is a guide only. You must also ensure you meet the course rules and structure as set out in the official University Handbook of the year you commenced your course. This course map has been created to be used electronically.

Not all units are available in all study periods or mode of delivery.

- Full time study is typically three to four units (or credit points) each study period.
- Part time study is typically one to two units (or credit points) each study period – part time study will extend the duration of your studies.
- Trimester 3 is typically an optional study period - unless it's your first study period and/or a compulsory study period for your course.

Unit options can be found in the 'Advanced Unit Search' in the most current year's University Handbook.

If you have applied for or received credit for units as recognition of prior learning (RPL), it may alter the units you need to study.

Please seek advice from a Student Adviser in StudentCentral if you have any queries or need help understanding your course structure and unit options.

S464 BACHELOR OF SOFTWARE ENGINEERING (HONOURS) MINOR UNIT SETS

ARTIFICIAL INTELLIGENCE (MN-S000013)
SIT112 Introduction to Data Science and Artificial Intelligence
SIT215 Computational Intelligence
SIT292 Linear Algebra for Data Analysis

SIT330 Natural Language Processing
SIT332 Robotics, Computer Vision and Speech Processing

Completion Rule

- Must pass all unit(s) in {SIT112, SIT215, SIT292}
- Must pass 1 unit(s) in {SIT330, SIT332}

CLOUD TECHNOLOGIES (MN-S000011)
SIT226 Cloud Automation Technologies
SIT233 Cloud Computing
SIT314 Software Architecture and Scalability for Internet-Of-Things
SIT323 Cloud Native Application Development

Completion Rule

- Must pass all unit(s) in {SIT226, SIT233, SIT314, SIT323}

CYBER SECURITY (MN-S000015)
SIT182 Real World Practices for Cyber Security
SIT218 Secure Coding
SIT284 Cyber Security Management
SIT379 Ethical Hacking

Completion Rule

- Must pass all unit(s) in {SIT182, SIT218, SIT284, SIT379}

DATA SCIENCE (MN-S000014)
SIT199 Applied Algebra and Statistics
SIT292 Linear Algebra for Data Analysis
SIT307 Machine Learning
SIT319 Deep Learning

Completion Rule

- Must pass all unit(s) in {SIT199, SIT292, SIT307, SIT319}

GAME DESIGN (MN-S000006)
SIT151 Game Fundamentals
SIT253 Content Creation for Interactive Experiences
SIT254 Game Design

SIT283 Development for Virtual and Augmented Reality

Completion Rule

- Must pass all unit(s) in {SIT151, SIT253, SIT254, SIT283}

INFORMATION TECHNOLOGIES RESEARCH (MN-S000018)
SIT718 Real World Analytics
SIT747 Research Project (Publication)
SLE761 Professional Research Practice

Completion Rule

- Must pass 4 credit points in {SIT718, SIT747, SLE761}

VIRTUAL AND AUGMENTED REALITY (MN-S000009)
SIT183 Interactive Application Design for Virtual and Augmented Reality
SIT253 Content Creation for Interactive Experiences
SIT283 Development for Virtual and Augmented Reality
SIT383 Assembling Virtual and Augmented Reality Experiences

Completion Rule

- Must pass all unit(s) in {SIT183, SIT253, SIT283, SIT383}