

# S464 BACHELOR OF SOFTWARE ENGINEERING (HONOURS)

## FACULTY OF SCIENCE, ENGINEERING AND BUILT ENVIRONMENT



FOR STUDENTS COMMENCING TRIMESTER 2 2024

Last updated 13/02/2024

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: SIT010 Safety Induction Program (0 credit points)  
 AND STP010 Career Tools for Employability (0 credit points)  
 AND DAI001 Academic Integrity Module (0 credit points)

<b>YEAR 1</b> Year: 2024	Trimester 2				
	Trimester 3				
<b>YEAR 2</b> Year: 2025	Trimester 1				
	Trimester 2				
	Trimester 3				
<b>YEAR 3</b> Year: 2026	Trimester 1				
	Trimester 2				
	Trimester 3				
<b>YEAR 4</b> Year: 2027	Trimester 1				
	Trimester 2				
	Trimester 3				
<b>YEAR 5</b> Year: 2028	Trimester 1				
	Trimester 2				
	Trimester 3				

Note: Students are recommended to undertake SIT374 Team Project (A) - Project Management and Practices and SIT378 Team Project (B) - Execution and Delivery inconsecutive 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 2 credit points in {SIT374, SIT378} Or Must pass all units in {SIT344}
  - Must pass one of: a minor sequence (4 credit points) Or 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}