

S326 BACHELOR OF INFORMATION TECHNOLOGY

FACULTY OF SCIENCE, ENGINEERING AND BUILT ENVIRONMENT



FOR STUDENTS COMMENCING TRIMESTER 1 2023

Last updated 10/08/2022

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: STP010 Career Tools for Employability (0 credit points)

AND STP050 Academic Integrity (0 credit points)

AND SIT010 Safety Induction Program (0 credit points)

YEAR 1 <small>Year:</small> 2023	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 2 <small>Year:</small> 2024	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 3 <small>Year:</small> 2025	Trimester 1				
	Trimester 2				
	Trimester 3				

Note: Students are recommended to undertake SIT374 and SIT378 in consecutive trimesters. Students should seek advice from the unit chair if they are unable to complete SIT374 and SIT378 consecutively.

Students must have completed STP010 Career Tools for Employability (0-credit point unit) and SIT223 Professional Practice in IT before commencing SIT306 IT Placements and Industry Experience.

S326 COURSE RULES

- Must pass 24 credit points for course
- Must pass ALL units in {MIS201, SIT102, SIT103, SIT112, SIT120, SIT124, SIT182, SIT216, SIT223, SIT224, SIT317, SIT328}
- Must pass all units in (SIT306, SIT374, SIT378) Or must pass 1 unit(s) in (SIT344)
- Must pass ALL units in {SIT010, STP010, STP050}
- Must pass at least 14 credit points at levels {2, 3}
- Must pass at least 6 credit points at level {3}
- Must pass no more than 10 credit points at level {1}

(Must pass 1 unit set(s) in {Cyber Security (MJ-S000041), Networking and Cloud Computing (MJ-S000063), Application Development (MJ-S000085)} OR

Must pass 1 unit set(s) in {Application Development (MN-S000001), Security Management (MN-S000003), Cyber Security Network Operations (MN-S000004), Embedded Systems (MN-S000005), Game Design (MN-S000006), Network and Cloud Technologies (MN-S000007), Programming (MN-S000008), Virtual and Augmented Reality (MN-S000009)} OR

Must pass 2 unit set(s) in {Application Development (MN-S000001), Security Management (MN-S000003), Cyber Security Network Operations (MN-S000004), Embedded Systems (MN-S000005), Game Design (MN-S000006), Network and Cloud Technologies (MN-S000007), Programming (MN-S000008), Virtual and Augmented Reality (MN-S000009)}))

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.

S326 BACHELOR OF INFORMATION TECHNOLOGY MAJOR UNIT SETS

APPLICATION DEVELOPMENT (MJ-S000085)
SIT232 Object-Oriented Development
SIT221 Data Structures and Algorithms
SIT305 Mobile Application Development
SIT313 Full Stack Development: Secure Frontend Applications
SIT314 Software Architecture and Scalability for Internet-Of-Things
SIT323 Cloud Native Application Development

- Completion Rule
- Must pass all unit(s) in {SIT221, SIT232, SIT305, SIT313, SIT314, SIT323}

CYBER SECURITY (MJ-S000041)
SIT190 Introduction to Functions, Relations and Graphs
SIT192 Discrete Mathematics
SIT202 Computer Networks and Communication
SIT282 Computer Forensics and Investigations
SIT327 Network Forensics
SIT379 Ethical Hacking
SIT384 Cyber Security Analytics

- Completion Rule
- Must pass all unit(s) in {SIT190, SIT192, SIT202, SIT282, SIT327, SIT379, SIT384}

Note(s)

Students who have successfully completed Mathematical Methods 3 and 4 or equivalent may choose to replace SIT190 with an elective unit.

The trimester offering for SIT379 Ethical Hacking will change in 2023 from Trimester 1 to Trimester 2.

NETWORKING AND CLOUD COMPUTING (MJ-S000063)
SIT113 Cloud Computing
SIT192 Discrete Mathematics
SIT202 Computer Networks and Communication
SIT232 Object-Oriented Development
SIT323 Cloud Native Application Development
SIT325 Advanced Network Security

- Completion Rule
- Must pass all unit(s) in {SIT113, SIT192, SIT202, SIT232, SIT323, SIT325}

S326 BACHELOR OF INFORMATION TECHNOLOGY MINOR UNIT SETS

APPLICATION DEVELOPMENT (MN-S000001)
SIT232 Object-Oriented Development
SIT305 Mobile Application Development
SIT313 Full Stack Development: Secure Frontend Applications
SIT323 Cloud Native Application Development

- Completion Rule
- Must pass all unit(s) in {SIT232, SIT305, SIT313, SIT323}

CYBER SECURITY NETWORK OPERATIONS (MN-S000004)

SIT192 Discrete Mathematics

SIT202 Computer Networks and Communication

SIT327 Network Forensics

SIT379 Ethical Hacking

Completion Rule

- Must pass all unit(s) in {SIT192, SIT202, SIT327, SIT379}

EMBEDDED SYSTEMS (MN-S000005)

SIT122 Robotics Studio

SIT123 Data Capture Technologies

SIT210 Embedded Systems Development

SIT329 Advanced Embedded Systems

Completion Rule

- Must pass all unit(s) in {SIT122, SIT123, SIT210, SIT329}

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}

NETWORK AND CLOUD TECHNOLOGIES (MN-S000007)

SIT113 Cloud Computing

SIT232 Object-Oriented Development

SIT314 Software Architecture and Scalability for Internet-Of-Things

SIT323 Cloud Native Application Development

Completion Rule

- Must pass all unit(s) in {SIT113, SIT232, SIT314, SIT323}

PROGRAMMING (MN-S000008)

<u>SIT221 Data Structures and Algorithms</u>
<u>SIT232 Object-Oriented Development</u>
<u>SIT313 Full Stack Development: Secure Frontend Applications</u>
<u>SIT315 Concurrent and Distributed Programming</u>

- Completion Rule
- Must pass all unit(s) in {SIT221, SIT232, SIT313, SIT315}

SECURITY MANAGEMENT (MN-S000003)
<u>MIS211 Information Security, Governance and the Cloud</u>
<u>MMH356 Change Management</u>
<u>MMM132 Management</u>
<u>SIT284 Cyber Security Management</u>

- Completion Rule
- Must pass all unit(s) in {MIS211, MMH356, MMM132, SIT284}

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

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