

FOR STUDENTS COMMENCING TRIMESTER 1 2027

Last updated 31/07/2026

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 and Respect At Deakin](#) (0 credit points)

YEAR 1 Year: 2027	Trimester 1				
	Trimester 2				
	Trimester 3				
YEAR 2 Year: 2028	Trimester 1				
	Trimester 2				
	Trimester 3				

* Excluding SIT771, SIT772, SIT773, and SIT774.

Note: Students are expected to undertake SIT764 and SIT782 in consecutive trimesters. Students should seek advice from the unit chair if they are unable to complete SIT764 and SIT782 consecutively

S779 COURSE RULES

- Must pass 16 credit points for course
- Must pass ALL units in {DAI001, SIT719, SIT722, SIT725, SIT726, SIT740, SIT753, SIT764}
- Must pass 1 unit set in {Cyber Security (SP-S000028), Data Science (SP-S000055), Emerging Technologies (SP-S000062), Information Technology Research Training (SP-S000011), Internet of Things (SP-S000091), Networking and Cloud Technologies (SP-S000021), Software and Services Development (SP-S000023), Virtual Reality (SP-S000083)}.
- Must pass 2 unit(s) in {SIT782, SIT776}
- OR
- Must pass 2 unit(s) in {SIT791, STP710}
- OR
- Must pass 2 credit points in {SIT723, SIT792}.
- Must pass three (3) credit points of Level 7 SIT or MIS electives units.

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.

S779 MASTER OF INFORMATION TECHNOLOGY (PROFESSIONAL) SPECIALISATION UNIT SETS

CYBER SECURITY (SP-S000028)
SIT703 Computer Forensics and Investigations
SIT704 Ethical Hacking
SIT716 Computer Networks and Security
SIT735 Application and Communication Protocol Security
SIT736 Identity, Access Management and Physical Security
SIT738 Secure Coding
SIT763 Cyber Security Management

Completion Rule

- Must pass all unit(s) in {SIT704, SIT716}
- Must pass 2 unit(s) in {SIT703, SIT735, SIT736, SIT738, SIT763}

DATA SCIENCE (SP-S000055)
<u>SIT718 Real World Analytics</u>
<u>SIT720 Machine Learning</u>
<u>SIT731 Data Wrangling</u>
<u>SIT741 Statistical Data Analysis</u>
<u>SIT742 Modern Data Science</u>
<u>SIT743 Bayesian Learning and Graphical Models</u>
<u>SIT744 Deep Learning</u>

- Completion Rule
- Must pass all unit(s) in {SIT718, SIT720}
 - Must pass 2 unit(s) in {SIT731, SIT741, SIT742, SIT743, SIT744}

EMERGING TECHNOLOGIES (SP-S000062)
<u>SIT706 Cloud Computing</u>
<u>SIT728 Blockchain Technologies and Real-World Applications</u>
<u>SIT765 Foundations of Quantum Computing</u>
<u>SIT766 Green Computing</u>
<u>SIT788 Engineering Ai Solutions</u>

- Completion Rule
- Must pass 2 unit(s) in {SIT706, SIT728, SIT788}
 - Must pass 2 unit(s) in {SIT765, SIT766}

INFORMATION TECHNOLOGY RESEARCH TRAINING (SP-S000011)
<u>SIT723 Research Techniques and Applications</u>
<u>SIT724 Research Project</u>
<u>SIT746 Research Project (Advanced)</u>
<u>SIT747 Research Project (Publication)</u>
<u>SLE761 Professional Research Practice</u>

- Completion Rule
- Must pass 4 credit points in {SIT723, SIT724, SIT746, SIT747, SLE761}

INTERNET OF THINGS (SP-S000091)
<u>SIT716 Computer Networks and Security</u>
<u>SIT729 Software Architecture and Scalability for Internet of Things</u>
<u>SIT730 Embedded Systems Development</u>
<u>SIT732 Developing Secure Internet of Things Applications</u>

- Completion Rule
- Must pass all unit(s) in {SIT716, SIT729, SIT730, SIT732}

NETWORKING AND CLOUD TECHNOLOGIES (SP-S000021)
<u>SIT706 Cloud Computing</u>
<u>SIT716 Computer Networks and Security</u>
<u>SIT722 Software Deployment and Operation</u>
<u>SIT727 Cloud Automation Technologies</u>
<u>SIT737 Cloud Native Application Development</u>

- Completion Rule
- Must pass 4 unit(s) in {SIT706, SIT716, SIT722, SIT727, SIT737}

QUANTUM COMPUTING (SP-S000116)
<u>SIT765 Foundations of Quantum Computing</u>
<u>SIT767 Quantum Programming and Simulations</u>
<u>SIT768 Quantum Computing Algorithms</u>
<u>SIT769 Applications of Quantum Computing</u>

- Completion Rule
- Must pass 4 credit points in {SIT765, SIT767, SIT768, SIT769}

SOFTWARE AND SERVICES DEVELOPMENT (SP-S000023)
<u>SIT707 Software Quality and Testing</u>
<u>SIT708 Mobile Application Development</u>
<u>SIT728 Blockchain Technologies and Real-World Applications</u>
<u>SIT737 Cloud Native Application Development</u>

- Completion Rule
- Must pass all unit(s) in {SIT707, SIT708, SIT728, SIT737}

VIRTUAL REALITY (SP-S000083)
<u>SIT755 Interactive Application Design for Virtual and Augmented Reality</u>
<u>SIT756 Development for Virtual and Augmented Reality</u>
<u>SIT757 Content Creation for Interactive Experiences</u>
<u>SIT758 Assembling Virtual and Augmented Reality Experiences</u>

Completion Rule

- Must pass all unit(s) in {SIT755, SIT756, SIT757, SIT758}