S326 BACHELOR OF INFORMATION TECHNOLOGY

FACULTY OF SCIENCE, ENGINEERING AND BUILT ENVIRONMENT

FOR STUDENTS COMMENCING TRIMESTER 1 2027

Last updated 30/10/2026

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)
AND STP010 Career Tools for Employability (0 credit points)

YEAR 1 Year: 2027	Trimester 1	SIT102 Introduction to Programming	SIT111 Computer Systems	SIT112 Introduction to Data Science and Artificial Intelligence	SIT182 Real World Practices for Cyber Security
	Trimester 2	SIT103 Database Fundamentals	SIT120 Introduction to Responsive Web Apps	SIT217 Introduction to Software Engineering	SIT224 Information Technology Systems and Innovation
	Trimester 3				

YEAR 2 Year: 2028	Trimester 1	SIT216 User Centred Design	SIT223 Professional Practice in Information Technology	Major OR Minor OR Elective unit	Major OR Minor OR Elective unit
	Trimester 2	SIT335 Strategic Integration of Artificial Intelligence	Major OR Minor OR Elective unit	Major OR Minor OR Elective unit	Major OR Minor OR Elective unit
	Trimester 3				

YEAR 3 Year: 2029	Trimester 1	SIT374 Team Project (A) - Project Management and Practices	SIT328 Communicating Information Technology Projects	Major OR Minor OR Elective unit	Major OR Minor OR Elective unit
	Trimester 2	SIT344 Professional Practice (2 credit points) OR SIT378 Team Project (B) - Execution and Delivery AND SIT306 IT Placements and Industry Experience		Major OR Minor OR Elective unit	Major OR Minor OR Elective unit
	Trimester 3				

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

NOTE: Students intending to complete the Application Development or Cyber Security majors are advised to contact Student Central for assistance in mapping the major units prior to commencing the major.

NOTE: Students intending to undertake SIT344 Professional Practice are encouraged to seek course advice from Student Central early in Year 2 to begin planning for this unit.

NOTE: Students must ensure their unit selection meets the course rule of passing 6 credit points at level 3.

S326 COURSE RULES

- Must pass 24 credit points for course
- Must pass ALL units in {SIT102, SIT103, SIT111, SIT112, SIT120, SIT182, SIT216, SIT217, SIT223, SIT224, SIT328,SIT335}
- Must pass ALL units in {DAI001, STP010}
- Must pass ALL units in {SIT344, SIT374} OR Must pass ALL units in {SIT374, SIT378, SIT306}
- Must pass 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), Cloud Native Application Development (MJ-S000078), Application Development (MJ-S000085), Human-Computer Interaction Design (MJ-S000099), Virtual Production (MJ-S000100)}
  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), Animation for Virtual Production (MN-S000027), Interaction Design (MN-S000028), UX/UI Design (MN-S000029)}

  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), Animation for Virtual Production (MN-S000027), Interaction Design (MN-S000028), UX/UI Design (MN-S000029)}}

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)
SIT221 Data Structures and Algorithms
SIT232 Object-Oriented Development
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}

CLOUD NATIVE APPLICATION DEVELOPMENT (MJ-S000078)
SIT226 Cloud Automation Technologies
SIT232 Object-Oriented Development
SIT233 Cloud Computing
SIT313 Full Stack Development: Secure Frontend Applications
SIT323 Cloud Native Application Development
SIT331 Full Stack Development: Secure Backend Services

Completion Rule

- Must pass all unit(s) in {SIT226, SIT232, SIT233, SIT313, SIT323, SIT331}

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.

HUMAN-COMPUTER INTERACTION DESIGN (MJ-S000099)
ADD101 Design and Creative Thinking
ADD105 Design Fundamentals
ADT201 Digital Product Design

ADT204 Design for Emerging Technology
ADT301 Ux Design Studio
ADT302 Interactive Design Studio

Completion Rule

- Must pass all unit(s) in {ADD101, ADD105, ADT201, ADT204, ADT301, ADT302}

NETWORKING AND CLOUD COMPUTING (MJ-S000063)
SIT192 Discrete Mathematics
SIT202 Computer Networks and Communication
SIT232 Object-Oriented Development
SIT233 Cloud Computing
SIT323 Cloud Native Application Development
SIT325 Advanced Network Security

Completion Rule

- Must pass all unit(s) in {SIT192, SIT202, SIT232, SIT233, SIT323, SIT325}

VIRTUAL PRODUCTION (MJ-S000100)
ADA102 Designing 3d Animated Environments
ADA201 Character Design and Development for Animation
ADA204 Animated Motion Graphics
ADA301 Interactive Animation Studio
ADA302 Animation Project
ADT203 Games and Interactive Design

Completion Rule

- Must pass all unit(s) in {ADA102, ADA201, ADA204, ADA301, ADA302, ADT203}

S326 BACHELOR OF INFORMATION TECHNOLOGY MINOR UNIT SETS

ANIMATION FOR VIRTUAL PRODUCTION (MN-S000027)
ADA102 Designing 3d Animated Environments
ADA201 Character Design and Development for Animation
ADA204 Animated Motion Graphics
ADA301 Interactive Animation Studio

Completion Rule

- Must pass all unit(s) in {ADA102, ADA201, ADA204, ADA301}

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
SIT210 Embedded Systems Development
SIT225 Data Capture Technologies
SIT329 Advanced Embedded Systems

Completion Rule

- Must pass all unit(s) in {SIT122, SIT210, SIT225, SIT329}

GAME DESIGN (MN-S000006)
SIT151 Game Fundamentals
SIT383 Assembling Virtual and Augmented Reality Experiences
SIT254 Game Design
SIT283 Development for Virtual and Augmented Reality

Completion Rule

- Must pass all unit(s) in {SIT151, SIT383, SIT254, SIT283}

INTERACTION DESIGN (MN-S000028)
ADD105 Design Fundamentals
ADT203 Games and Interactive Design
ADT204 Design for Emerging Technology
ADT302 Interactive Design Studio

Completion Rule

- Must pass all unit(s) in {ADD105, ADT203, ADT204, ADT302}

NETWORK AND CLOUD TECHNOLOGIES (MN-S000007)
SIT232 Object-Oriented Development
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 {SIT232, SIT233, SIT314, SIT323}

PROGRAMMING (MN-S000008)
SIT221 Data Structures and Algorithms
SIT232 Object-Oriented Development
SIT313 Full Stack Development: Secure Frontend Applications
SIT315 Concurrent and Distributed Programming

Completion Rule

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

SECURITY MANAGEMENT (MN-S000003)
MIS211 Cyber Security and Governance
MMH356 Leading Change
MMM132 Managing People and Organisations
SIT182 Real World Practices for Cyber Security
SIT284 Cyber Security Management

Completion Rule

- Must pass 4 unit(s) in {MIS211, MMH356, MMM132, SIT182, SIT284}

UX/UI DESIGN (MN-S000029)
ADD105 Design Fundamentals
ADT201 Digital Product Design
ADT202 Web and Interface Design
ADT301 Ux Design Studio

Completion Rule

- Must pass all unit(s) in {ADD105, ADT201, ADT202, ADT301}