

## Enrolment Course Structure

Course Code – CT5.BDA

Course Name – Bachelor of Information Technology (Big Data & Analytics)

First Year	Unit Code	Unit Name	Unit Rules
<b>Semester 1</b>			
	ITECH1100	Understanding the Digital Revolution	<b>EX:</b> GPSIT1100 & ITECH5100
	ITECH1101	IT Problem Solving	<b>EX:</b> GPSIT1101
	ITECH1102	Networking & Security	<b>EX:</b> GPSIT1102 & ITECH5102
	ITECH1103	Big Data & Analytics	<b>EX:</b> GPSIT1103 & ITECH5103
<b>Semester 2</b>			
	COOPC1024	Professional Identity (Information Technology)	
	ITECH1104	Cloud & Enterprise Computing	<b>EX:</b> GPSIT1104 & ITECH2201
	ITECH1400	Foundations of Programming	<b>EX:</b> ITECH5104
		Specialisation Elective	
Second Year	Unit Code	Unit Name	Unit Rules
<b>Semester 1</b>			
	ITECH2002	Systems Modelling	<b>PR:</b> ITECH1100 <b>EX:</b> ITECH2101
	ITECH2003	Web Design	<b>PR:</b> ITECH1100 <b>EX:</b> ITECH2106
	ITECH2303	Data Analytics	<b>PR:</b> ITECH1103
		Elective	
<b>Semester 2</b>			
	ITECH2004	Data Modelling	<b>PR:</b> ITECH1103
	ITECH2250	IT Project Management Techniques	<b>PR:</b> ITECH1001 and at least 7 computing units <b>EX:</b> ITECH3213 & ITECH5213
	ITECH2302	Big Data Management	<b>PR:</b> ITECH1103
		Elective	

Third Year	Unit Code	Unit Name	Unit Rules
<b>Semester 1</b>			
	COOPC2004 OR	Co-Operative Placement (Information Technology)	<b>PR:</b> Minimum 105 credit points <b>EX:</b> BUGEN3751 & BUGEN3752 & SCCOR3003 & SCCOR3014
	COOPC2001	Community Impact Project	<b>PR:</b> 120cp
	ITECH3001	User Experience	<b>PR:</b> ITECH2003
	ITECH3101	Business Analytics & Decision Support	<b>PR:</b> ITECH2004
	ITECH3208	Project 1	<b>PR:</b> ITECH2002 & ITECH2250 <b>CO:</b> ITECH2003 or ITECH2309
<b>Semester 2</b>			
	ITECH3002	Professionalism & Entrepreneurship	<b>PR:</b> ITECH2004 & ITECH2250 <b>EX:</b> ITECH3203
	ITECH3102	Data Visualization	<b>PR:</b> ITECH2303
	ITECH3209	Project 2	<b>PR:</b> ITECH3208
		Elective	

### Specialisation Elective list

BUACC1508 PRINCIPLES OF ACCOUNTING AND FINANCE  
 BUENT1501 CREATIVITY AND INNOVATION  
 ITECH2001 GAME DEVELOPMENT FUNDAMENTALS  
 MATHS1001 MODELLING AND CHANGE (INTRODUCTORY LEVEL)  
 MATHS1102 LINEAR ALGEBRA AND APPLICATIONS  
 STATS1000 STATISTICAL METHODS

### **Additional Information**

This course structure applies to students commencing from 2024. Students who commenced prior to 2024 should refer to the continuing enrolments page.

TEQSA have advised that, in accordance with B1.1.3 of [Higher Education Standards Framework \(Threshold Standards\) 2021](#) all Higher Education Providers are required to show their TEQSA Provider number and Provider Category on all relevant public material. ITS have ensured that our website and email signature templates have been amended to ensure compliance and have provided a knowledge article to assist you to update your signatures. Marketing are working to update the brand library and all social media accounts.

## Glossary

**Semester:** designated teaching period.

**PR:** Pre-requisite, a unit/s that must be completed prior to undertaking another unit.

**CO:** Co-requisite, a unit/s that must be completed simultaneously, or prior to, undertaking another unit.

**EX:** Exclusion, a unit/s that may not be taken.