

## Mid-year Enrolment Course Structure

Course Code – CT5

Course Name – Bachelor of Information Technology

First Year	Unit Code	Unit Name	Unit Rules
<b>Semester 2</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
Second Year	Unit Code	Unit Name	Unit Rules
<b>Semester 1</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	
<b>Semester 2</b>			
	ITECH2004	Data Modelling	<b>PR:</b> ITECH1103
	ITECH2250	IT Project Management Techniques	<b>PR:</b> ITECH1001 & at least 7 computing units <b>EX:</b> ITECH3213 & ITECH5213
		Computing Elective or Specialisation Elective	
		Elective	
Third 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
		Computing Elective or Specialisation Elective	
		Elective	

**Semester 2**

ITECH3002	Professionalism & Entrepreneurship	<b>PR:</b> ITECH2004 & ITECH2250 <b>EX:</b> ITECH3203
ITECH3209	Project 2	<b>PR:</b> ITECH3208
	Computing Elective or Specialisation Elective	
	Elective	

Fourth 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
	ITECH3208	Project 1	<b>PR:</b> ITECH2002 & ITECH2250 <b>CO:</b> ITECH2003 or ITECH2309
		Computing Elective or Specialisation Elective	

**Specialisation Elective list**
**First Year**

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

**Second and Third Year**

ITECH2103 OPEN SOURCE & LINUX  
 ITECH2111 ARTIFICIAL INTELLIGENCE  
 ITECH2300 MOBILE NETWORKS AND WIRELESS COMMUNICATIONS  
 ITECH2301 NETWORK ARCHITECTURE AND DESIGN  
 ITECH2302 BIG DATA MANAGEMENT  
 ITECH2303 DATA ANALYTICS  
 ITECH2304 EMERGING INFORMATION SYSTEMS  
 ITECH2305 ANALYSING THE MODERN BUSINESS  
 ITECH2306 AGILE CODING  
 ITECH2308 CONTEMPORARY MAINFRAMES  
 ITECH2309 SOFTWARE ENGINEERING  
 ITECH2313 INDUSTRY-BASED CERTIFICATION I  
 ITECH2314 INDUSTRY-BASED CERTIFICATION II

ITECH2315 INDUSTRY-BASED CERTIFICATION III  
ITECH3100 CLOUD AND MOBILE SECURITY  
ITECH3101 BUSINESS ANALYTICS AND DECISION SUPPORT  
ITECH3102 DATA VISUALIZATION  
ITECH3103 IT STRATEGY AND GOVERNANCE  
ITECH3104 GAME PROGRAMMING  
ITECH3105 MAINFRAME SYSTEMS AND SERVICES  
ITECH3106 MOBILE USER INTERFACE DESIGN & DEVELOPMENT  
ITECH3107 MOBILE DEVICE PROGRAMMING  
ITECH3108 DYNAMIC WEB DEVELOPMENT  
ITECH3109 DATA STRUCTURES AND ALGORITHMS  
ITECH3215 INFORMATION SECURITY

### Additional Information

This course structure applies to mid-year entry students.

*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.