

Bachelor of Information Technology

ENTRY REQUIREMENTS

Academic Requirements	Guaranteed entry - 75
Assumed Knowledge	None
Recommended Studies	HSC Mathematics Extension 1 or HSC Mathematics Extension 2 plus HSC Information Processes and Technology and/or HSC Software Design and Development, or equivalent.

COURSE STRUCTURE

Bachelor of Information Technology = 240 credit points			
Core Zone	160 credit points		
Flexible Zone	80 credit points		
Oualification = 240 credit points			

CORE ZONE

Essential uni	ts - 50 credit points			
COMP1000	Introduction to Computer Programming	10		
COMP1300	Introduction to Cyber Security	10		
COMP1350	Introduction to Database Design and Management	10		
COMP2270	Networking and Cloud Computing	10		
COMP2700	Project Management and Professional Practice	10		
Capstone unit - 10 credit points				
Complete the	e capstone unit below.			
COMP3850	PACE: Computing Industry Project	10		
Elective unit - 10 credit points				
Complete 10 credit points from the following options.				
COMP1010	Fundamentals of Computer Science	10		
COMP1151	Introduction to Game Development	10		
COMP1750	Introduction to Business Information Systems	10		
STAT1170	Introductory Statistics	10		
Elective unit	- 10 credit points			
Complete 10	credit points from the following options.			
COMP3410	Knowledge, Planning and Decision Making under Uncertainty	10		
COMP3250	Computer Networks	10		
COMP3760	Enterprise Systems Integration	10		

MAJOR

Major = 80 credit points			
Select one major from the following options.			
Artificial Intelligence	80		
Cyber Security	80		
Data Science	80		
Information Systems and Business Analysis	80		
Networking	80		
Software Technology	80		
Web and Mobile App Development	80		

FLEXIBLE ZONE

Flexible Zone = 80 credit points

This zone allows you to either gain more depth in your chosen area of study or learn about other areas that interest you. You can use your flexible zone to enrol in any Undergraduate unit for which you meet the requisites. You may also use your flexible zone to complete a minor.