

# PROGRAM PLAN

## BACHELOR OF INFORMATION TECHNOLOGY

**PROGRAM OPTION:**  
Commencing in Semester 1

**START DATE:**  
2017 to 2020

**LOCATION:**  
Callaghan and Ourimbah

This Program Plan is an enrolment guide to ensure you are on track to graduate. If at any time you wish to vary from this program plan seek advice from your Academic Program Advisor to ensure you remain on track.

 [PROGRAM HANDBOOK](#)

 [COURSE HANDBOOK](#)

|        |   |  |   |   |  |   |   |   |
|--------|---|--|---|---|--|---|---|---|
| YEAR 1 | <b>SEMESTER 1</b><br><b>COMP1010</b><br>Computing Fundamentals<br><br>CORE  | <b>INFT1004</b><br>Introduction to Programming<br><br>Or<br><b>SENG1110</b><br>Object Oriented Programming<br><br>CORE | <b>MAJOR</b><br><br>MAJOR   | <b>ELECTIVE</b><br><br>ELECTIVE<br><br>Or<br><b>MAJOR 2</b> | <b>SEMESTER 2</b><br><b>COMP1140</b><br>Database and Information Management<br><br>CORE  | <b>SENG1050</b><br>Web Technologies<br><br>CORE           | <b>MAJOR</b><br><br>MAJOR   | <b>ELECTIVE</b><br><br>ELECTIVE<br><br>Or<br><b>MAJOR 2</b>                                     |
|        | <b>SEMESTER 1</b><br><b>SENG2130</b><br>Systems Analysis and Design<br><br>CORE   | <b>INFT2031</b><br>Systems and Network Administration<br><br>CORE  | <b>MAJOR</b><br>2000 level<br><br>MAJOR   | <b>ELECTIVE</b><br><br>ELECTIVE<br><br>Or<br><b>MAJOR 2</b> | <b>SEMESTER 2</b><br><b>INFT2150</b><br>Business Analysis<br><br>CORE  | <b>SENG2260</b><br>Human-Computer Interaction<br><br>CORE | <b>MAJOR</b><br>2000 level<br><br>MAJOR   | <b>ELECTIVE</b><br><br>ELECTIVE<br><br>Or<br><b>MAJOR 2</b>                                     |
| YEAR 3 | <b>SEMESTER 1</b><br><b>INFT3800</b><br>Professional Practice in Information Technology<br><br>CORE<br><i>If you started prior to 2020, refer to the <a href="#">Transition Arrangements</a> document in the Program Handbook</i> | <b>INFT3100</b><br>Project Management<br><br>CORE  | <b>COMP3851A</b><br>Computer Science and Information Technology Work Integrated Learning Part A<br><br>COMPULSORY | <b>MAJOR</b><br>3000 level<br><br>MAJOR                     | <b>SEMESTER 2</b><br><b>COMP3851B</b><br>Computer Science and Information Technology Work Integrated Learning Part B<br><br>COMPULSORY<br><i>Must be taken following COMP3851A</i> | <b>MAJOR</b><br>3000 level<br><br>MAJOR                   | <b>ELECTIVE</b><br>2000 or 3000 level<br><br>ELECTIVE<br><br>Or<br><b>MAJOR 2</b><br>3000 level | <b>ELECTIVE</b><br>2000 or 3000 level<br><br>ELECTIVE<br><br>Or<br><b>MAJOR 2</b><br>3000 level |

# PROGRAM PLAN

## BACHELOR OF INFORMATION TECHNOLOGY

To be eligible to graduate make sure you have completed 240 units (10 units = 1 course unless otherwise specified) which meet the following criteria:

- **Core courses** – 100 units
- **Major courses** – 80 units
- **Elective courses** – 60 units
  - Students may utilise their electives to instead complete a second major. For a second major, 60 units must be unique to that major, and at least 20 units must be at 3000 level. COMP3851A and COMP3851B will also count towards the second major
- The duration of this program is 3 years full-time (40 units per semester) or part-time equivalent
- The maximum time to complete this program is 8 years
- Students must not exceed 240 units in this program
- Students must not exceed 100 units at 1000 level in this program; **students should consider this when selecting their elective and directed courses.**
- Transition information – students who commenced study in this program prior to 2020 may be affected by transition arrangements. Please refer to the Transition Arrangements in the **Program Handbook** for further information.

**INFT1150** – removed from the program in 2020. Students who completed both COMP1010 and INFT1150 prior to 2020 do not need to complete INFT3800.



Some courses have assumed knowledge and/or requisites, please refer to the individual **Course Handbook**. Please refer to the **Program Handbook** for specific information on program structure. If you are intending varying from this program plan please seek advice from your **Academic Program Advisor**.

# PROGRAM PLAN

## BACHELOR OF INFORMATION TECHNOLOGY

### SYSTEMS DEVELOPMENT MAJOR

#### COMPULSORY COURSES

INFT2012: Application Programming  
INFT2051: Mobile Application Programming  
INFT3050: Web Programming

COMP3851A: Computer Science and Information Technology  
Work Integrated Learning Part A  
COMP3851B: Computer Science and Information Technology  
Work Integrated Learning Part B

#### DIRECTED COURSES

Complete 20 units from:

ENGG1003: Introduction to Procedural Programming  
MATH1510: Discrete Mathematics  
MNGT1002: Introduction to Entrepreneurship and Innovation  
SENG1110: Object Oriented Programming  
SENG1120: Data Structures  
CMNS2016: Social and Interactive Media  
COMP2230: Algorithms  
COMP2240: Operating Systems  
SENG2050: Web Engineering  
SENG2250: System and Network Security

Complete 10 units from:

COMP3260: Data Security  
COMP3330: Machine Intelligence  
COMP3340: Data Mining  
COMP3350: Advanced Database  
COMP3500: Security Attacks: Analysis and Mitigation Strategies  
COMP3600: Security Standards and Practices in Industry  
ELEC3500: Telecommunication Networks  
INFT3940: Information Technology Applications  
INFT3950: Games Design  
INFT3960: Games Production

### INTERACTIVE MEDIA MAJOR

*Not available at Ourimbah Campus*

#### COMPULSORY COURSES

CMNS1234: Media and Communications Concepts (*replaces  
CMNS1230 in 2021*)  
INFT1201: Digital Technologies for Media and Entertainment

COMP3851A: Computer Science and Information Technology  
Work Integrated Learning Part A  
COMP3851B: Computer Science and Information Technology  
Work Integrated Learning Part B

#### DIRECTED COURSES

Complete 20 units from:

CMNS1000: Digital and Social Media  
*DESN1121: Experimental Design Imaging (no longer offered)*  
MKTG1001: Foundations of Marketing  
*CMNS2005: Cinematography (no longer offered)*  
CMNS2016: Social and Interactive Media  
CMNS2035: Television  
CMNS2130: Sound Production  
*CMNS2400: Radio Production (no longer offered)*  
DESN2201: Advanced Typography  
DESN2803: Designing for 3D

Complete 20 units from:

CMNS3440: Short Film Production  
CMNS3450: Media Project (20 units)  
FMCS3100: Digital Culture  
INFT3950: Games Design  
INFT3960: Games Production

### BUSINESS TECHNOLOGY MAJOR

#### COMPULSORY COURSES

STAT1060: Business Decision Making  
EBUS3030: Business Intelligence  
EBUS3050: The Digital Economy

COMP3851A: Computer Science and Information Technology  
Work Integrated Learning Part A  
COMP3851B: Computer Science and Information Technology  
Work Integrated Learning Part B

#### DIRECTED COURSES

Complete 30 units from:

ACFI1001: Accounting for Decision Makers  
ACFI1002: Accounting Practice  
ECON1001: Microeconomics for Business Decisions  
ECON1002: Macroeconomics in the Global Economy  
MKTG1001: Foundations of Marketing  
MNGT1001: Introduction to Management  
MNGT1002: Introduction to Entrepreneurship and Innovation  
CMNS2140: Principles of Public Relations  
IRHR2270: Introduction to Human Resource Management  
MNGT2002: Business Venturing  
MNGT2005: Leadership and Ethics  
COMP3350: Advanced Database  
IRHR3035: Managing Diversity  
MNGT3002: Knowledge Management  
MNGT3008: Advanced Innovation Management  
MNGT3011: Leading Organisational Change  
MNGT3012: Strategic Business Management