Faculty of Information Technology

Entry Programs (International)
QC01 Foundation Program (1 Semester)
QC02 Foundation Program (2 Semesters)
QC03 Bridging Program
QC04 Extended Foundation Program (3 Semesters)
QC10 English for Academic Purposes for degree programs
QC20 General English
QC21 General English Extension
QC22 English for Tertiary Preparation

Diploma
IT10 University Diploma in Information Technology

Bachelor Degree
IT04 Bachelor of Games and Interactive Entertainment
IT04 Bachelor of Games and Interactive Entertainment - Dean's Scholars Program
IT06 Bachelor of Corporate Systems Management
IT06 Bachelor of Corporate Systems Management - Dean's Scholars Program
IT21 Bachelor of Information Technology (FOR CONTINUING STUDENTS ONLY)
IT22 Bachelor of Information Technology
IT22 Bachelor of Information Technology - Dean's Scholars Program
IX25 Bachelor of Engineering (Software Engineering)

Bachelor Degree (Double)
IF29 Bachelor of Applied Science/Bachelor of Information Technology (FOR CONTINUING STUDENTS ONLY)
IF38 Bachelor of Information Technology/Bachelor of Laws
IF58 Bachelor of Mathematics/Bachelor of Information Technology (FOR CONTINUING STUDENTS ONLY)
IF59 Bachelor of Engineering (Electrical)/Bachelor of Information Technology
IT08 Bachelor of Corporate Systems Management/Bachelor of Information Technology
IT09 Bachelor of Corporate Systems Management/Bachelor of Games and Interactive Entertainment
IX09 Bachelor of Information Technology/Bachelor of Education (Secondary) Continuing students only
IX26 Bachelor of Applied Science / Bachelor of Information Technology
IX27 Bachelor of Creative Industries / Bachelor of Information Technology
IX29 Bachelor of Information Technology / Bachelor of Mathematics
IX33 Bachelor of Business/Bachelor of Information Technology
IX49 Bachelor of Arts/Bachelor of Information Technology Continuing Students only
IX61 Bachelor of Corporate Systems Management/Bachelor of Justice
IX62 Bachelor of Business/Bachelor of Corporate Systems Management
IX63 Bachelor of Business/Bachelor of Games and Interactive Entertainment
IX64 Bachelor of Games and Interactive Entertainment/Bachelor of Mathematics
IX65 Bachelor of Applied Science/Bachelor of Games and Interactive Entertainment

Honours
IT04 Bachelor of Games and Interactive Entertainment - Dean's Scholars Program
IT06 Bachelor of Corporate Systems Management - Dean's Scholars Program
IT22 Bachelor of Information Technology - Dean's Scholars Program
IT28 Bachelor of Information Technology (Honours)
IT29 Bachelor of Information Technology (Honours) - Accelerated Program

Graduate Certificate
IT73 Graduate Certificate in Information Management (Library Studies)
IT74 Graduate Certificate in Information Management (Information and Knowledge Management)
IT75 Graduate Certificate in Information Management (Records Management)
IT76 Graduate Certificate in Information Management (Web Management)
IT89 Graduate Certificate in Information Technology (Wireless Games Technology)
IT90 Graduate Certificate in Information Technology (Computer Networks)
IT92 Graduate Certificate in Information Technology (Information Security)
IT93 Graduate Certificate in Information Technology (Enterprise Wide Software)
IT94 Graduate Certificate in Information Technology (Electronic Commerce)
IT95 Graduate Certificate in Information Technology (Project)
IT96 Graduate Certificate in Information Technology (Information Technology Management)
IT97 Graduate Certificate in Information Technology (Generic)
IT98 Graduate Certificate in Information Technology (Multimedia)
IT99 Graduate Certificate in Information Technology (Component Software and Web Services)
IX97 Graduate Certificate In Research Commercialisation

Graduate Diploma
IT35 Graduate Diploma in Information Technology (IT Graduates)
IT38 Graduate Diploma in Information Technology (Non-IT Graduates)

Masters Degree (Coursework)
IT40 Master of Information Technology (IT Graduates)
IT45 Master of Information Technology (Non-IT Graduates)
IT48 Master of Information Technology (Advanced)
IT53 Master of Business Process Management
IT70 Master of Information Management
IT74 Graduate Certificate in Information Management (Information and Knowledge Management)
IT75 Graduate Certificate in Information Management (Records Management)
IT76 Graduate Certificate in Information Management (Web Management)

Masters Degree (Research)
IT60 Master of Information Technology (Research)

Doctoral
IF49 Doctor of Philosophy (Information Technology)
IT80 Doctor of Information Technology

Study Abroad (Non-degree)
NA05 International Visiting Students
NA06 International Visiting Students

University wide unit sets
Unit sets: Accounting and Economics
Unit sets: Advertising, Marketing and Public Relations
Unit sets: Communication
Unit sets: Corporate Systems
Unit sets: Creative Industries
Unit sets: Environmental Studies
Unit sets: Health and Psychology
Unit sets: Information Technology
Unit sets: International Exchange
Unit sets: International Studies
Unit sets: Languages
Unit sets: Management
Unit sets: Mathematics and Statistics
Unit sets: Multimedia and Technologies
Unit sets: Physical and Chemical Sciences
Unit sets: Science
Unit sets: Society and Culture
OVERVIEW

QUT’s Faculty of Information Technology is one of the leading providers of information technology courses in Australia. The Faculty is also well known internationally for research excellence in four key areas:

- eResearch
- Business Services
- Information Science
- Systems Science.

The Faculty is located at QUT’s inner-city Gardens Point campus and also offers courses at the University’s north campus in Brisbane—Carseldine.

QUT benefits from close linkages with industry in our education and research activities. Industry representatives actively contribute to the development and continual refinement of our course offerings, collaborate on multiple research projects with the University, and utilise our expertise through consulting engagements. The Faculty of Information Technology coordinates a very successful student work placement program—the Cooperative Education Program—with its industry and government partners. This program offers high achieving IT students the option of completing 10–12 months paid professional experience in the workforce.

The Faculty has almost 2000 students, with a quarter being international students from some 54 countries. Our courses are geared to develop graduates who can face today’s challenges and also tackle an unimagined future with confidence and innovation.

Students are attracted to QUT’s focus on real-world experience which involves practical teaching in addition to leadership in applied research that directly benefits industry and the professions. Our lecturers are real-world professionals with years of relevant experience in a variety of industry sectors.

The Faculty draws on the talents of academic staff from diverse backgrounds allowing a dynamic exchange of culture, knowledge and expertise.

SENIOR STAFF

Faculty Office

Executive Dean: Professor S.M. Kaplan, BSc PhD Cape Town, FACS, HonFIEAust, MACM, MIEEE

Assistant Dean (Research): K Raymond, BSc BScHons PhD Qld PGradDipPFP S.Qld

Assistant Dean (Teaching and Learning): Dr S Edwards, DipLib RMIT, GCEd(E), MIT (Res),PhD QUT, AALIA, MACS

Assistant Dean (International): Dr J. Watson, PhD BEng (Hons) MIET MACS

Director, Business Development and International: E. Armstrong, BCom Griff, MCom(InfSys) Qld

Director, Postgraduate Studies: H.H. Bentley, CertED Exe, BSc(Hons) Manc, MSc Qld, MACS, MACM

Director, Undergraduate Studies: R. Christie, Dip Teach NCAE, BA(Maths) DipCompSc UNE, MAppSc QUT

Administration Manager: P. Smith, BBus(Com) Grad-CertEd(HigherEd) QUT

Faculty Staff

Deputy Dean: Professor M. Looi, BEng(Hons) BAppSc PhD QUT, MIEEE, MACS, CDec

Professors:

C. Boyd, BSc, PhD Warwick, CMath
P. Bruza, BSc Qld, MSc KUN, PhD KUN
E. Dawson, BSc DipEd Wash, MA Syd, MLitStu MSc Qld, PhD QUT, FTICA, MIEEE, MCMSA, MACR, MACS
C. Fidge, BAppSc RMIT, MAppSc RMI, PhD ANU
G.G. Gable, DipCompSys NAIT, BCom Alta, MBA W Ontario, PhD Brad, ACS, AIR, IRMA
B. Pham, BSc(Hons) PhD Tas, DipEd Monash, ACM, IEEE, ACSA, APRS
K. Raymond, BSc BSc(Hons) PhD Qld
M. Rosemann, MBA PhD Univ of Münster Germany
A. Spink, BA ANU, DipLib UNSW, MBA Fordham Univ NY, PhD Rutgers Univ New Jersey

Associate Professors:

C. Bruce, BA Qld, GradDipLibSc MEd(Res) QUT, PhD UNE
A. Josang, BSc Telematics NTH, MSc Security Univ of London, PhD NTNU
W. Kelly, BSc(Hons) Qld, MSc PhD UMD
P. Roe, MEng(Hons) York, PhD Glas, MACM
J. Sitte, PhD Upsala, SIEEE
G. Stewart, BA DipEd MLISTI (CompSci) Qld, PhD QUT, FACS, TCP, AIM, MIEEE, MACM
A. ter Hofste, MSc PhD KUN

Adjunct Professors:

A. Bond, BSc(Hon) Vic.(Wellington)
A. Donkers, BA(Comm) C.Sturt, DipMgt Newcastle(NSW), MIMC
D. Longley, BSc(Physics)(Hons) Manc, MSc(Tech) UMIST, PhD Leic, CEng, FIEE, FAIM
G. Mohay, BSc(Hons) W.Aust, PhD Monash
J. Reye, BSc(Hons) Qld, PhD Griff.

RESEARCH CENTRE

Business Services

Business Services research aims to support the effective provision of IT-mediated computer services within organisations and includes:

- Business process management and workflow from an integrated organisational and technical perspective
- The impact of information systems on organisational success
- Knowledge management within organisations.

Business Process Management

Business Process Management (BPM) has reached maturity and is seen as a core approach for the alignment of business and IT perspectives. The set of related IT methods and tools has significantly advanced and is now consolidated under the umbrella term ‘Process-aware Information Systems’. Current BPM research topics include:

- Service ecosystems for collaborative process improvement
- Context-aware process modelling
- Rapidly locating items in distribution networks with process-driven nodes
- Yet Another Workflow Language (YAWL).

IT Professional Services
IT Professional Services (ITPS) seek to develop tools and techniques for professionals and managers including data collection instruments and related methodologies. The research accumulates data for comparative analysis and reporting, as well as for ongoing validation and extension of ITPS knowledge-assets.

ITPS projects range from highly focused theory-generation, testing and extension work, addressing fundamental concepts to design science, or iterative developmental work, perhaps employing action research cycles to evolve a novel IT artefact informed by senior managers in industry practice. Current research includes:

- Measuring the impact of IS in organisations: The IS-impact approach
- Knowledge management and subjective logic.

**eResearch**

eResearch is the use of advanced information and communications technology to enable new kinds of research. It covers three important areas:

- Data and associated processing – researchers are capturing more and more data; this deluge needs to be managed, analysed and visualised.
- Publication – the nature of publication and research is changing through electronic publication. Publications are becoming active and linked to data and experiments.
- Collaboration – there is an increasing need for researchers to collaborate, for example on large multidisciplinary projects. This requires collaboration over data and publications.

Some of our eResearch areas are:

- Programming Languages and Systems (PLAS).
- Grid and Parallel Computing.
- Visual and Media Computing (VMC).
- Smart Devices.

The Faculty also hosts the Microsoft QUT eResearch Centre which concentrates on accelerating scientific research through the development of smart software tools. These IT tools enable simple and rapid analysis of vast amounts of data which support collaboration between scientists.

**Information Science**

Information Science explores the way people access and use information and the technologies to support information retrieval appropriate to their needs. Research areas include:

- The cognitive and social aspects of user behaviour in information searching.
- Information literacy and learning.
- Information retrieval of structured and unstructured data including XML and multimedia, using machine learning and data mining.

**Informatics**

The Informatics research area develops theories and models of informatics and information science, and investigates how information is created, managed and used by individuals, societies, organisations and ICT environments with an emphasis on the information behaviour.

**Information Retrieval and Web Intelligence**

This research focuses on studying the representation, storage, organisation, access and distillation of information from data. With the explosion of information resources on the web, and with so many organisations housing massive data sources, modern computational intelligence techniques have emerged. These techniques together with search engine and agent based technologies allow the creation of applications that could not have been possible only a few short years ago.

**Cognitive Informatics**

Cognitive informatics investigates how cognitive models can inform information retrieval and web systems including cognitive issues, user studies and human user interfaces.

**Systems Science**

The construction of IT systems to meet real-world needs involves a myriad of research challenges. The research in the Systems Science group addresses the challenges posed by:

- The complexity of many real-world situations, e.g. high-accuracy global positioning systems to whole-of-life software engineering.
- Systems that must be highly dependable, for example, electronic health monitoring.
- Systems that must be secured against attack and misuse through governance and technology frameworks and advanced cryptographic techniques.

**Global Navigation Satellite Systems**

Global Navigation Satellite Systems research focuses on development of advanced techniques to deliver regional and local precise GNSS positioning services in Queensland, supporting surveying and machine automation in mining, agriculture and construction industries.

**Wireless Communication**

This research focuses on development of wireless communication standards framework and technologies for infrastructure to infrastructure, infrastructure to vehicle, and vehicle to vehicle communications. These standards will provide the basis for a broad range of applications in environment, including vehicle safety, automated tolling, enhanced navigation, traffic management and many others.

**e-Health**

This research investigates the tools and techniques that help managers of health information systems make more informed decisions resulting in higher quality IT solutions for the e-health sector.

**Security and Trust**

The Security and Trust research area promotes multidisciplinary research in technology, legal, policy and governance issues related to information security. The Faculty's research in this area includes the following research activities:
- Computer intrusion, forensics and evidence
- Cryptology
- Governance and information protection
- Identity, usability and trust
- Information flow analysis
- Technology, law and policy
- Trusted systems and network security.
Bachelor of Applied Science/Bachelor of Information Technology (FOR CONTINUING STUDENTS ONLY) (IF29)

Year offered: 2008
Admissions: No
CRICOS code: 020327M
Course duration (full-time): 4 Years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $218 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $20,928; CSP $6,346
International Fees (per semester): 2008: $9,600 per semester (subject to annual review)
Domestic Entry: February
International Entry: February
QTAC code: 419302; Dfee: 419306
Past rank cut-off: 72. Dfee places were not offered last year.
Past OP cut-off: 13. Dfee places were not offered last year.
OP Guarantee: Yes
Assumed knowledge: English (4, SA) and Maths B (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com
Total credit points: 408 (Note: The minimum course load per semester required for full-time enrolment may be more than 36 credit points)
Standard credit points per full-time semester: 48
Course coordinator: Dr Megan Hargreaves (Science); Ruth Christie(InfTech)
Discipline coordinator: Dr Perry Hartfield (Biochemistry); Dr Marion Bateson (Biotechnology); Dr Robert Johnson (Chemistry); Dr Ian Williamson (Ecology); Dr Robin Thwaites (Environmental Science); Dr Emad Kirakous (Forensic Science); Dr Gary Huftile (Geoscience); Dr Christine Knox (Microbiology); Dr Greg Michael (Physics)
Campus: Gardens Point

Career Opportunities
The course prepares you for an increasing range of careers that involve the application of information technology to science. As a graduate of the double degree, you are also qualified for employment in the areas of software engineering and data communications.

The Bachelor of Applied Science allows multi-disciplinary programs of study to help position you within the broad range of science disciplines and qualify you as a competent professional within your chosen field.

Recommended study
At least one of the sciences. For the majors in biochemistry, biotechnology, forensic science and microbiology - Biological Science and Chemistry are recommended; for the major in physics - Maths C is recommended.

Course Design
The science component of the course offers you a choice of one of the major areas of study available in the Bachelor of Applied Science (SC01) course. To allow you to complete the double degree in a shorter period of time, your co-major will be taken from the information technology program therefore it is not possible to choose any of the co-majors listed under the Bachelor of Applied Science course.

The information technology component gives you the opportunity to undertake a combined major in Data Communications and Software Engineering. Theoretical aspects are balanced by strong practical components in both of the Science and Information Technology degrees.

Professional Recognition
Graduates will satisfy the requirements for membership in the relevant professional body for their chosen science major. See the Bachelor of Applied Science (SC01) course for details. Graduates are also eligible for membership of the Australian Computer Society (ACS).

Cooperative Education Program
An optional one-year period of paid work experience in an area of information technology is available to eligible full-time students. The Cooperative Education Program is a joint venture between employers and educators to better prepare students for employment upon graduation. Companies that QUT's Cooperative Education students have worked with include Energex, Boeing, CITEC, Global Banking and Securities Transaction, various Queensland Government departments, Dialog, TABQ, RACQ and Sun Microsystems.

For more information visit www.fit.qut.edu.au/courses/undergrad/coop/

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Information Technology Coordinator
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Email: p.hartfield@qut.edu.au

Biotechnology
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Email: g.huftile@qut.edu.au

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Phone: +61 7 3138 2304
Email: c.knox@qut.edu.au

Physics
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Phone: +61 7 3138 1584
Email: g.michael@qut.edu.au

Deferment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Find out more on deferment.

Course structure - Major in Biochemistry

Year 3, Semester 1
LSB308  Biochemistry
LSB338  Cell and Molecular Biology 2
  IT Elective Unit selected from list
  IT Elective Unit selected from list

Year 3, Semester 2
LSB408  Metabolism
LSB468  Molecular Biology
ITB720  Internet Protocols and Services
  IT Elective Unit selected from list

Year 4, Semester 1
LSB508  Advanced Metabolism
LSB527  Biomedical Research Technologies
ITB009  Core Project Management
  IT Elective Unit selected from list

Course structure - Major in Biotechnology (Medical Strand)

Year 3, Semester 1
LSB308  Biochemistry
LSB338  Cell and Molecular Biology 2
  IT Elective Unit selected from list

Year 3, Semester 2
LSB468  Molecular Biology
LSB469  Introduction to Genomics and Bioinformatics
ITB720  Internet Protocols and Services
  IT Elective Unit selected from list

Year 4, Semester 1
LSB537  Genetic Engineering
LSB509  Medical Biotechnology 1
ITB009  Core Project Management
  IT Elective Unit selected from list

Year 4, Semester 2
LSB609  Medical Biotechnology 2
LSB619  Genomics and Bioinformatics
  IT Elective Unit selected from list
  IT Elective Unit selected from list

Course structure - Major in Chemistry

Year 3, Semester 1
PCB334  Inorganic Chemistry
PCB354  Structure and Mechanism in Organic Chemistry
  IT Elective Unit selected from list

Year 3, Semester 2
PCB405  Principles of Physical Chemistry
PCB444  Spectroscopy
ITB720  Internet Protocols and Services
  IT Elective Unit selected from list

Year 4, Semester 1
PCB505  Advanced Physical Chemistry
PCB554  Synthesis and Reactivity in Organic Chemistry
ITB009  Core Project Management
<table>
<thead>
<tr>
<th>Course Structure - Major in Ecology</th>
<th>Year 3, Semester 1</th>
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<tbody>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB301 Earth Surface Systems</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB311 Population Ecology</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>ITB720 Internet Protocols and Services</td>
</tr>
<tr>
<td>Year 3, Semester 2</td>
<td>NRB410 Genetics and Evolution</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB412 Experimental Design</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>ITB009 Core Project Management</td>
</tr>
<tr>
<td>Year 4, Semester 1</td>
<td>NRB510 Population Genetics</td>
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<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB511 Population Management</td>
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<tr>
<td>IT Elective Unit selected from list</td>
<td>ITB009 Core Project Management</td>
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<tr>
<td>Year 4, Semester 2</td>
<td>NRB610 Ecological Applications</td>
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<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB611 Conservation Biology</td>
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<thead>
<tr>
<th>Course structure - Major in Environmental Science</th>
<th>Year 3, Semester 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB301 Earth Surface Systems</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB311 Population Ecology</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>ITB720 Internet Protocols and Services</td>
</tr>
<tr>
<td>Year 3, Semester 2</td>
<td>NRB412 Experimental Design</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB440 Environmental Chemistry</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>ITB720 Internet Protocols and Services</td>
</tr>
<tr>
<td>Year 4, Semester 1</td>
<td>NRB500 Environmental Systems and Modelling</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB601 Field Mapping and Monitoring of Natural Resources</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>ITB009 Core Project Management</td>
</tr>
</tbody>
</table>

<table>
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<tr>
<th>Course structure - Major in Geoscience</th>
<th>Year 3, Semester 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB331 Sedimentary Geology</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB333 Mineralogy</td>
</tr>
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<td>IT Elective Unit selected from list</td>
<td>IT Elective Unit selected from list</td>
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<tr>
<td>Year 3, Semester 2</td>
<td>NRB434 Structural Geology</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB436 Introduction to Igneous and Metamorphic Petrology</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>ITB720 Internet Protocols and Services</td>
</tr>
<tr>
<td>Year 4, Semester 1</td>
<td>ITB009 Core Project Management</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>IT Elective Unit selected from list</td>
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<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB534 Geophysics</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB536 Petrology and Geochemistry</td>
</tr>
<tr>
<td>IT Elective Unit selected from list</td>
<td>NRB601 Field Mapping and Monitoring of Natural Resources</td>
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</table>
Year 4, Semester 2
IT Elective Unit selected from list
IT Elective Unit selected from list
One unit selected from:
NRB633 Hydrogeology
NRB635 Plate Tectonics and Advanced Structural Geology

Course structure - Major in Microbiology

Year 3, Semester 1
LSB308 Biochemistry
LSB328 Microbiology 1
IT Elective Unit selected from List

Year 3, Semester 2
ITB720 Internet Protocols and Services
IT Elective Unit selected from List
LSB428 Microbiology 2
LSB468 Molecular Biology

Year 4, Semester 1
ITB009 Core Project Management
IT Elective Unit selected from List
Two units from:
LSB528 Environmental Microbiology
LSB547 Bacterial Pathogenesis and Disease Diagnosis
LSB568 Electron Microscopy
LSB578 Virology

Year 4, Semester 2
IT Elective Unit selected from List
IT Elective Unit selected from List
Two units from:
LSB628 Food Microbiology
LSB647 Clinical Mycology and Parasitology
LSB648 Molecular Microbiology

Course structure - Major in Physics

Year 3, Semester 1
PCB361 AC Theory and Electronics
PCB362 Physics 2
IT Elective Unit selected from List

Year 3, Semester 2
ITB720 Internet Protocols and Services
IT Elective Unit selected from List
PCB460 Instrumentation and Computational Methods
PCB462 Thermodynamics and Solid State Physics

Year 4, Semester 1
PCB561 Quantum and Condensed Matter Physics
PCB562 Physical Methods of Analysis
ITB009 Core Project Management
IT Elective Unit selected from list

Year 4, Semester 2
PCB661 Experimental Physics
PCB665 Physics 3
IT Elective Unit selected from List
IT Elective Unit selected from List

IT Elective Unit List

Information Technology Elective Unit List
ITB001 Problem Solving and Programming
ITB002 IT Professional Studies
ITB003 Object Oriented Programming
ITB004 Database Systems
ITB005 Systems Architecture
ITB006 Networks
ITB007 Web Development
ITB008 Modelling Analysis and Design
ITB009 Core Project Management
ITB010 Core Project Implementation
ITB011 CCNA 1 & 2: Network Fundamentals and Routing Protocols
ITB012 CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN
ITB016 Fundamentals of Games Design
ITB017 Advanced Games Design
ITB218 Applications Programming
ITB223 Software Development with ORACLE
ITB228 Enterprise Systems
ITB229 Database Design
ITB230 Project
ITB233 Enterprise Systems Applications
ITB239 Enterprise Data Mining
ITB254 Interaction Design
ITB257 Multimedia Systems
ITB259 Advanced Multimedia Systems
ITB260 E-Commerce Site Development
ITB264 Information Systems Consulting
ITB266 Information Management
ITB298 Business Process Modelling
ITB322 Information Resources
ITB360 Corporate Systems
ITB361 Socio-technical Systems
ITB362 Organisational Databases
ITB363 Project Management Practice
ITB364 Information Systems Development
ITB365 Business Analysis
ITB366 Information Systems Operations
ITB370 Project
ITB705 Intelligent Systems
ITB702 Algorithms and Data Structures
ITB706 Systems Programming
ITB712 Software Engineering Studies
ITB713 Advanced Java Programming
ITB716 Advanced Web Applications Development
ITB717 Enterprise Software Architecture
ITB720 Internet Protocols and Services
ITB721 Unix Network Administration
ITB722 Network Planning and Deployment
ITB730 Information Security Fundamentals
ITB723 Wireless and Mobile Networks
ITB731 Security Technologies
ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB732 Cryptology and Protocols
ITB749 Scientific Programming
ITB750 Computer Game Studies
ITB751 Games Production
ITB761 Special Topic 1
ITB762 CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB763 Special Topic 3
ITB764 Special Topic 4
ITB765 Special Topic 5
ITB847 Computational Intelligence for Control and Embedded Systems
MAB281 Mathematics for Computer Graphics

Potential Careers:
Analytical Chemist, Astrophysicist, Biochemist, Biologist, Biotechnologist, Chemist, Chemist Industrial, Coastal Scientist, Conservation Biologist, Data Communications Specialist, Economist, Environmental Scientist, Forensic Scientist, Geologist, Geophysicist, Geoscientist, Health Physicist, Hydrogeologist, Immunologist, Industrial Chemist, Laboratory Technician (Chemistry), Marine Scientist, Medical Biotechnologist, Medical Physicist, Microbiologist, Molecular Biologist, Natural Resource Scientist, Network Administrator, Network Manager, Physicist, Plant Biotechnologist, Population Ecologist, Software Engineer,
Bachelor of Information Technology/Bachelor of Laws (IF38)

Year offered: 2008
Admissions: Yes
CRICOS code: 006385G
Course duration (full-time): 5 Years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,703
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
Domestic Entry: February
International Entry: February
QTAC code: 419622
Past rank cut-off: 90
Past OP cut-off: 6
Assumed knowledge: English (4, SA), and for games technology and security majors, Maths B (4, SA), or for all other majors, Maths A, B or C (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com
Total credit points: 528
Course coordinator: IT: Ruth Christie; Dr. Bill Dixon
Undergraduate Director Law Programs
Campus: Gardens Point

OP Guarantee
The OP Guarantee does not apply to this program.

Overview
An objective of this double degree is to provide graduates with the ability to practise law in light of the complex environments generated by manufacturers, data processing consultancies and private and government organisations. Alternatively, graduates can choose to practise as computing professionals specialising in legal applications or information systems.

Cooperative Education Program
An optional one-year period of paid work experience in an area of information technology is available to eligible full-time students. The Cooperative Education Program is a joint venture between employers and educators to better prepare students for employment upon graduation. Companies that QUT's Cooperative Education students have worked with include Energex, Boeing, CITEC, Global Banking and Securities Transaction, various Queensland Government departments, Dialog, TABQ, RACQ and Sun Microsystems.

For more information visit the Faculty’s Cooperative Education program home page at www.fit.qut.edu.au/courses/undergrad/coop/

Career Outcomes

Graduates of the Bachelor of Information Technology component may find employment as a: Programmer Systems Programmer Systems Manager Systems Designer Systems Analyst Computer Sales and Marketing Consultant Data Processing Manager

Professional Recognition
The Bachelor of Information Technology component meets the knowledge requirements for membership of the Australian Computer Society. The Bachelor of Laws component covers the areas of law required for the purposes of admission to practise as a Solicitor and/or Barrister in all Australian states and territories.

Further Information
Faculty of Information Technology: phone +61 7 3864 2782, fax +61 7 3864 2703, email fit.enquiry@qut.edu.au

Deferment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

IF38 - B InfoTech/B Laws

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>ITB001 Problem Solving and Programming</td>
<td>ITB002 IT Professional Studies</td>
</tr>
<tr>
<td>ITB003 Object Oriented Programming</td>
<td>ITB004 Database Systems</td>
</tr>
<tr>
<td>ITB005 Systems Architecture</td>
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<tr>
<td>Year 1, Semester 2</td>
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<tr>
<td>ITB006 Networks</td>
<td>ITB008 Modelling Analysis and Design</td>
</tr>
<tr>
<td>ITB007 Web Development</td>
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<td>Year 2, Semester 1</td>
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<td>ITB218 Applications Programming</td>
<td>ITB229 Database Design</td>
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<td>ITB228 Enterprise Systems</td>
<td>LWB141 Legal Institutions and Method</td>
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<tr>
<td>LWB142 Law, Society and Justice</td>
<td>LWB143 Legal Research and Writing</td>
</tr>
<tr>
<td>Year 2, Semester 2</td>
<td>LWB144 Laws and Global Perspectives</td>
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| Year 3, Semester 1 | ITB009  Core Project Management  IT Elective Unit selected from List  LWB136  Contracts A  LWB138  Fundamentals of Torts  LWB238  Fundamentals of Criminal Law |
| Year 3, Semester 2 | ITB239  Criminal Responsibility  ITB231  Introduction to Public Law  LWB236  Real Property A  LWB240  Principles of Equity  LWB333  Theories of Law |
| Year 4, Semester 1 | LWB235  Australian Federal Constitutional Law  LWB237  Real Property B  LWB241  Trusts  LWB334  Corporate Law |
| Year 4, Semester 2 | LWB332  Commercial and Personal Property Law  LWB431  Civil Procedure  LWB432  Evidence  LWB434  Advanced Research and Legal Reasoning |
| Year 5, Semester 1 | Electives |
| Year 5, Semester 2 | LWB331  Administrative Law  LWB433  Professional Responsibility  Electives |

**IT Elective Unit List**

ITB761/2/3/4/5 Please check with the relevant coordinator for further information on Special Topics.

ITB762 Special Topic in 1/2008 is to be used for CCNA 1 & 2: Internetworking and Routing Basics

ITB761 Special Topic 1
ITB762 CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB763 Special Topic 3
ITB764 Special Topic 4
ITB765 Special Topic 5
ITB847 Computational Intelligence for Control and Embedded Systems
MAB281 Mathematics for Computer Graphics

Potential Careers:
Doctor of Philosophy (Information Technology) (IF49)

Year offered: 2008
Admissions: Yes
CRICOS code: 006378F
Course duration (full-time): 3 years
Course duration (part-time): 6 years
Domestic fees (per credit point): RTS/RTA: 2008 Full fee tuition $135 per credit point (exceeded max. entitlement) (subject to annual review)
Domestic fees (indicative): 2008: $12,960 (exceeded max entitlements)
International Fees (per semester): 2008: $10,608 per semester (subject to annual review)
International Entry: At any time
Campus: Gardens Point

Course Overview
The Doctor of Philosophy (PhD) is awarded in recognition of a candidate's erudition in a broad field of learning and for notable accomplishment in that field through an original and substantial contribution to knowledge.

The candidate's research must reveal high critical ability and powers of imagination and synthesis and may be in the form of new knowledge or significant and original adaptation, application and interpretation of existing knowledge.

Topics can include multidisciplinary problems suggested by external bodies, for example, industry, government and commerce, with joint supervisors from both academic and outside environments. The candidate's doctoral work can be undertaken either on campus or at an off-campus location approved by QUT. The candidate's PhD will be linked with one of the Faculty's research areas.

Entry Requirements
Applicants must have a relevant first- or second-class division A honours degree or equivalent from QUT or another recognised institution.

Research Area
Areas of research interest and contact details can be obtained from the Faculty website.

Course Structure
The length of the program is generally three years full-time (including one year of provisional registration) or six years part-time (including 24 months of provisional registration).

Assessment for the doctoral award is based on a program of supervised research and investigation, culminating in a thesis.

Programs may include some coursework in support of the conduct of research and preparation of the thesis. Candidates are required to have regular, face-to-face interaction with supervisors and to participate in University scholarly activities such as research seminars, teaching and publication.

Further Information
Visit www.fit.qut.edu.au, email infotech.research@qut.edu.au, or phone +61 7 3138 9485

Potential Careers:
Academic, Computer Games Developer, Computer Systems Engineer, Data Communications Specialist, Database Manager, Electronic Commerce Developer, Librarian, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer.
Bachelor of Mathematics/Bachelor of Information Technology (FOR CONTINUING STUDENTS ONLY) (IF58)

Year offered: 2008
Admissions: No
CRICOS code: 020327M
Course duration (full-time): 4 Years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $218 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $20,928; CSP $6,434
Domestic Entry: February
International Entry: February
QTAC code: 419552; Dfee: 419556
Past rank cut-off: 75. Dfee places were not offered last year.
Past OP cut-off: 12. Dfee places were not offered last year.
OP Guarantee: Yes
Assumed knowledge: English (4, SA) and Maths B (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com
Total credit points: 420 (Note: The minimum course load per semester required for full-time enrolment may be more than 36 credit points)
Course coordinator: Dr Gary Carter (Mathematics)
Richard Thomas (IT)
Discipline coordinator: Dr Gary Carter (Mathematics),
Campus: Gardens Point

Career Opportunities
As a graduate you may find employment as a programmer, software engineer, systems programmer, technical support specialist, systems manager, systems designer, computer scientist, security analyst, systems analyst, data communications specialist, mathematician, or statistician.

Course Structure
The double degree offers a foundation in mathematics and information technology in the first year. You will then select integrated strands combining units from the areas of applicable mathematics, computational mathematics, operations research, statistics, or financial mathematics with a combined major in Data Communications and Software Engineering.

Professional Recognition
On graduation, you will be eligible for membership of the Mathematical Society of Australia, the Statistical Society of Australia Inc and, depending on unit selection, the Australian Society for Operations Research. Graduates of the Bachelor of Information Technology meet the knowledge requirement for admission to the Australian Computer Society.

Cooperative Education Program
An optional one-year period of paid work experience in an area of information technology is available to eligible full-time students. The Cooperative Education Program is a joint venture between employers and educators to better prepare students for employment upon graduation. Companies that QUT’s Cooperative Education students have worked with include Energex, Boeing, CITEC, Global Banking and Securities Transaction, various Queensland Government departments, Dialog, TABQ, RACQ and Sun Microsystems.

For more information visit www.fit.qut.edu.au/courses/undergrad/coop/

Mathematics Scholarships
Students enrolled in this course can apply for industry-sponsored scholarships. Mathematics equity scholarships are also awarded on the basis of socioeconomic disadvantage.

Contact Details
Course Coordinator
Dr Gary Carter (Mathematics)
Phone: +61 7 3138 5090
Email: g.carter@qut.edu.au
Associate Course Coordinator
Dr Alan Tickle (Information Technology)
Phone: +61 7 3138 2782
Email: if58enquiry.fit@qut.edu.au

Deferrment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Course structure - For students with four semesters of Senior Mathematics B and Senior Mathematics C

Year 1, Semester 1
ITB001 Problem Solving and Programming
ITB004 Database Systems
MAB111 Mathematical Sciences 1B
MAB112 Mathematical Sciences 1C

Year 1, Semester 2
ITB002 IT Professional Studies
ITB003 Object Oriented Programming
<table>
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<th>Year 1, Semester 1</th>
<th>Year 2, Semester 1</th>
<th>Year 2, Semester 2</th>
<th>Year 3, Semester 1</th>
<th>Year 3, Semester 2</th>
<th>Year 4, Semester 1</th>
<th>Year 4, Semester 2</th>
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</thead>
<tbody>
<tr>
<td>ITB001 Problem Solving and Programming</td>
<td>ITB005 Systems Architecture</td>
<td>MAB210 Statistical Modelling 1</td>
<td>MAB220 Computational Mathematics 1</td>
<td>ITB006 Networks</td>
<td>ITB008 Modelling Analysis and Design</td>
<td>MAB101 Statistical Data Analysis 1</td>
</tr>
<tr>
<td>ITB004 Database Systems</td>
<td>MAB312 Linear Algebra</td>
<td>OR</td>
<td>Level 2 or 3 Maths unit</td>
<td>Level 2 or 3 Maths unit</td>
<td>MAB210 Statistical Modelling 1</td>
<td>Level 2 or 3 Maths unit</td>
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**Mathematics Units**

Students must complete at least 48 credit points from Level 3 mathematics units
### Level 2 Units

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<tbody>
<tr>
<td>MAB281</td>
<td>Mathematics for Computer Graphics</td>
</tr>
<tr>
<td>MAB311</td>
<td>Advanced Calculus</td>
</tr>
<tr>
<td>MAB312</td>
<td>Linear Algebra</td>
</tr>
<tr>
<td>MAB313</td>
<td>Mathematics of Finance</td>
</tr>
<tr>
<td>MAB314</td>
<td>Statistical Modelling 2</td>
</tr>
<tr>
<td>MAB315</td>
<td>Operations Research 2</td>
</tr>
<tr>
<td>MAB413</td>
<td>Differential Equations</td>
</tr>
<tr>
<td>MAB414</td>
<td>Applied Statistics 2</td>
</tr>
<tr>
<td>MAB420</td>
<td>Computational Mathematics 2</td>
</tr>
<tr>
<td>MAB422</td>
<td>Mathematical Modelling</td>
</tr>
<tr>
<td>MAB461</td>
<td>Discrete Mathematics</td>
</tr>
<tr>
<td>MAB480</td>
<td>Introduction to Scientific Computation</td>
</tr>
<tr>
<td>MAB481</td>
<td>Visualisation and Data Analysis</td>
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### Level 3 Units

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<tbody>
<tr>
<td>MAB521</td>
<td>Applied Mathematics 3</td>
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<tr>
<td>MAB522</td>
<td>Computational Mathematics 3</td>
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<tr>
<td>MAB524</td>
<td>Statistical Inference</td>
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<tr>
<td>MAB525</td>
<td>Operations Research 3A</td>
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<tr>
<td>MAB533</td>
<td>Statistical Techniques</td>
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<tr>
<td>MAB536</td>
<td>Time Series Analysis</td>
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<tr>
<td>MAB613</td>
<td>Partial Differential Equations</td>
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<tr>
<td>MAB623</td>
<td>Financial Mathematics</td>
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<tr>
<td>MAB624</td>
<td>Applied Statistics 3</td>
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<tr>
<td>MAB625</td>
<td>Operations Research 3B</td>
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<tr>
<td>MAB640</td>
<td>Industry Project</td>
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<td>MAB672</td>
<td>Advanced Mathematical Modelling</td>
</tr>
<tr>
<td>MAB681</td>
<td>Advanced Visualisation and Data Analysis</td>
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</table>

**NOTES:** For students commencing in 2004 onwards, the units MAB311 Advanced Calculus and MAB312 Linear Algebra are mandatory. The suggested locations can be swapped.

**NOTE:** For students commencing in 2004 onwards, the units MAB523 Introduction to Quality Management and MAB621 Discrete Mathematics do not contribute to the mandatory 48 credit points minimum from Level 3 Mathematics units.

**NOTE:** All Mathematics units have 4 contact hours per week.

### IT Elective Unit List

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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</thead>
<tbody>
<tr>
<td>ITB001</td>
<td>Problem Solving and Programming</td>
</tr>
<tr>
<td>ITB002</td>
<td>IT Professional Studies</td>
</tr>
<tr>
<td>ITB003</td>
<td>Object Oriented Programming</td>
</tr>
<tr>
<td>ITB004</td>
<td>Database Systems</td>
</tr>
<tr>
<td>ITB005</td>
<td>Systems Architecture</td>
</tr>
<tr>
<td>ITB006</td>
<td>Networks</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Code</th>
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</thead>
<tbody>
<tr>
<td>ITB007</td>
<td>Web Development</td>
</tr>
<tr>
<td>ITB008</td>
<td>Modelling Analysis and Design</td>
</tr>
<tr>
<td>ITB009</td>
<td>Core Project Management</td>
</tr>
<tr>
<td>ITB010</td>
<td>Core Project Implementation</td>
</tr>
<tr>
<td>ITB011</td>
<td>CCNA 1 &amp; 2: Network Fundamentals and Routing Protocols</td>
</tr>
<tr>
<td>ITB012</td>
<td>CCNA 3&amp;4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN</td>
</tr>
<tr>
<td>ITB013</td>
<td>Fundamentals of Games Design</td>
</tr>
<tr>
<td>ITB017</td>
<td>Advanced Games Design</td>
</tr>
<tr>
<td>ITB218</td>
<td>Applications Programming</td>
</tr>
<tr>
<td>ITB223</td>
<td>Software Development with ORACLE</td>
</tr>
<tr>
<td>ITB228</td>
<td>Enterprise Systems</td>
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<tr>
<td>ITB229</td>
<td>Database Design</td>
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<tr>
<td>ITB230</td>
<td>Project</td>
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<tr>
<td>ITB233</td>
<td>Enterprise Systems Applications</td>
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<tr>
<td>ITB239</td>
<td>Enterprise Data Mining</td>
</tr>
<tr>
<td>ITB254</td>
<td>Interaction Design</td>
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<td>ITB257</td>
<td>Multimedia Systems</td>
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<td>ITB259</td>
<td>Advanced Multimedia Systems</td>
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<tr>
<td>ITB260</td>
<td>E-Commerce Site Development</td>
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<tr>
<td>ITB264</td>
<td>Information Systems Consulting</td>
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<td>ITB266</td>
<td>Information Management</td>
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<td>ITB298</td>
<td>Business Process Modelling</td>
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<td>ITB322</td>
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<td>ITB361</td>
<td>Socio-technical Systems</td>
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<td>ITB362</td>
<td>Organisational Databases</td>
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<td>Project Management Practice</td>
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<td>Project</td>
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<td>ITB705</td>
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<td>Algorithms and Data Structures</td>
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<td>Software Engineering Studies</td>
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<td>Advanced Java Programming</td>
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<td>ITB716</td>
<td>Advanced Web Applications Development</td>
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<td>Enterprise Software Architecture</td>
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<td>ITB720</td>
<td>Internet Protocols and Services</td>
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<td>Unix Network Administration</td>
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<tr>
<td>ITB722</td>
<td>Network Planning and Deployment</td>
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<tr>
<td>ITB730</td>
<td>Information Security Fundamentals</td>
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<td>ITB731</td>
<td>Wireless and Mobile Networks</td>
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<td>ITB732</td>
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<td>ITB734</td>
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<td>ITB735</td>
<td>ITB731 is offered bi-annually and will be available for 2009</td>
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<td>Web Development</td>
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<td>ITB737</td>
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<td>ITB739</td>
<td>Core Project Implementation</td>
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<tr>
<td>ITB780</td>
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**INFORMATION TECHNOLOGY**

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ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB732 Cryptology and Protocols
ITB749 Scientific Programming
ITB750 Computer Game Studies
ITB751 Games Production
  ITB761/2/3/4/5 Please check with the relevant coordinator for further information on Special Topics.
  ITB762 Special Topic in 1/2008 is to be used for CCNA 1 & 2: Internetworking and Routing Basics
ITB761 Special Topic 1
ITB762 CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB763 Special Topic 3
ITB764 Special Topic 4
ITB765 Special Topic 5
ITB847 Computational Intelligence for Control and Embedded Systems
MAB281 Mathematics for Computer Graphics

Potential Careers:
Actuary, Computer Game Programmer, Data Communications Specialist, Database Manager, Market Research Manager, Mathematician, Network Administrator, Network Manager, Programmer, Quantitative Analyst, Software Engineer, Statistician, Systems Analyst.
Bachelor of Engineering (Electrical)/Bachelor of Information Technology (IF59)

Year offered: 2008
Admissions: Yes
CRICOS code: 006384G
Course duration (full-time): 5 years

Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $218 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $20,928; CSP $6,960
International Fees (per semester): 2008: $11,184 per semester (subject to annual review)

Domestic Entry: February
International Entry: February
QTAC code: 419512
Past rank cut-off: 76
Past OP cut-off: 12
OP Guarantee: Yes
Assumed knowledge: English (4, SA) and Maths B (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or Total credit points: 480
Standard credit points per full-time semester: 48
Course coordinator: Dr R. Mahalinga-Iyer (Engineering), Ruth Christie (Information Technology)
Discipline coordinator: Dr Ed Palmer (Engineering)
Campus: Gardens Point

Recommended Study
Chemistry, Math C and Physics are recommended.

Career Outcomes
Many graduates find employment in government instrumentalities such as communications, railways, electricity supply, hospitals, transport and in private organisations that are using electronics, electronic systems, computers and microprocessors to monitor, control, communicate and optimise processes and production.

Overview
The engineering component consists of studies in electronic systems engineering while the information technology component concentrates on software engineering. These studies integrate into a cohesive course which gives a wide and advanced study of modern electronic and computing systems. This double degree produces computer and electronic engineers especially suited for the development and application of electronic systems, including micro, mini and mainframe computer systems in all areas of industry.

Cooperative Education Program
An optional one-year period of paid work experience in an area of information technology is available to eligible full-time students. The Cooperative Education Program is a joint venture between employers and educators to better prepare students for employment upon graduation. Companies that QUT’s Cooperative Education students have worked with include Energex, Boeing, CITEC, Global Banking and Securities Transaction, various Queensland Government departments, Dialog, TABQ, RACQ and Sun Microsystems.

For more information visit the Faculty’s Cooperative Education program home page at www.fit.qut.edu.au/courses/undergrad/coop/

Professional Recognition
This degree meets the requirements for membership of Engineers Australia and the Institution of Radio and Electronics Engineers Australia. Graduates of the Bachelor of Information Technology component meet the knowledge requirements for admission to the Australian Computer Society (ACS).

Special Course Requirements
A candidate for the degree of Bachelor of Engineering (Electronics)/Bachelor of Information Technology must obtain at least 60 days of industrial experience in an engineering environment approved by the course coordinator.

Further Information
Engineering Phone +61 7 3864 1993, Fax +61 7 3864 1516, email: bee.enquiries@qut.edu.au
Faculty of Information Technology Phone +61 7 3864 2782, Fax +61 7 3864 2703, email: fit.enquiry@qut.edu.au

Deferment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

IF59 - B Engineering (Electrical)/B InfoTech

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<thead>
<tr>
<th>Full-time Course Structure - Year 1, Semester 1</th>
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</thead>
<tbody>
<tr>
<td>BEB100  Introducing Professional Learning</td>
</tr>
<tr>
<td>ITB001  Problem Solving and Programming</td>
</tr>
<tr>
<td>PCB136  Engineering Physics 1C</td>
</tr>
<tr>
<td>MAB180  Engineering Mathematics 1B</td>
</tr>
<tr>
<td>OR</td>
</tr>
<tr>
<td>MAB131  Engineering Mathematics 1A</td>
</tr>
</tbody>
</table>

* MAB180 Engineering Mathematics is to be taken by those students not obtaining a SA or better in Queensland Mathematics C (or equivalent).

Year 1, Semester 2

<table>
<thead>
<tr>
<th>Introducing Sustainability</th>
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</thead>
<tbody>
<tr>
<td>ENB103  Electrical Engineering</td>
</tr>
<tr>
<td>ITB003  Object Oriented Programming</td>
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<tr>
<td>Year 2, Semester 1</td>
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<thead>
<tr>
<th>Year 2, Semester 2</th>
<th>ENB243</th>
<th>Linear Circuits and Systems</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>ENB245</td>
<td>Introduction To Design and Professional Practice</td>
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<tr>
<td></td>
<td>ITB006</td>
<td>Networks</td>
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<td></td>
<td>ITB007</td>
<td>Web Development</td>
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<table>
<thead>
<tr>
<th>Year 3, Semester 1</th>
<th>ENB242</th>
<th>Introduction To Telecommunications</th>
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</thead>
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<tr>
<td></td>
<td>ENB340</td>
<td>Power Systems and Machines</td>
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<tr>
<td></td>
<td>IT Elective</td>
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<td>IT Elective</td>
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</table>

<table>
<thead>
<tr>
<th>Year 3, Semester 2</th>
<th>ENB241</th>
<th>Software Systems Design</th>
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<tr>
<td></td>
<td>ENB244</td>
<td>Microprocessors and Digital Systems</td>
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<tr>
<td></td>
<td>ENB345</td>
<td>Advanced Design and Professional Practice</td>
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<td></td>
<td>IT Elective</td>
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</table>

<table>
<thead>
<tr>
<th>Year 4, Semester 1</th>
<th>ENB342</th>
<th>Signals, Systems and Transforms</th>
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<tbody>
<tr>
<td></td>
<td>ENB343</td>
<td>Fields, Transmission and Propagation</td>
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<tr>
<td></td>
<td>ENB350</td>
<td>Real-time Computer-based Systems</td>
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<tr>
<td></td>
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</table>

<table>
<thead>
<tr>
<th>Year 4, Semester 2</th>
<th>ENB344</th>
<th>Industrial Electronics</th>
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<tbody>
<tr>
<td></td>
<td>ENB346</td>
<td>Digital Communications</td>
</tr>
<tr>
<td></td>
<td>ITB009</td>
<td>Core Project Management</td>
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<td></td>
<td>IT Elective</td>
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<thead>
<tr>
<th>Year 5, Semester 1</th>
<th>ENB301</th>
<th>Instrumentation and Control</th>
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<tbody>
<tr>
<td></td>
<td>BEB801</td>
<td>Project 1</td>
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<tr>
<td></td>
<td>OR</td>
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<tr>
<td></td>
<td>ITB844-1</td>
<td>Project</td>
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<tr>
<td></td>
<td>IT Elective</td>
<td>Applications Minor Selective</td>
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| Year 5, Semester 2 | BEB701 | Work Integrated Learning 1       |

<table>
<thead>
<tr>
<th>Year 2, Semester 1</th>
<th>BEB802</th>
<th>Project 2</th>
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<tbody>
<tr>
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<tr>
<td></td>
<td>ITB844-2</td>
<td>Project</td>
</tr>
<tr>
<td></td>
<td>IT Elective</td>
<td>Applications Minor Selective</td>
</tr>
</tbody>
</table>

Applications Minor Selectives - Same as for EN40 Electrical.

Please refer to EN40 Electrical Course Structure - Standard Program.

IT Elective units - please see IT Elective Unit list

Industrial Experience

Students must obtain at least 60 days industrial experience in an engineering environment as approved by the Course Coordinator.

**IT Elective Unit List**

<table>
<thead>
<tr>
<th>Information Technology Elective Unit List</th>
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<tbody>
<tr>
<td>ITB001</td>
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<td>ITB266</td>
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<tr>
<td>ITB298</td>
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<tr>
<td>ITB322</td>
</tr>
</tbody>
</table>

Applications Minor Selectives - Same as for EN40 Electrical.
ITB360 Corporate Systems
ITB361 Socio-technical Systems
ITB362 Organisational Databases
ITB363 Project Management Practice
ITB364 Information Systems Development
ITB365 Business Analysis
ITB366 Information Systems Operations
ITB370 Project
ITB705 Intelligent Systems
ITB702 Algorithms and Data Structures
ITB706 Systems Programming
ITB712 Software Engineering Studies
ITB713 Advanced Java Programming
ITB716 Advanced Web Applications Development
ITB717 Enterprise Software Architecture
ITB720 Internet Protocols and Services
ITB721 Unix Network Administration
ITB722 Network Planning and Deployment
ITB730 Information Security Fundamentals
  ITB731 is offered bi-annually and will be available for 2009
ITB723 Wireless and Mobile Networks
ITB731 Security Technologies
ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB732 Cryptology and Protocols
ITB749 Scientific Programming
ITB750 Computer Game Studies
ITB751 Games Production
  ITB761/2/3/4/5 Please check with the relevant coordinator for further information on Special Topics.
  ITB762 Special Topic in 1/2008 is to be used for CCNA 1 & 2: Internetworking and Routing Basics
ITB761 Special Topic 1
ITB762 CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB763 Special Topic 3
ITB764 Special Topic 4
ITB765 Special Topic 5
ITB847 Computational Intelligence for Control and Embedded Systems
MAB281 Mathematics for Computer Graphics

Potential Careers:
Computer Systems Engineer, Electrical and Computer Engineer, Programmer, Software Engineer, Web Designer.
Bachelor of Games and Interactive Entertainment (IT04)

Year offered: 2008
Admissions: Yes
CRICOS code: 059710E
Course duration (full-time): 3 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,233
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
Domestic Entry: February
International Entry: February
QTAC code: 416102
Past rank cut-off: 74
Past OP cut-off: 13
OP Guarantee: Yes
Assumed knowledge: English (4, SA) and Maths A, B or C (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com
Total credit points: 288
Course coordinator: Associate Professor Ruth Christie
Campus: Gardens Point

Course Overview
The Bachelor of Games and Interactive Entertainment gives you the opportunity to join the growing industry of digital entertainment and electronic games by acquiring expertise in the development of computer games and other forms of interactive media. The course has a strong foundation in both entertainment technology and creative skills. You can choose your primary area of study, also known as your major, from:

Animation and Computational Arts: animation and motion graphics, 3D computer graphics and computer generated art
Digital Media: mixing graphics, video, animation and sound to meet the increasingly complex world of digital entertainment
Game Design: game design tools and design processes, narrative and immersion, architecture and interior design
Software Technologies: technical aspects of computer games, games engine and tools development

You will gain experience in the whole process of game and interaction development, from identification and evaluation of ideas, creation of design concepts, critique of existing and potential products, analysis of cultural impact and industry trends, right through to the development and delivery of a final product.

Career Outcomes

Depending on your specialisation, graduates may find employment as a games/digital media programmer, game designer, simulation developer or designer, animator, film and television special effects developer, quality assurance tester, games/digital media reviewer, video game tester, sound designer, mobile entertainment and communications developer, web developer or digital product strategist.

Scholarships
If you wish to enrol in the Bachelor of Information Technology, you may like to consider our Dean's Scholars Program for OP1-2 students. If you are a female high school student, you may also apply for our Ŭgo for IT gURLŌ merit scholarships.

Find out more about the range of scholarships available.

Cooperative Education Program
The Faculty of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you Ŧre learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNITAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Professional Recognition
No professional accreditation is currently available for courses in the games and entertainment area.

Students completing the Software Technologies Major would be eligible for membership of the Australian Computer Society (ACS).

Credit for Previous Study
Domestic and international applicants may claim credit for part of the degree, on the basis of completed or partially completed studies, related to the Bachelor of IT.

International students can access advanced standing arrangements on QUT's international site.

Deferment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances. Find out more on deferment.
The course consists of four blocks of studies:

**Block A:** Core Studies (6 units plus a 24 credit point Project completed in Semester 6)

**Block B:** Major (8 units) selected from Animation and Computational Art; Digital Media; Games Design; Software Technologies

**Block C:** Minor (4 units)

**Block D:** Electives (4 units)

Students who choose to complete the Cooperative Education Program replace an IT general elective with ITS010

### Year 1, Semester 1

- ITB750 Computer Game Studies
- ITB001 Problem Solving and Programming
- ITB002 IT Professional Studies
- DEB101 Introducing Design

### Year 1, Semester 2

- ITB751 Games Production
  - Block B or Block C Unit
  - Block B or Block C Unit
  - Block B or Block C Unit

### Year 2, Semester 1

- Block B or Block C Unit
- Block B or Block C Unit
- Block B or Block C Unit
- Block B or Block C Unit

### Year 2, Semester 2

- Block B or Block C or Block D Unit
- Block B or Block C or Block D Unit
- Block B or Block C or Block D Unit
- Block B or Block C or Block D Unit

### Year 3, Semester 1

- ITB009 Core Project Management
  - Block B or Block C or Block D Unit
  - Block B or Block C or Block D Unit
  - Block B or Block C or Block D Unit

### Year 3, Semester 2

- ITB020 Project
  - Block B or Block C or Block D Unit
  - Block B or Block C or Block D Unit

### Bachelor of Games & Interactive Entertainment Majors

#### Course structure

**Block B Majors (8 units)**

**Animation and Computational Arts**

- KIB105 Animation and Motion Graphics
- KIB106 Character Development, Conceptual Design and Animation Layout
- KIB107 Introduction to Programming for 3D
- KIB108 Animation Practices
- KVB105 Foundations of Drawing for Animation 1
- KVB106 Foundations of Drawing for Animation 2
- KKB210 Computational Arts 1
- KKB211 Computational Arts 2

**Digital Media**

- KIB101 Foundations of Communication Design 1
- KIB102 Foundations of Communication Design 2
- KIB103 Media Technology 1
- ITB254 Interaction Design
- ITB257 Multimedia Systems
- ITB259 Advanced Multimedia Systems

  2 more units as per discussion with course coordinator

**Game Design**

- ITB016 Fundamentals of Games Design
- ITB017 Advanced Games Design
- KIB201 Interactive Writing
- KIB202 Enabling Immersion
- KIB310 Design Studio 3: Virtual Environments

  Two units selected from the following

- DEB201 Digital Communication
- DEB102 Introducing Design History
- DAB110 Introductory Architectural Design 1
- DTB101 Interior Design 1
- DNB101 Industrial Design 1

**Software Technologies***

  * This Major assumes students have obtained a SA or better in Queensland Maths B (or equivalent)

- ITB003 Object Oriented Programming
- ITB004 Database Systems
- ITB005 Systems Architecture
- ITB702 Algorithms and Data Structures
- ITB746 Modelling and Animation Techniques
- ITB747 Real Time Rendering Techniques
- ITB749 Scientific Programming
- MAB281 Mathematics for Computer Graphics

### Bachelor of Games & Interactive Entertainment Minors

#### Course structure

**Bachelor of Games & Interactive Entertainment Majors**

**Course structure**

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Students select a Minor from the following

**Animation**
- This minor is not available to students who are undertaking the Animation and Computational Arts Major
- KIB105 Animation and Motion Graphics
- KIB107 Introduction to Programming for 3D
- KVB105 Foundations of Drawing for Animation 1
- KVB106 Foundations of Drawing for Animation 2
- OR null
- KIB108 Animation Practices

**Advanced Animation**
- KIB212 Animation Studio 1: Preproduction
- KIB213 Animation Studio 2: CG Toolkit
  #This Minor is only available to students who are undertaking the Animation and Computational Arts Major. As resources are limited, entry will be determined on the basis of a student's academic performance in the units KIB105, KIB107, KIB108 and KVB105.

**Computational Arts**
- ITB003 Object Oriented Programming
- KKB210 Computational Arts 1
- KKB211 Computational Arts 2
- KIB106 Character Development, Conceptual Design and Animation Layout

**Digital Media**
- ITB254 Interaction Design
- ITB257 Multimedia Systems
- ITB259 Advanced Multimedia Systems
- KIB101 Foundations of Communication Design 1
  or
- KIB103 Media Technology 1

**Entrepreneurship**
- BSB115 Management, People and Organisations
- MGB223 Entrepreneurship and Innovation
  OR
- MGB218 Managing Business Growth
- AMB240 Marketing Planning and Management
- AMB251 Innovation and Market Development

**Game Design**
- KIB201 Interactive Writing
- KIB202 Enabling Immersion
- ITB017 Advanced Games Design
- ITB016 Fundamentals of Games Design

**Legal Issues**
- LWB141 Legal Institutions and Method

**Marketing**
- BSB126 Marketing
  Three units selected from the following
- AMB251 Innovation and Market Development
- AMB240 Marketing Planning and Management
- AMB201 Marketing and Audience Research
- AMB341 Strategic Marketing

**Mathematics for Games**
- MAB100 Mathematical Sciences 1A
- MAB111 Mathematical Sciences 1B
- MAB112 Mathematical Sciences 1C
- MAB312 Linear Algebra
  # Students who have completed Maths C can substitute MAB100 with one of the following units: MAB311, MAB481 or MAB422

**Mobile and Network Technologies**
- ITB006 Networks
- ITB720 Internet Protocols and Services
- ITB730 Information Security Fundamentals
- ITB723 Wireless and Mobile Networks
  *This Minor is only available to students who are undertaking the Software Technologies Major

**Sound Design**
- KMB105 Music and Sound Technology
- KMB106 Music and Sound for Multimedia
- KMB107 Sound, Image, Text
- KMB108 Sound Recording and Acoustics

**Physics for Games**
- PCB107 Physics and Quantitative Techniques
- PCB460 Instrumentation and Computational Methods
- PCB593 Digital Image Processing
- PQB251 Waves and Optics

**Software Technologies**
- ITB003 Object Oriented Programming
- ITB004 Database Systems
- ITB005 Systems Architecture
- ITB749 Scientific Programming

This minor is not available to students who are undertaking the Software Technologies Major

**IT Elective Unit List**
Information Technology Elective Unit List

ITB001 Problem Solving and Programming
ITB002 IT Professional Studies
ITB003 Object Oriented Programming
ITB004 Database Systems
ITB005 Systems Architecture
ITB006 Networks
ITB007 Web Development
ITB008 Modelling Analysis and Design
ITB009 Core Project Management
ITB010 Core Project Implementation
ITB011 CCNA 1 & 2: Network Fundamentals and Routing Protocols
ITB012 CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN
ITB016 Fundamentals of Games Design
ITB017 Advanced Games Design
ITB218 Applications Programming
ITB223 Software Development with ORACLE
ITB228 Enterprise Systems
ITB229 Database Design
ITB230 Project
ITB233 Enterprise Systems Applications
ITB239 Enterprise Data Mining
ITB254 Interaction Design
ITB257 Multimedia Systems
ITB259 Advanced Multimedia Systems
ITB260 E-Commerce Site Development
ITB264 Information Systems Consulting
ITB266 Information Management
ITB298 Business Process Modelling
ITB322 Information Resources
ITB360 Corporate Systems
ITB361 Socio-technical Systems
ITB362 Organisational Databases
ITB363 Project Management Practice
ITB364 Information Systems Development
ITB365 Business Analysis
ITB366 Information Systems Operations
ITB370 Project
ITB705 Intelligent Systems
ITB702 Algorithms and Data Structures
ITB706 Systems Programming
ITB712 Software Engineering Studies
ITB713 Advanced Java Programming
ITB716 Advanced Web Applications Development
ITB717 Enterprise Software Architecture
ITB720 Internet Protocols and Services
ITB721 Unix Network Administration
ITB722 Network Planning and Deployment
ITB730 Information Security Fundamentals
ITB731 Security Technologies
ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB732 Cryptology and Protocols
ITB749 Scientific Programming
ITB750 Computer Game Studies
ITB751 Games Production
ITB761 Special Topic 1
ITB762 CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB763 Special Topic 3
ITB764 Special Topic 4
ITB765 Special Topic 5
ITB847 Computational Intelligence for Control and Embedded Systems
MAB281 Mathematics for Computer Graphics

Potential Careers:
Bachelor of Games and Interactive Entertainment - Dean's Scholars Program (IT04)

Year offered: 2008
Admissions: Yes
Course duration (full-time): 3 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,233
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
Assumed knowledge: English (4, SA) and Maths A, B or C (4, SA)
Course coordinator: Ruth Christie
Campus: Gardens Point

Course Overview
The Dean's Scholars Program is an accelerated honours program allowing completion of the Bachelor of Games and Interactive Entertainment and an honours degree in three years instead of four years. This accelerated program is designed for students with an OP 1 or 2 (or equivalent), who can also demonstrate active involvement in their school and local community activities.

The Bachelor of Games and Interactive Entertainment gives you the opportunity to join the growing industry of digital entertainment and electronic games by acquiring expertise in the development of computer games and other forms of interactive media. The course has a strong foundation in both entertainment technology and creative skills. You can choose your primary area of study from Animation and Computational Arts, Digital Media, Game Design or Software Technologies.

You will gain experience in the whole process of game and interaction development, from identification and evaluation of ideas, creation of design concepts, critique of existing and potential products, analysis of cultural impact and industry trends, right through to the development and delivery of a final product.

Who should apply?
The program is open to applicants currently undertaking Year 12 studies at a secondary school, and who achieve an OP 1 or 2 (or interstate equivalent). Applicants must be outstanding current, or returning from a gap year, Year 12 students who completed their Year 12 education in Australia.

Financial Support
Domestic students offered a place in the Dean's Scholars Program will have their undergraduate HECS paid by the Faculty and those proceeding to Honours will also receive full HECS support.

International students will have one-third of their tuition fees paid by the faculty for the undergraduate and honours programs.

Students are responsible for all other costs associated with their program.

OP Guarantee
The OP Guarantee does not apply to this program.

Deferment
QUT’s deferment policy does not apply to this course.

Cooperative Education Program
The Faculty of IT’s Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you’re learning in your degree. Students wishing to participate in the Cooperative Education Program should be aware that they will not receive financial support as a Dean's Scholar for the duration of the placement.

Find out more about the Cooperative Education Program.

Professional Recognition
As a graduate of the Dean's Scholars Program you will be qualified for professional accreditation and employment in fields relevant to your specialisation.

Bachelor of Games and Interactive Entertainment

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<th>Year 1, Semester 1</th>
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<tbody>
<tr>
<td>ITB750       Computer Game Studies</td>
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<tr>
<td>ITB001       Problem Solving and Programming</td>
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<tr>
<td>ITB002       IT Professional Studies</td>
</tr>
<tr>
<td>DEB101       Introducing Design</td>
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<tr>
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<tbody>
<tr>
<td>ITB751       Games Production</td>
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<tr>
<td>Block B or Block C Unit</td>
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<td>Block B or Block C Unit</td>
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<td>Block B or Block C Unit</td>
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<td>Block B or Block C Unit</td>
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<td>Block B or Block C Unit</td>
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<td>Block B or Block C Unit</td>
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<td>Block B or Block C or Block D Unit</td>
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<td>Block B or Block C or Block D Unit</td>
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<td>Block B or Block C or Block D Unit</td>
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<th>Year 2, Summer</th>
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<tbody>
<tr>
<td>ITB009       Core Project Management</td>
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</table>
Bachelor of Games & Interactive Entertainment Majors

Course structure

Block B Majors (8 units)

Animation and Computational Arts

KIB105 Animation and Motion Graphics
KIB106 Character Development, Conceptual Design and Animation Layout
KIB107 Introduction to Programming for 3D
KIB108 Animation Practices
KVB105 Foundations of Drawing for Animation 1
KVB106 Foundations of Drawing for Animation 2
KKB210 Computational Arts 1
KKB211 Computational Arts 2

Digital Media

KIB101 Foundations of Communication Design 1
KIB102 Foundations of Communication Design 2
KIB103 Media Technology 1
ITB254 Interaction Design
ITB257 Multimedia Systems
ITB259 Advanced Multimedia Systems
2 more units as per discussion with course coordinator

Game Design

ITB016 Fundamentals of Games Design
ITB017 Advanced Games Design
KIB201 Interactive Writing
KIB202 Enabling Immersion
KIB310 Design Studio 3: Virtual Environments
Two units selected from the following

Software Technologies*

* This Major assumes students have obtained a SA or better in Queensland Maths B (or equivalent)

DEB201 Digital Communication
DEB102 Introducing Design History
DAB110 Introductory Architectural Design 1
DTB101 Interior Design 1
DNB101 Industrial Design 1

Bachelor of Games & Interactive Entertainment Minors

Course structure

Students select a Minor from the following

Animation

This minor is not available to students who are undertaking the Animation and Computational Arts Major

KIB105 Animation and Motion Graphics
KIB107 Introduction to Programming for 3D
KVB105 Foundations of Drawing for Animation 1
KVB106 Foundations of Drawing for Animation 2
OR null
KIB108 Animation Practices

Advanced Animation#

#This Minor is only available to students who are undertaking the Animation and Computational Arts Major. As resources are limited, entry will be determined on the basis of a student’s academic performance in the units KIB105, KIB107, KIB108 and KVB105.

Computational Arts

ITB003 Object Oriented Programming
KKB210 Computational Arts 1
KKB211 Computational Arts 2
KIB106 Character Development, Conceptual Design and Animation Layout

Digital Media

ITB254 Interaction Design
ITB257 Multimedia Systems
ITB259  Advanced Multimedia Systems
KIB101  Foundations of Communication Design 1
or
KIB103  Media Technology 1

Entrepreneurship
BSB115  Management, People and Organisations
MGB223  Entrepreneurship and Innovation
OR
MGB218  Managing Business Growth
AMB240  Marketing Planning and Management
AMB251  Innovation and Market Development

Game Design
KIB201  Interactive Writing
KIB202  Enabling Immersion
ITB017  Advanced Games Design
ITB016  Fundamentals of Games Design

Legal Issues
LWB141  Legal Institutions and Method
LWB136  Contracts A
Two units selected from the following
LWB137  Contracts B
LWB142  Law, Society and Justice
LWB480  Media Law
LWB486  Intellectual Property Law

Marketing
BSB126  Marketing
Three units selected from the following
AMB251  Innovation and Market Development
AMB240  Marketing Planning and Management
AMB201  Marketing and Audience Research
AMB341  Strategic Marketing

Mathematics for Games#
MAB100  Mathematical Sciences 1A
MAB111  Mathematical Sciences 1B
MAB112  Mathematical Sciences 1C
MAB312  Linear Algebra
# Students who have completed Maths C can substitute MAB100 with one of the following units: MAB311, MAB481 or MAB422

Mobile and Network Technologies*
ITB006  Networks
ITB720  Internet Protocols and Services
ITB730  Information Security Fundamentals
ITB723  Wireless and Mobile Networks
*This Minor is only available to students who are undertaking the Software Technologies Major

Sound Design
KMB105  Music and Sound Technology
KMB106  Music and Sound for Multimedia
KMB107  Sound, Image, Text
KMB108  Sound Recording and Acoustics

Physics for Games
PCB107  Physics and Quantitative Techniques
PCB460  Instrumentation and Computational Methods
PCB593  Digital Image Processing
PQB251  Waves and Optics

Software Technologies
ITB003  Object Oriented Programming
ITB004  Database Systems
ITB005  Systems Architecture
ITB749  Scientific Programming
This minor is not available to students who are undertaking the Software Technologies Major

Potential Careers:
Bachelor of Corporate Systems Management (IT06)

Year offered: 2008
Admissions: Yes
CRICOS code: 059712C
Course duration (full-time): 3 years

Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,252
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)

Domestic Entry: February
International Entry: February
QTAC code: 416301
Past rank cut-off: 74
Past OP cut-off: 13

Assumed knowledge: English (4, SA) and Maths A, B or C (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Total credit points: 288
Course coordinator: Dr Taizan Chan
Campus: Gardens Point

Course Overview
The Bachelor of Corporate Systems Management will give students the skills and knowledge to identify and communicate business system needs, select the right information systems and integrate these systems into organisations to improve business performance.

The course is industry relevant and flexible, with the option to focus studies on areas such as IT management, enterprise systems, IT consulting, business process engineering, and knowledge management. Students will learn about, and come to understand, the interrelationship of information technology, business and client relations.

Career Outcomes
The professional skills gained from the Bachelor of Corporate Systems Management are applicable across all business domains. Students will gain knowledge and an understanding of how to work with people and clients, operations, systems and production, while learning how to apply a strategic focus in a management role.

As a graduate, students can expect to work as a business analyst or consultant, enterprise architect, information or knowledge strategist, ICT project manager or IT infrastructure manager.

Scholarships
If you wish to enrol in the Bachelor of Information Technology, you may like to consider our Dean's Scholars Program for OP1-2 students. If you are a female high school student, you may also apply for our Ōgo for IT gURLŐ merit scholarships.

Find out more about the range of scholarships available.

Cooperative Education Program
The Faculty of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you're learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNiTAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Professional Recognition
Recognition of the course by the Australian Computer Society (ACS) will be sought during 2007.

Credit for Previous Study
Domestic and international applicants may claim credit for part of the degree, on the basis of completed or partially completed studies, related to the Bachelor of IT.

International students can access advanced standing arrangements on QUT's international site.

Domestic applicants should view the credit information on the Student Services site.

Deferment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances. Find out more on deferment.

Bachelor of Corporate Systems Management

Block A: Core Units (16 Units)

Block B: Complementary Studies (8 units)

Year 1, Semester 1
ITB002  IT Professional Studies
ITB360  Corporate Systems
ITB361  Socio-technical Systems
ITB362  Organisational Databases

Year 1, Semester 2
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<thead>
<tr>
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<th>Course Title</th>
<th>Block B Unit</th>
<th>Year 2, Semester 1</th>
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<tr>
<td>BSB115</td>
<td>Management, People and Organisations</td>
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<td>ITB365  Business Analysis</td>
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<tr>
<td>ITB363</td>
<td>Project Management Practice</td>
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<td>ITB364  Information Systems Development</td>
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<tr>
<td>ITB364</td>
<td>Information Systems Development</td>
<td>Block B Unit</td>
<td>ITB298  Business Process Modelling</td>
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<td>ITB363  Project Management Practice</td>
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<td><strong>Business Systems Engineering (Faculty of IT)</strong></td>
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<td>ITB003  Object Oriented Programming</td>
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<td>ITB004  Database Systems</td>
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<td>ITB008  Modelling Analysis and Design</td>
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<td>ITB228  Enterprise Systems</td>
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<td><strong>Creative Industries Management (Creative Industries Faculty)</strong></td>
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<td></td>
<td>KTB207  Staging Australia</td>
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<td>KTB061  Creative Industries Management</td>
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<td>KTB062  Creative Industries Events and Festivals</td>
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<td>KTB104  Performance Innovation</td>
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<td><strong>Construction Management - Administration (Faculty of Built Environment and Engineering)</strong></td>
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<td>UDB101  Stewardship of Land</td>
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<td>UDB104  Urban Development Economics</td>
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<td>UDB110  Residential Construction and Engineering</td>
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<td>UDB111  Engineering Construction Materials</td>
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<td><strong>Databases</strong></td>
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<td>ITB003  Object Oriented Programming</td>
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<td>ITB229  Database Design</td>
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<td>ITB239  Enterprise Data Mining</td>
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<td><strong>Electronic Business (Faculty of IT/Faculty of Business)</strong></td>
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<td>ITB004  Database Systems</td>
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<td>ITB233  Enterprise Systems Applications</td>
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<td>ITB239  Enterprise Data Mining</td>
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<td>ITB823  Web Sites For Electronic Commerce</td>
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<td>BSB212  Electronic Business Applications</td>
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<td>BSB314  E-Business Intelligence</td>
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<td>BSB213  Governance Issues in E-Business</td>
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<td><strong>Entrepreneurship (Faculty of Business)</strong></td>
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<td>MGB223  Entrepreneurship and Innovation</td>
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<td>MGB218  Managing Business Growth</td>
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<td>AMB240  Marketing Planning and Management</td>
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<td>AMB251  Innovation and Market Development</td>
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<td><strong>Games Development (Faculty of IT)</strong></td>
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<td>ITB002  IT Professional Studies</td>
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<td>ITB016  Fundamentals of Games Design</td>
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</table>

**ITB365 Business Analysis**

*For additional units see below*

**ITB364 Information Systems Consulting**

**ITB298 Business Process Modelling**

**ITB363 Project Management Practice**

**Block B: Complementary Studies**

- Students select a 4, 6 or 8 unit set/s from within the Faculty of IT or from those offered by other Faculties at QUT. Alternatively, students may undertake eight elective units with the approval of the Course Coordinator.

- Students who choose to complete the Cooperative Education Program replace a Block B unit with ITS010

**Banking and Finance (Faculty of Business)**

- BSB113 Economics
- BSB122 Quantitative Analysis and Finance
- EFB101 Data Analysis for Business
- EFB102 Economics 2
- EFB201 Financial Markets
- EFB210 Finance 1
- EFB307 Finance 2
- EFB312 International Finance

**Business Needs Analysis (Faculty of IT)**

- ITB002 IT Professional Studies
- ITB322 Information Resources
- ITB361 Socio-technical Systems

**Business Systems Engineering (Faculty of IT)**

- ITB003 Object Oriented Programming
- ITB004 Database Systems
- ITB008 Modelling Analysis and Design
- ITB228 Enterprise Systems

**Creative Industries Management (Creative Industries Faculty)**

- KTB207 Staging Australia
- KTB061 Creative Industries Management
- KTB062 Creative Industries Events and Festivals
- KTB104 Performance Innovation

**Construction Management - Administration (Faculty of Built Environment and Engineering)**

- UDB101 Stewardship of Land
- UDB104 Urban Development Economics
- UDB110 Residential Construction and Engineering
- UDB111 Engineering Construction Materials

**Databases**

- ITB003 Object Oriented Programming
- ITB004 Database Systems
- ITB008 Modelling Analysis and Design
- ITB229 Database Design
- ITB239 Enterprise Data Mining

**Electronic Business (Faculty of IT/Faculty of Business)**

- ITB004 Database Systems
- ITB233 Enterprise Systems Applications
- ITB239 Enterprise Data Mining
- ITB823 Web Sites For Electronic Commerce
- BSB212 Electronic Business Applications
- BSB314 E-Business Intelligence
- BSB213 Governance Issues in E-Business

**Entrepreneurship (Faculty of Business)**

- MGB223 Entrepreneurship and Innovation
- MGB218 Managing Business Growth
- AMB240 Marketing Planning and Management
- AMB251 Innovation and Market Development

**Games Development (Faculty of IT)**

- ITB002 IT Professional Studies
- ITB016 Fundamentals of Games Design
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<tr>
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<tr>
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<tr>
<td>ITB751</td>
<td>Games Production</td>
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<tr>
<td>ITB001</td>
<td>Problem Solving and Programming</td>
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<tr>
<td>ITB017</td>
<td>Advanced Games Design</td>
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### Games Technology (Faculty of IT)

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<td>Problem Solving and Programming</td>
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<td>Object Oriented Programming</td>
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<td>Modelling Analysis and Design</td>
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<td>ITB702</td>
<td>Algorithms and Data Structures</td>
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<td>ITB712</td>
<td>Software Engineering Studies</td>
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<td>ITB746</td>
<td>Modelling and Animation Techniques</td>
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<td>ITB749</td>
<td>Scientific Programming</td>
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<td>MAB281</td>
<td>Mathematics for Computer Graphics</td>
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### Human Resource Management (Faculty of Business)

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<td>MGB207</td>
<td>Human Resource Issues and Strategy</td>
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<tr>
<td>MGB211</td>
<td>Organisational Behaviour</td>
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<tr>
<td>MGB314</td>
<td>Organisational Consulting and Change</td>
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<td>MGB331</td>
<td>Learning and Development in Organisations</td>
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### Information Systems (Faculty of IT)

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<td>ITB004</td>
<td>Database Systems</td>
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<td>ITB228</td>
<td>Enterprise Systems</td>
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<td>ITB229</td>
<td>Database Design</td>
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<td>Enterprise Systems Applications</td>
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<td>ITB264</td>
<td>Information Systems Consulting</td>
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<td>ITB322</td>
<td>Information Resources</td>
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### Information Technology Management (Faculty of IT)

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<td>ITB361</td>
<td>Socio-technical Systems</td>
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<td>Project Management Practice</td>
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<tr>
<td>ITB364</td>
<td>Information Systems Development</td>
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<td>Information Systems Operations</td>
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### International Studies (QUT Carseldine)

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<td>Introduction To International And Global Studies</td>
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<td>HHB111</td>
<td>Issues In International And Global Studies</td>
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<td>HHB107</td>
<td>World Regions</td>
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<td>HHB223</td>
<td>Islam and Islamic Societies</td>
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<tr>
<td>HHB263</td>
<td>Politics Of Globalisation</td>
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### Information Technology Project Management (Faculty of IT)

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<th>Course Title</th>
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<tbody>
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<td>ITB009</td>
<td>Core Project Management</td>
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<td>ITB264</td>
<td>Information Systems Consulting</td>
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<td>ITB363</td>
<td>Project Management Practice</td>
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### Law (Faculty of Law)

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<tbody>
<tr>
<td>LWB141</td>
<td>Legal Institutions and Method</td>
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<tr>
<td>LWB142</td>
<td>Law, Society and Justice</td>
</tr>
<tr>
<td>LWB144</td>
<td>Laws and Global Perspectives</td>
</tr>
<tr>
<td>LWB136</td>
<td>Contracts A</td>
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<tr>
<td>LWB137</td>
<td>Contracts B</td>
</tr>
<tr>
<td>LWB482</td>
<td>Internet Law</td>
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<td>LWB484</td>
<td>Electronic Commerce and Technology Contracts</td>
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### Management (Faculty of Business)

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<tr>
<td>MGB210</td>
<td>Managing Operations</td>
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<td>MGB211</td>
<td>Organisational Behaviour</td>
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<td>MGB220</td>
<td>Management Research Methods</td>
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<td>MGB222</td>
<td>Managing Organisations</td>
</tr>
<tr>
<td>MGB309</td>
<td>Strategic Management</td>
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<tr>
<td>MGB334</td>
<td>Managing in a Changing Environment</td>
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### Marketing (Faculty of Business)

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<tbody>
<tr>
<td>AMB200</td>
<td>Consumer Behaviour</td>
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<tr>
<td>AMB201</td>
<td>Marketing and Audience Research</td>
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<td>AMB240</td>
<td>Marketing Planning and Management</td>
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<tr>
<td>AMB241</td>
<td>E-Marketing Strategies</td>
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<td>AMB341</td>
<td>Strategic Marketing</td>
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### Public Health (Faculty of Health)

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<tr>
<td>PUB251</td>
<td>Contemporary Public Health</td>
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<td>PUB326</td>
<td>Epidemiology</td>
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<td>PUB329</td>
<td>Foundations of Health Studies and Health Behaviour</td>
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<td>PUB406</td>
<td>Health Promotion Strategies</td>
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### Justice Studies (Faculty of Law)

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<tr>
<td>JSB272</td>
<td>Theories of Crime</td>
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<tr>
<td>JSB273</td>
<td>Crime Research Methods</td>
</tr>
<tr>
<td>JSB372</td>
<td>Youth Justice</td>
</tr>
<tr>
<td>JSB373</td>
<td>Crime and Punishment</td>
</tr>
<tr>
<td>JSB378</td>
<td>Drugs and Crime</td>
</tr>
</tbody>
</table>

### IT Elective Unit List

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITB001</td>
<td>Problem Solving and Programming</td>
</tr>
</tbody>
</table>

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INFORMATION TECHNOLOGY
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
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<tbody>
<tr>
<td>ITB002</td>
<td>IT Professional Studies</td>
</tr>
<tr>
<td>ITB003</td>
<td>Object Oriented Programming</td>
</tr>
<tr>
<td>ITB004</td>
<td>Database Systems</td>
</tr>
<tr>
<td>ITB005</td>
<td>Systems Architecture</td>
</tr>
<tr>
<td>ITB006</td>
<td>Networks</td>
</tr>
<tr>
<td>ITB007</td>
<td>Web Development</td>
</tr>
<tr>
<td>ITB008</td>
<td>Modelling Analysis and Design</td>
</tr>
<tr>
<td>ITB009</td>
<td>Core Project Management</td>
</tr>
<tr>
<td>ITB010</td>
<td>Core Project Implementation</td>
</tr>
<tr>
<td>ITB011</td>
<td>CCNA 1 &amp; 2: Network Fundamentals and Routing</td>
</tr>
<tr>
<td>ITB012</td>
<td>CCNA 3 &amp; 4: LAN SWITCHING/WIRELESS AND ACCESSING</td>
</tr>
<tr>
<td>ITB016</td>
<td>Fundamentals of Games Design</td>
</tr>
<tr>
<td>ITB017</td>
<td>Advanced Games Design</td>
</tr>
<tr>
<td>ITB218</td>
<td>Applications Programming</td>
</tr>
<tr>
<td>ITB223</td>
<td>Software Development with ORACLE</td>
</tr>
<tr>
<td>ITB228</td>
<td>Enterprise Systems</td>
</tr>
<tr>
<td>ITB229</td>
<td>Database Design</td>
</tr>
<tr>
<td>ITB230</td>
<td>Project</td>
</tr>
<tr>
<td>ITB233</td>
<td>Enterprise Systems Applications</td>
</tr>
<tr>
<td>ITB239</td>
<td>Enterprise Data Mining</td>
</tr>
<tr>
<td>ITB254</td>
<td>Interaction Design</td>
</tr>
<tr>
<td>ITB257</td>
<td>Multimedia Systems</td>
</tr>
<tr>
<td>ITB259</td>
<td>Advanced Multimedia Systems</td>
</tr>
<tr>
<td>ITB260</td>
<td>E-Commerce Site Development</td>
</tr>
<tr>
<td>ITB264</td>
<td>Information Systems Consulting</td>
</tr>
<tr>
<td>ITB266</td>
<td>Information Management</td>
</tr>
<tr>
<td>ITB298</td>
<td>Business Process Modelling</td>
</tr>
<tr>
<td>ITB322</td>
<td>Information Resources</td>
</tr>
<tr>
<td>ITB360</td>
<td>Corporate Systems</td>
</tr>
<tr>
<td>ITB361</td>
<td>Socio-technical Systems</td>
</tr>
<tr>
<td>ITB362</td>
<td>Organisational Databases</td>
</tr>
<tr>
<td>ITB363</td>
<td>Project Management Practice</td>
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<tr>
<td>ITB364</td>
<td>Information Systems Development</td>
</tr>
<tr>
<td>ITB365</td>
<td>Business Analysis</td>
</tr>
<tr>
<td>ITB366</td>
<td>Information Systems Operations</td>
</tr>
<tr>
<td>ITB370</td>
<td>Project</td>
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<tr>
<td>ITB705</td>
<td>Intelligent Systems</td>
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<tr>
<td>ITB702</td>
<td>Algorithms and Data Structures</td>
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<tr>
<td>ITB706</td>
<td>Systems Programming</td>
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<tr>
<td>ITB712</td>
<td>Software Engineering Studies</td>
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<td>ITB713</td>
<td>Advanced Java Programming</td>
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<td>ITB716</td>
<td>Advanced Web Applications Development</td>
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<tr>
<td>ITB717</td>
<td>Enterprise Software Architecture</td>
</tr>
<tr>
<td>ITB720</td>
<td>Internet Protocols and Services</td>
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<tr>
<td>ITB721</td>
<td>Unix Network Administration</td>
</tr>
<tr>
<td>ITB722</td>
<td>Network Planning and Deployment</td>
</tr>
<tr>
<td>ITB730</td>
<td>Information Security Fundamentals</td>
</tr>
<tr>
<td>ITB731</td>
<td>CCNA 1 &amp; 2: Internetworking and Routing Basics</td>
</tr>
<tr>
<td>ITB723</td>
<td>Wireless and Mobile Networks</td>
</tr>
<tr>
<td>ITB731</td>
<td>Security Technologies</td>
</tr>
<tr>
<td>ITB746</td>
<td>Modelling and Animation Techniques</td>
</tr>
<tr>
<td>ITB747</td>
<td>Real Time Rendering Techniques</td>
</tr>
<tr>
<td>ITB732</td>
<td>Cryptology and Protocols</td>
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<tr>
<td>ITB749</td>
<td>Scientific Programming</td>
</tr>
<tr>
<td>ITB750</td>
<td>Computer Game Studies</td>
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<tr>
<td>ITB751</td>
<td>Games Production</td>
</tr>
<tr>
<td>ITB761</td>
<td>Special Topic 1</td>
</tr>
<tr>
<td>ITB762</td>
<td>CCNA 1 &amp; 2: INTERNETWORKING AND ROUTING BASICS</td>
</tr>
<tr>
<td>ITB763</td>
<td>Special Topic 3</td>
</tr>
<tr>
<td>ITB764</td>
<td>Special Topic 4</td>
</tr>
<tr>
<td>ITB765</td>
<td>Special Topic 5</td>
</tr>
<tr>
<td>ITB847</td>
<td>Computational Intelligence for Control and</td>
</tr>
<tr>
<td></td>
<td>Embedded Systems</td>
</tr>
<tr>
<td>MAB281</td>
<td>Mathematics for Computer Graphics</td>
</tr>
</tbody>
</table>

**Potential Careers:**
Business Analyst, Database Manager, Electronic Commerce Developer, Health Information Manager, Information Officer, Internet Professional, Manager, Programmer, Project Developer, Project Manager, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer, Systems Trainer, Technical Officer, Technology Transfer Officer.
Bachelor of Corporate Systems Management - Dean's Scholars Program (IT06)

Year offered: 2008
Admissions: Yes
Course duration (full-time): 3 years
Domestic fees (per credit point): Commonwealth supported place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,252
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
Assumed knowledge: English (4, SA) and Maths A, B or C (4, SA)
Course coordinator: Dr Taizan Chan
Campus: Gardens Point

Course Overview
The Dean's Scholars Program is an accelerated honours program allowing completion of the Bachelor of Corporate Systems Management and an honours degree in three years instead of four years. This accelerated program is designed for students with an OP 1 or 2 (or equivalent), who can also demonstrate active involvement in their school and local community activities.

The Bachelor of Corporate Systems Management is an industry-relevant course designed to help you understand the interrelationships between information, technology, business and people. The information professional of the future understands the benefits that cutting-edge technology can deliver. You can add value by helping organisations understand and meet their information challenges.

The course is designed to develop the knowledge and skills you need to understand and communicate business needs, select the right systems and harness these systems to improve business performance for organisations.

Who should apply?
The program is open to applicants currently undertaking Year 12 studies at a secondary school, and who achieve an OP 1 or 2 (or interstate equivalent). Applicants must be outstanding current, or returning from a gap year, Year 12 students who completed their Year 12 education in Australia.

Financial Support
Domestic students offered a place in the Dean's Scholars Program will have their undergraduate HECS paid by the Faculty and those proceeding to Honours will also receive full HECS support.

International students will have one-third of their tuition fees paid by the faculty for the undergraduate and honours programs.

Students are responsible for all other costs associated with their program.

OP Guarantee
The OP Guarantee does not apply to this program.

Deferment
QUT’s deferment policy does not apply to this course.

Cooperative Education Program
The Faculty of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you're learning in your degree. Students wishing to participate in the Cooperative Education Program should be aware that they will not receive financial support as a Dean's Scholar for the duration of the placement.

Find out more about the Cooperative Education Program.

Professional Recognition
As a graduate of the Dean's Scholars Program you will be qualified for professional accreditation and employment in fields relevant to your specialisation.

Bachelor of Corporate Systems Management

Year 1, Semester 1
- ITB002  IT Professional Studies
- ITB360  Corporate Systems
- ITB361  Socio-technical Systems
- ITB362  Organisational Databases

Year 2, Semester 1
- ITB365  Business Analysis
- ITB366  Information Systems Operations
- MGB223  Entrepreneurship and Innovation

Year 2, Semester 2
- ITB823  Web Sites For Electronic Commerce
- BSB126  Marketing

Year 2, Summer
- ITB370  Project

Year 3, Semester 1
- ITB233  Enterprise Systems Applications
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITB264</td>
<td>Information Systems Consulting</td>
</tr>
<tr>
<td></td>
<td>Block B Unit</td>
</tr>
<tr>
<td></td>
<td>Block B Unit</td>
</tr>
<tr>
<td></td>
<td>Honours Coursework Elective</td>
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</tbody>
</table>

### Year 3, Semester 2

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ITN100</td>
<td>Introduction to Research</td>
</tr>
<tr>
<td></td>
<td>Honours Coursework Elective</td>
</tr>
<tr>
<td></td>
<td>Honours Coursework Elective</td>
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<tr>
<td>ITN191</td>
<td>Honours Dissertation 1</td>
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</table>

### Year 3, Summer

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ITN192</td>
<td>Honours Dissertation 2</td>
</tr>
<tr>
<td>ITN193</td>
<td>Honours Dissertation 3</td>
</tr>
<tr>
<td>ITN194</td>
<td>Honours Dissertation 4</td>
</tr>
</tbody>
</table>

**Potential Careers:**

Business Analyst, Computer Systems Engineer, Database Manager, Information Officer, Internet Professional, Manager, Network Administrator, Network Manager, Project Manager, Systems Analyst, Systems Manager, Systems Programmer, Systems Trainer, Web Designer.
Bachelor of Corporate Systems Management/Bachelor of Information Technology (IT08)

Year offered: 2008
Admissions: Yes
CRICOS code: 063028M
Course duration (full-time): 4 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $ _
International Entry: February
QTAC code: 416932
Past rank cut-off: 74
Past OP cut-off: 13
Campus: Gardens Point

Course overview
In this double degree students complete the requirements for two separate degrees in four years. The course consists of units in both corporate systems management and information technology. In the corporate systems management component students are taught the interrelationship between information, technology, business and people. This component develops the knowledge and skills needed to understand and communicate business needs, select the right systems and integrate these systems to improve business performance. In the information technology component students complete a set of core units integral to all information and technology professionals and then select units in a specialised area of information technology. Full time students can take part in the Cooperative Education Program, offering one year paid industry placement and credit towards their degree (subject to satisfying eligibility requirements).

Cooperative Education Program
The Faculty of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you're learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNiTAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Bachelor of Corporate Systems Management/ Bachelor of Information Technology

Year 1, Semester 1
ITB360 Corporate Systems
ITB362 Organisational Databases
ITB002 IT Professional Studies
ITB005 Systems Architecture

Year 1, Semester 2
ITB363 Project Management Practice
BSB115 Management, People and Organisations
ITB004 Database Systems
ITB006 Networks

Year 2, Semester 1
ITB361 Socio-technical Systems
BSB126 Marketing
ITB001 Problem Solving and Programming
ITB008 Modelling Analysis and Design

Year 2, Semester 2
ITB364 Information Systems Development
EFB Financial Information Systems
ITB003 Object Oriented Programming
ITB007 Web Development

Year 3, Semester 1
ITB365 Business Analysis
ITB366 Information Systems Operations
IT Unit - See Appendix 4

Year 3, Semester 2
ITB264 Information Systems Consulting
IT Elective
IT Unit - See Appendix 4

Year 4, Semester 1
ITB266 Information Management
ITB370 Project
General Elective
IT Unit - See Appendix 4

Year 4, Semester 4
ITB298 Business Process Modelling
ITB233 Enterprise Systems Applications
General Elective
IT Unit - See Appendix 4
Bachelor of Corporate Systems Management/Bachelor of Games and Interactive Entertainment (IT09)

Year offered: 2008  
Admissions: Yes  
CRICOS code: 063029K  
Course duration (full-time): 4 years  
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)  
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $8,499  
Domestic Entry: February  
International Entry: February  
QTAC code: 416912  
Past rank cut-off: 74  
Past OP cut-off: 13  
Campus: Gardens Point and Kelvin Grove

Course overview
In this double degree students complete the requirements for two separate degrees in four years. The course consists of units in both corporate systems management and games and interactive entertainment. In the corporate systems management component students are taught the interrelationship between information, technology, business and people. This component develops the knowledge and skills needed to understand and communicate business needs, select the right systems and integrate these systems to improve business performance. In the games and interactive entertainment component students complete core units in the basics of design, games studies, professional skills and programming and then choose a major from the list below. In final year, students participate in a major group project to produce a significant piece of work using PC, mobile devices, consoles or virtual reality. Full time students can take part in the Cooperative Education Program, offering one year paid industry placement and credit towards their degree (subject to satisfying eligibility requirements).

Majors: Animation and computational arts; digital media; game design; and software technologies.

Cooperative Education Program
The Faculty of IT’s Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you’re learning in your degree. Companies that QUT’s Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNITAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

IT09 Course Structure

Year 1, Semester 1

Bachelor of Games & Interactive Entertainment Majors
## Course structure

<table>
<thead>
<tr>
<th>Block B Majors (8 units)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Animation and Computational Arts</strong></td>
</tr>
<tr>
<td>KIB105 Animation and Motion Graphics</td>
</tr>
<tr>
<td>KIB106 Character Development, Conceptual Design and Animation Layout</td>
</tr>
<tr>
<td>KIB107 Introduction to Programming for 3D</td>
</tr>
<tr>
<td>KIB108 Animation Practices</td>
</tr>
<tr>
<td>KVB105 Foundations of Drawing for Animation 1</td>
</tr>
<tr>
<td>KVB106 Foundations of Drawing for Animation 2</td>
</tr>
<tr>
<td>KKB210 Computational Arts 1</td>
</tr>
<tr>
<td>KKB211 Computational Arts 2</td>
</tr>
<tr>
<td><strong>Digital Media</strong></td>
</tr>
<tr>
<td>KIB101 Foundations of Communication Design 1</td>
</tr>
<tr>
<td>KIB102 Foundations of Communication Design 2</td>
</tr>
<tr>
<td>KIB103 Media Technology 1</td>
</tr>
<tr>
<td>ITB254 Interaction Design</td>
</tr>
<tr>
<td>ITB257 Multimedia Systems</td>
</tr>
<tr>
<td>ITB259 Advanced Multimedia Systems</td>
</tr>
<tr>
<td>2 more units as per discussion with course coordinator</td>
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<tr>
<td><strong>Game Design</strong></td>
</tr>
<tr>
<td>ITB016 Fundamentals of Games Design</td>
</tr>
<tr>
<td>ITB017 Advanced Games Design</td>
</tr>
<tr>
<td>KIB201 Interactive Writing</td>
</tr>
<tr>
<td>KIB202 Enabling Immersion</td>
</tr>
<tr>
<td>KIB310 Design Studio 3: Virtual Environments</td>
</tr>
<tr>
<td>Two units selected from the following</td>
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<tr>
<td>DEB201 Digital Communication</td>
</tr>
<tr>
<td>DEB102 Introducing Design History</td>
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<tr>
<td>DAB110 Introductory Architectural Design 1</td>
</tr>
<tr>
<td>DTB101 Interior Design 1</td>
</tr>
<tr>
<td>DNB101 Industrial Design 1</td>
</tr>
</tbody>
</table>
| **Software Technologies**

* This Major assumes students have obtained a SA or better in Queensland Maths B (or equivalent) |
| ITB003 Object Oriented Programming |
| ITB004 Database Systems |
| ITB005 Systems Architecture |
| ITB702 Algorithms and Data Structures |
| ITB746 Modelling and Animation Techniques |
| ITB747 Real Time Rendering Techniques |
| ITB749 Scientific Programming |
| MAB281 Mathematics for Computer Graphics |
University Diploma in Information Technology (IT10)

Year offered: 2008
Admissions: Yes
CRICOS code: 025283M
Course duration (full-time): 2 semesters
International Fees (per semester): 2008: $7,500 per semester (subject to annual review)
International Entry: February, June and October
Total credit points: 96
Standard credit points per full-time semester: 48
Course coordinator: Elizabeth McDade
Campus: Kelvin Grove

Abbreviation
UnivDipInfTech

Entry requirements - Academic
Successful completion of senior high school with the required grades. Students can find more country specific entry requirements at the following web site. http://www.international.qut.edu.au/apply/howtoapply/entryreqs/academic.jsp

Entry Requirements - English language
Queensland Senior English (Low Achievement) or IELTS 5.5 with no sub-score less than 5.0 or TOEFL iBT Overall score of 69 (at least 18 in writing and reading and 17 or more in listening and speaking) or TOEFL 525 (paper) or TOEFL 193 (CBT) or equivalent, or successful completion of the EAP program. (N.B. Students should also check visa requirements).

Description
The University Diploma in Information Technology, which has intakes for international students in February, June and October, is equivalent to the first year of the Bachelor of Information Technology. In this program, students study six first year faculty core units as well as two units of Communication which have been designed to support their other core units. Students who successfully complete these units earn full academic credit for eight units towards their degree. Graduates articulate to the second year of the Bachelor of Technology. Small lectures and tutorials, additional workshops and the support of Language and Welfare Advisers provide an excellent learning environment.

Course Completion
Students must obtain at least a grade of 4 (Pass) in seven units and a grade of 3 (Low pass) in the remaining unit.

Progression
Requirements for progression to the second year of QUT Bachelor of Information Technology:

i) fulfill the Diploma course requirements,
ii) a minimum Grade Point Average (GPA) of 4, and
iii) an IELTS score of 6.5 or its equivalent.

Potential Careers:

IT10 - University Diploma in InfoTech (Full-time course)
Bachelor of Information Technology
(FOR CONTINUING STUDENTS ONLY)

(ITT21)

Year offered: 2008
Admissions: No
CRICOS code: 012656E
Course duration (full-time): 3 years (International students must study at Gardens Point)
Course duration (part-time): 6 years (not available at Carseldine)
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008 Full fee tuition $15,936 CSP $6,059
International Entry: February, July and October (Conditions apply for October entry)
OP Guarantee: Yes
Assumed knowledge: English (4,SA) and Maths B (4,SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com
Total credit points: 288
Course coordinator: Richard Thomas
Campus: Gardens Point and Carseldine

Career Outcomes
IT is now an integral part of all commercial, industrial and government activities.
A graduate may find employment as a: Programmer, Software Engineer, Systems Programmer, Computer Scientist, Systems Analyst, Data Communications Specialist, Information Manager, Electronic Commerce Developer, Games Developer, Multimedia Specialist, Network Administrator, Database Manager, Web Developer.

For information on the above job descriptions, visit IT Skills Hub.

Course Design
From 2006, the Bachelor of Information Technology will be redesigned to ensure graduates are industry ready and future proof.

In response to the ever-changing IT industry, the new Bachelor of IT will provide a strong theoretical and practical grounding on which students can build to advance their own unique career aspirations. This course is designed to ensure graduates are industry ready and future proof. A key feature of the program is greater flexibility for students to complement their IT studies with a related discipline (eg Business, Creative Industries, Science), all within three years.

The 24 unit degree comprises:
- Ten Faculty Core Units that must be undertaken by all students to provide a strong foundation for a career in IT
- Six units in an IT Major
- Eight units in IT Complementary Studies, including for example a second IT Major or an Extended Major.

Click here for more info.

Students commencing at Carseldine campus must transfer to Gardens Point campus after the completion of first year (ie 96 credit points of study).

Credit for previous study
Domestic and international applicants may claim credit for part of the degree, on the basis of completed or partially completed studies, related to the Bachelor of IT.

International students can access advanced standing arrangements on QUT’s international site.

Domestic applicants should view the credit information on the Student Services site.

Professional Recognition
Graduates of the Bachelor of Information Technology meet the knowledge requirement for admission to the Australian Computer Society (ACS) as members.

Co-operative Education Program
The Cooperative Education Program is a joint venture between employers and educators to better prepare students for employment upon graduation. Students have the opportunity to undertake 10-12 months of paid industry employment between the second and third years of an IT degree.

Entry to the program is based on academic performance in the first two years of the Bachelor of Information Technology. Companies that QUT's Cooperative Education students have worked with include Energex, Boeing, CITEC, Global Banking and Securities Transaction, various Queensland Government departments, Dialog, TABQ, RACQ and Sun Microsystems.

More information is available on the Cooperative Education site.

Please note this program is only offered to Australian residents and permanent residents.

Deferment
From 2006, QUT will allow Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Course Outline

<table>
<thead>
<tr>
<th>Block 1: Common First Year (8 Units)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Block 2: Major (12 Units)</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Data Communications</td>
</tr>
</tbody>
</table>

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## Electronic Commerce

- Information Systems
- Software Engineering

### Block 2: Major (14 Units)

- Emerging Technologies
- Data Communications and Information Systems
- Data Communications and Software Engineering

### Block 3: General Electives

- 4 Units for the following majors
  - Data Communications
  - Electronic Commerce
  - Information Systems
  - Software Engineering

- 2 Units for the following majors
  - Emerging Technologies
  - Data Communications and Information Systems
  - Data Communications and Software Engineering

## IT21 - Common First Year

### IT21 - Data Communications Major

- ITB007 Web Development
- ITB009 Core Project Management
- ITB228 Enterprise Systems
- ITB229 Database Design

### IT21 - Electronic Commerce Major

- Governance Issues in E-Business
- Web Development
- Enterprise Systems

## IT21 - Data Communications Major

- Internet Protocols and Services
- Unix Network Administration
- Network Planning and Deployment
- Wireless and Mobile Networks
- Information Security Fundamentals

### IT21 - Data Communications & Information Systems Major

- Information Security Fundamentals
  - Five (5) Major Elective Units to be chosen from the IT Elective List

## IT21 - Software Engineering Major

- Core Project Management
- Software Engineering Studies

### IT21 - Data Communications & Software Engineering

- Internet Protocols and Services
- Unix Network Administration
- Wireless and Mobile Networks
- Information Security Fundamentals

### IT21 - Emerging Technologies Major

- Managing Business Growth
- Entrepreneurship and Innovation

### IT21 - Information Systems Major

- Seven (7) Major Elective Units to be chosen from the IT Elective List

## IT21 - IT Elective Unit

### IT21 - Emerging Technologies Major

- Four (4) Major Elective Units to be chosen from the IT Elective List

### IT21 - Data Communications Major

- Internet Protocols and Services
- Unix Network Administration
- Network Planning and Deployment
- Wireless and Mobile Networks
- Information Security Fundamentals

### IT21 - Elective Units

- Five (5) Major Elective Units to be chosen from the IT Elective List

## IT21 - Software Engineering Major

### IT21 - Data Communications & Software Engineering

- Web Development
- Enterprise Systems
- Database Design
- Internet Protocols and Services
- Unix Network Administration
- Wireless and Mobile Networks
- Information Security Fundamentals

### IT21 - Major Elective Units

- Five (5) Major Elective Units to be chosen from the IT Elective List
Major

Data Communications & Software Engineering Major

ITB009 Core Project Management
ITB712 Software Engineering Studies
   ITB008 must be completed prior to completion of ITB712
ITB720 Internet Protocols and Services
ITB721 Unix Network Administration
ITB723 Wireless and Mobile Networks
ITB730 Information Security Fundamentals

Four (4) Major Elective Units to be chosen from the IT Elective List

ITB Elective Unit List

Information Technology Elective Unit List

ITB001 Problem Solving and Programming
ITB002 IT Professional Studies
ITB003 Object Oriented Programming
ITB004 Database Systems
ITB005 Systems Architecture
ITB006 Networks
ITB007 Web Development
ITB008 Modelling Analysis and Design
ITB009 Core Project Management
ITB010 Core Project Implementation
ITB011 CCNA 1 & 2: Network Fundamentals and Routing Protocols
ITB012 CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN
ITB016 Fundamentals of Games Design
ITB017 Advanced Games Design
ITB218 Applications Programming
ITB223 Software Development with ORACLE
ITB228 Enterprise Systems
ITB229 Database Design
ITB230 Project
ITB233 Enterprise Systems Applications
ITB239 Enterprise Data Mining
ITB254 Interaction Design
ITB257 Multimedia Systems
ITB259 Advanced Multimedia Systems
ITB260 E-Commerce Site Development
ITB264 Information Systems Consulting
ITB266 Information Management
ITB298 Business Process Modelling
ITB322 Information Resources
ITB360 Corporate Systems
ITB361 Socio-technical Systems
ITB362 Organisational Databases
ITB363 Project Management Practice
ITB364 Information Systems Development
ITB365 Business Analysis
ITB366 Information Systems Operations
ITB370 Project
ITB705 Intelligent Systems
ITB702 Algorithms and Data Structures
ITB706 Systems Programming
ITB712 Software Engineering Studies
ITB713 Advanced Java Programming
ITB716 Advanced Web Applications Development
ITB717 Enterprise Software Architecture
ITB720 Internet Protocols and Services
ITB721 Unix Network Administration
ITB722 Network Planning and Deployment
ITB730 Information Security Fundamentals
   ITB731 is offered bi-annually and will be available for 2009
ITB723 Wireless and Mobile Networks
ITB731 Security Technologies
ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB732 Cryptology and Protocols
ITB749 Scientific Programming
ITB750 Computer Game Studies
ITB751 Games Production
   ITB761/2/3/4/5 Please check with the relevant coordinator for further information on Special Topics.
   ITB762 Special Topic in 1/2008 is to be used for CCNA 1 & 2: Internetworking and Routing Basics
ITB761 Special Topic 1
ITB762 CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB763 Special Topic 3
ITB764 Special Topic 4
ITB765 Special Topic 5
ITB847 Computational Intelligence for Control and Embedded Systems
MAB281 Mathematics for Computer Graphics

Potential Careers:

Computer Games Developer, Computer Salesperson/Marketer, Computer Systems Engineer, Data Communications Specialist, Database Manager, Electronic Commerce Developer, Internet Professional, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer, Technical Officer, Web Designer.
Bachelor of Information Technology (IT22)

- Year offered: 2008
- Admissions: Yes
- CRICOS code: 012656E
- Course duration (full-time): 3 years
- Course duration (part-time): 6 years
- Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
- Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,244
- International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
- Domestic Entry: February and July
- International Entry: February, July and October (Conditions apply for October entry)
- QTAC code: 416801
- Past rank cut-off: 74
- Past OP cut-off: 13
- OP Guarantee: Yes
- Assumed knowledge: English (4, SA) and Maths A, B or C (4, SA)
- Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com
- Total credit points: 288
- Course coordinator: Richard Thomas
- Campus: Gardens Point

Course Overview

A Bachelor of Information Technology will start you on a challenging and rewarding career path facing the changes brought about by evolving global innovations. You will have the flexibility in your course to complement your skills and knowledge with a cross-section of study areas from other disciplines and faculties.

This course offers you a wide range of options to build your information technology skill set and develop complementary skills from other professional disciplines. You will gain a strong theoretical and practical foundation to advance your career aspirations, choosing from compact and focused specialisations allowing you to hone your skills in an advanced area of information technology and other professions.

Scholarships

If you wish to enrol in the Bachelor of Information Technology, you may like to consider our Dean's Scholars Program for OP1-2 students. If you are a female high school student, you may also apply for our Ōgo for IT gURLŌ merit scholarships.

Find out more about the range of scholarships available.

Cooperative Education Program

The Faculty of IT's Cooperative Education Program gives you the opportunity(4,8),(992,990) to integrate real industry experience with what you’re learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNITAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Professional Recognition

Graduates of the Bachelor of Information Technology meet the knowledge requirement for admission to the Australian Computer Society (ACS) as members.

Credit for Previous Study

Domestic and international applicants may claim credit for part of the degree, on the basis of completed or partially completed studies, related to the Bachelor of IT.

International students can access advanced standing arrangements on QUT's international site.

Domestic applicants should view the credit information on the Student Services site.

Deferment

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances. Find out more on deferment.

Course Structure

The course structure consists of 10 Faculty Core Studies Units (Block A), 6 Major Units (Block B) if applicable, and 8 Complementary Studies Area Units (Block C). For those students who choose the Generic No Major option, students replace the major units with any 6 ITBxxx units provided they meet the prerequisites.

Eight (8) Block A units are completed in the first year, while the remaining two (2) Block A units are completed later in the course.

Block C Complementary Studies Area (8 units): Students choose the composition which may include: a second IT Major (6 units) or an approved minor (4 units) and 4 electives or 8 specified electives as approved by the Course
## Recommended Core Unit Progression

### Year 1, Semester 1
- ITB001 Problem Solving and Programming
- ITB002 IT Professional Studies
- ITB004 Database Systems
- ITB005 Systems Architecture

### Year 1, Semester 2
- ITB003 Object Oriented Programming
- ITB006 Networks
- ITB007 Web Development
- ITB008 Modelling Analysis and Design

### Year 2, Semester 1
- Block B or Block C Unit

### Year 2, Semester 2
- ITB009 Core Project Management

### Year 3, Semester 1
- ITB010 Core Project Implementation

### Year 3, Semester 2
- Block B or Block C Unit

### No Major Options

Students can choose any 6 ITB--- units (subject to prerequisite eligibility) from the Information Technology Undergraduate Elective/Options List as found at the below URL.


## IT Elective Unit List

### Information Technology Elective Unit List
- ITB001 Problem Solving and Programming
- ITB002 IT Professional Studies
- ITB003 Object Oriented Programming
- ITB004 Database Systems
- ITB005 Systems Architecture
- ITB006 Networks
- ITB007 Web Development
- ITB008 Modelling Analysis and Design
- ITB009 Core Project Management
- ITB010 Core Project Implementation
- ITB011 CCNA 1 & 2: Network Fundamentals and Routing Protocols
- ITB012 CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN
- ITB016 Fundamentals of Games Design
- ITB017 Advanced Games Design
- ITB218 Applications Programming
- ITB223 Software Development with ORACLE
- ITB228 Enterprise Systems
- ITB229 Database Design
- ITB230 Project
- ITB233 Enterprise Systems Applications
- ITB239 Enterprise Data Mining
- ITB254 Interaction Design
- ITB257 Multimedia Systems
- ITB259 Advanced Multimedia Systems
- ITB260 E-Commerce Site Development
- ITB264 Information Systems Consulting
- ITB266 Information Management
- ITB298 Business Process Modelling
- ITB322 Information Resources
- ITB360 Corporate Systems
- ITB361 Socio-technical Systems
- ITB362 Organisational Databases
- ITB363 Project Management Practice
- ITB364 Information Systems Development
- ITB365 Business Analysis
- ITB366 Information Systems Operations
- ITB370 Project
- ITB705 Intelligent Systems
- ITB702 Algorithms and Data Structures
- ITB706 Systems Programming
- ITB712 Software Engineering Studies
- ITB713 Advanced Java Programming
- ITB716 Advanced Web Applications Development
- ITB717 Enterprise Software Architecture
- ITB720 Internet Protocols and Services
- ITB721 Unix Network Administration
- ITB722 Network Planning and Deployment
ITB730 Information Security Fundamentals
ITB731 Security Technologies
ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB732 Cryptology and Protocols
ITB749 Scientific Programming
ITB750 Computer Game Studies
ITB751 Games Production
ITB761/2/3/4/5 Please check with the relevant coordinator for further information on Special Topics.
ITB762 Special Topic 1
ITB763 Special Topic 2
ITB764 Special Topic 4
ITB765 Special Topic 5
ITB847 Computational Intelligence for Control and Embedded Systems
MAB281 Mathematics for Computer Graphics

Information Systems Major

Compulsory Units
ITB228 Enterprise Systems
ITB229 Database Design
ITB365 Business Analysis

IS Elective Units
Select three (3) units from the following list
ITB218 Applications Programming
ITB233 Enterprise Systems Applications
ITB239 Enterprise Data Mining
ITB260 E-Commerce Site Development
ITB264 Information Systems Consulting
ITB298 Business Process Modelling
ITB364 Information Systems Development
ITB366 Information Systems Operations

Network Systems Major

Compulsory Units
ITB720 Internet Protocols and Services
ITB721 Unix Network Administration
ITB722 Network Planning and Deployment
ITB730 Information Security Fundamentals

Electives
Choose 2 Electives
ITB233 Enterprise Systems Applications
ITB706 Systems Programming
ITB732 Cryptology and Protocols

Software Architecture Major

Compulsory Units
ITB229 Database Design
ITB702 Algorithms and Data Structures
ITB712 Software Engineering Studies

Electives
Choose 3 Electives
ITB218 Applications Programming
ITB223 Software Development with ORACLE
ITB228 Enterprise Systems
ITB233 Enterprise Systems Applications
ITB254 Interaction Design
ITB260 E-Commerce Site Development
ITB264 Information Systems Consulting
ITB298 Business Process Modelling
ITB706 Systems Programming
ITB713 Advanced Java Programming
ITB716 Advanced Web Applications Development
ITB717 Enterprise Software Architecture
ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB749 Scientific Programming
MAB281 is only to be used as a prereq for ITB746

MAB281 Mathematics for Computer Graphics

Potential Careers:
Bachelor of Information Technology - Dean's Scholars Program (IT22)

Year offered: 2008
Admissions: Yes
CRICOS code: 012656E / 017323G
Course duration (full-time): 3 years

Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,244
International Fees (per semester): 2008: $10,080 (subject to annual review)
QTAC code: 416002
Past rank cut-off: 96. Also see entry requirements
Past OP cut-off: 3. Also see entry requirements
Assumed knowledge: English (4, SA) and Maths A, B or C (4, SA)
Course coordinator: Richard Thomas
Campus: Gardens Point

Course Overview
The Dean's Scholars Program is an accelerated honours program allowing completion of the Bachelor of Information Technology and an honours degree in three years instead of four years. This accelerated program is designed for students with an OP 1 or 2 (or equivalent), who can also demonstrate active involvement in their school and local community activities.

The Bachelor of Information Technology gives you a strong theoretical and practical foundation to advance your career aspirations, choosing from compact and focused specialisations allowing you to hone your skills in an advanced area of information technology and other professions.

You will have the flexibility to complement your skills and knowledge in IT with a cross-section of studies from other disciplines.

Who should apply?
The program is open to applicants currently undertaking Year 12 studies at a secondary school, and who achieve an OP 1 or 2 (or interstate equivalent). Applicants must be outstanding current, or returning from a gap year, Year 12 students who completed their Year 12 education in Australia.

Financial Support
Domestic students offered a place in the Dean's Scholars Program will have their undergraduate HECS paid by the Faculty and those proceeding to Honours will also receive full HECS support.

International students will have one-third of their tuition fees paid by the faculty for the undergraduate and honours programs.

Students are responsible for all other costs associated with their program.

Additional Entry Requirements
Information Technology Dean's Scholars applicants are required to complete an online questionnaire which will be available at addentry.qut.com in late August. Shortlisted applicants may be required to attend an interview (in December) and will be notified of date and venue after the questionnaire closes.

The due date to submit the questionnaire is 28 September 2007. Late submissions will be accepted up until 30 November. Submissions after 30 November will not be accepted.

Fixed Closing Date
Applications for this program will close on 30 November.

OP Guarantee
The OP Guarantee does not apply to this program.

Cooperative Education Program
The Faculty of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you are learning in your degree. Students wishing to participate in the Cooperative Education Program should be aware that they will not receive financial support as a Dean's Scholar for the duration of the placement.

Find out more about the Cooperative Education Program.

Professional Recognition
As a graduate of the Dean's Scholars Program you will be qualified for professional accreditation and employment in fields relevant to your specialisation.

Deferment
QUT's deferment policy does not apply to this course.

International Student Entry
To be eligible to enrol in the Honours program, students must demonstrate appropriate levels of achievement in the Bachelor of Information Technology course. Offers in the Honours program will be made conditionally on the student maintaining a GPA of 5.5 in the Bachelor of Information Technology component to be eligible to continue to the Bachelor of Information Technology (Honours). It is expected that many Dean's Scholars will proceed to PhD studies. However, students have the option of exiting after the Bachelor of Information Technology (2.5yrs).

Domestic student tuition fee (Dfee) places
Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has consumed of other their Student Learning Entitlement etc.)
and who have been invited and accepted to continue as a fee-paying student.

**Bachelor of Information Technology**

**Course Structure**

The course structure consists of 10 Faculty Core Studies Units (Block A), 6 Major Units (Block B) and 8 Complementary Studies Area Units (Block C).

Eight (8) Block A units are completed in the first year. While the remaining two (2) Block A units are completed later in the course.

**Recommended Core Unit Progression**

| Year 1, Semester 1 | ITB001 | Problem Solving and Programming |
|                   | ITB002 | IT Professional Studies         |
|                   | ITB004 | Database Systems                |
|                   | ITB005 | Systems Architecture            |

| Year 1, Semester 2 | ITB003 | Object Oriented Programming     |
|                   | ITB006 | Networks                       |
|                   | ITB007 | Web Development                |
|                   | ITB008 | Modelling Analysis and Design  |

| Year 2, Semester 1 | Block B or Block C Unit |
|                   | Block B or Block C Unit |
|                   | Block B or Block C Unit |
|                   | Block B or Block C Unit |

| Year 2, Semester 2 | ITB009 | Core Project Management         |
|                   | Block B or Block C Unit       |
|                   | Block B or Block C Unit       |
|                   | Block B or Block C Unit       |

| Year 2, Summer | ITB010 | Core Project Implementation     |
|                |       | Undertaken over four (4) weeks. |

| Year 3, Semester 1 | Block B or Block C Unit       |
|                   | Block B or Block C Unit       |
|                   | Block B or Block C Unit       |
|                   | Block B or Block C Unit       |

| Year 3, Semester 2 | ITN100 | Introduction to Research        |
|                   |       | ITN Elective                    |
|                   |       | ITN Elective                    |
|                   | ITN150-1 | Honours Dissertation         |
|                   | ITN150-2 | Honours Dissertation         |
|                   | ITN150-3 | Honours Dissertation         |
|                   | ITN150-4 | Honours Dissertation         |

**Software Architecture Major**

**Compulsory Units**

- ITB229 Database Design
- ITB702 Algorithms and Data Structures
- ITB712 Software Engineering Studies

**Electives**

- Choose 3 Electives
- ITB218 Applications Programming
- ITB223 Software Development with ORACLE
- ITB228 Enterprise Systems
- ITB233 Enterprise Systems Applications
- ITB254 Interaction Design
- ITB260 E-Commerce Site Development
- ITB264 Information Systems Consulting
- ITB298 Business Process Modelling
- ITB706 Systems Programming
- ITB713 Advanced Java Programming
- ITB716 Advanced Web Applications Development
- ITB717 Enterprise Software Architecture
- ITB746 Modelling and Animation Techniques
- ITB747 Real Time Rendering Techniques
- ITB749 Scientific Programming
- MAB281 is only to be used as a prereq for ITB746
- MAB281 Mathematics for Computer Graphics
- null

**Information Systems Major**

**Compulsory Units**

- ITB228 Enterprise Systems
- ITB229 Database Design
- ITB365 Business Analysis

**IS Elective Units**

- Select three (3) units from the following list
- ITB218 Applications Programming
- ITB233 Enterprise Systems Applications
- ITB239 Enterprise Data Mining
Network Systems Major

Compulsory Units

<table>
<thead>
<tr>
<th>Unit</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITB720</td>
<td>Internet Protocols and Services</td>
</tr>
<tr>
<td>ITB721</td>
<td>Unix Network Administration</td>
</tr>
<tr>
<td>ITB722</td>
<td>Network Planning and Deployment</td>
</tr>
<tr>
<td>ITB730</td>
<td>Information Security Fundamentals</td>
</tr>
</tbody>
</table>

Electives

<table>
<thead>
<tr>
<th>Unit</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITB233</td>
<td>Enterprise Systems Applications</td>
</tr>
<tr>
<td>ITB706</td>
<td>Systems Programming</td>
</tr>
<tr>
<td>ITB732</td>
<td>Cryptology and Protocols</td>
</tr>
</tbody>
</table>

Potential Careers:

Computer Game Programmer, Computer Games Developer, Computer Salesperson/Marketer, Computer Systems Engineer, Data Communications Specialist, Database Manager, Electrical and Computer Engineer, Information Officer, Information Security Specialist, Internet Professional, Manager, Multimedia Designer, Network Administrator, Network Manager, Programmer, Project Manager, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer, Systems Trainer, Web Designer.
Bachelor of Information Technology (Honours) (IT28)

**Year offered:** 2008

**Admissions:** Yes

**CRICOS code:** 017323G

**Course duration (full-time):** 1 year

**Course duration (part-time):** 2 years

**Domestic fees (per credit point):** Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point *(subject to annual review)*

**Domestic fees (indicative):** 2008 Full fee tuition $15,936; CSP $7,252

**International Fees (per semester):** 2008: $10,080 per semester *(subject to annual review)*

**Domestic Entry:** February and July

**International Entry:** February and July

**Total credit points:** 96

**Course coordinator:** Associate Professor Shlomo Geva

**Campus:** Gardens Point

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### Course Overview

Through a combination of research and advanced coursework units students can pursue specialised studies in a particular area of information technology. The course offers the opportunity to develop research and development skills, work on cutting-edge technology, and have access to specialist hardware and software. As a successful Honours graduate you are eligible to start a doctoral program, and can expect to obtain a research or teaching position. A wider range of career opportunities are available.

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### Entry Requirements

A Bachelor of Information Technology from QUT or its equivalent, completed within 18 months prior to enrolment with a minimum grade point average of 5 on a 7-point scale or its equivalent OR demonstrated outstanding performance in the final year of the degree OR work experience or research considered appropriate by the Course Coordinator.

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### The 'Accelerated' Honours Program

The 'Accelerated Honours' program has been structured to provide an incentive for high achieving Bachelor of Information Technology students to continue into the Faculty's Honours Program. See course entry IT29 for further information.

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### Notes

**Duration**

Except in special circumstances as approved by the Dean, the requirements for an Honours degree must be completed within two successive years following first enrolment.

**Unsatisfactory Progress**

Failure to make satisfactory progress with either the coursework component of an Honours program or with the dissertation, or both, may lead to exclusion from the program.

Unsatisfactory progress consists of:

- receiving a grade of less than 4 (or Satisfactory, where applicable) in one unit of the course work component.
- failure to make sufficient progress with the dissertation component, in the opinion of the Dean.

A student who is excluded from or otherwise fails to complete an Honours program will not normally be readmitted to that program.

**Assessment**

The minimum grade which may be credited towards an Honours degree is 4 (or Satisfactory, where applicable). A minimum of three copies of a dissertation should be presented to the supervisor for examination. Dissertations should be temporarily bound in order to facilitate the making of any revisions and editorial changes required by the examiners before final printing and binding. Dissertations will be examined by an examining committee appointed by the Dean and consisting of at least two examiners, one of whom may be external to the University. The supervisor of the candidate's work may be a member of the committee but may not chair the committee or act as the primary examiner.

**Determination of Level of Honours Awards**

The Faculty Academic Board will determine the level of Honours awarded.

Honours degrees will be awarded at the following levels after account is taken of the candidate's performance in all units and appropriate weight applied to the dissertation:

- Honours 1 - First Class Honours
- Honours 2A - Second Class Honours, Division A
- Honours 2B - Second Class Honours, Division B
- Honours 3 - Third Class Honours

The level of Honours award is to be determined by guidelines, as follows:

- Honours 1 - GPA 6.50-7.00, or equivalent
- Honours 2A - GPA 5.50-6.49, or equivalent
- Honours 2B - GPA 4.50-5.49, or equivalent
- Honours 3 - GPA 4.00-4.49, or equivalent

A candidate who does not reach the standard required for Honours 3 remains with a pass degree.

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### Further Information

For further information contact the course coordinator Shlomo Geva on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/researchdegrees.jsp

### IT28 - Bachelor of Information Technology (Honours)

#### FULL TIME

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>ITN100 Introduction to Research</td>
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<tr>
<td>Elective</td>
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<tr>
<td>ITN191 Honours Dissertation 1</td>
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</table>

<table>
<thead>
<tr>
<th>Year 1, Semester 2</th>
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<tbody>
<tr>
<td>ITN192 Honours Dissertation 2</td>
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<tr>
<td>ITN193 Honours Dissertation 3</td>
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<tr>
<td>ITN194 Honours Dissertation 4</td>
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#### PART TIME

<table>
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<th>Year 1, Semester 1</th>
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</table>
### ITN100 Introduction to Research

### ITN191 Honours Dissertation 1

#### Year 1, Semester 2

<table>
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<tr>
<td>ITN192</td>
<td>Honours Dissertation 2</td>
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<td>Elective</td>
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</table>

#### Year 2, Semester 1

<table>
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<th>Unit Code</th>
<th>Course Title</th>
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<tr>
<td>ITN193</td>
<td>Honours Dissertation 3</td>
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<td>Elective</td>
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#### Year 2, Semester 2

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<td>ITN194</td>
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<tr>
<td></td>
<td>Elective</td>
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<td>null</td>
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</tbody>
</table>

Elective Units - Students should choose from the list of advanced level postgraduate units. Normally units are undertaken in the area of the student's undergraduate major. Students wishing to enrol in a unit other than those listed should contact the Course Coordinator.

Full-time students should be aware many electives may be offered evenings only.

### IT Honours Elective Units

#### Elective units

Elective units should normally be chosen from the following list of approved honours electives. At least one of your three electives must be chosen from the list of Advanced Honours Electives. You may enrol in at most one unit not listed below (including units offered by other Faculties) if your supervisor submits a request to the course coordinator indicating that said unit will directly support your honours dissertation. Please note that many units are only offered once per year and many have prerequisite requirements, so you will need to carefully plan ahead. If you require assistance in selecting suitable units from the lists below, please discuss it with your supervisor and course coordinator as soon as possible.

#### Approved Honours Electives

<table>
<thead>
<tr>
<th>Unit Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ITN233</td>
<td>Enterprise Systems Applications</td>
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<td>ITN257</td>
<td>Multimedia Systems</td>
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<td>ITN260</td>
<td>E-Commerce Site Development</td>
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<td>ITN264</td>
<td>Information Systems Consulting</td>
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<td>ITN272</td>
<td>Information Technology Project Management</td>
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<td>ITN298</td>
<td>Business Process Management</td>
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<td>ITN713</td>
<td>Advanced Java Programming</td>
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<td>ITN716</td>
<td>Advanced Web Applications Development</td>
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<td>ITN717</td>
<td>Enterprise Software Architecture</td>
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<td>Network Planning and Deployment</td>
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<td>ITN723</td>
<td>Wireless and Mobile Networks</td>
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<tr>
<td>ITN746</td>
<td>Modelling and Animation Techniques</td>
</tr>
<tr>
<td>ITN751</td>
<td>Games Production</td>
</tr>
</tbody>
</table>
Bachelor of Information Technology (Honours) - Accelerated Program (IT29)

Year offered: 2008
Admissions: No
CRICOS code: 017323G
Course duration (full-time): 2 semesters
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,118
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
Domestic Entry: February and July
International Entry: February and July
Total credit points: 96
Course coordinator: Associate Professor Shlomo Geva
Campus: Gardens Point

Course Overview
The 'Accelerated Honours' program has been structured to provide an incentive for high achieving Bachelor of Information Technology students to continue into the Faculty's Honours Program. Benefits of this accelerated program are:
* you are approved to undertake a concurrent enrolment in the final semester of Bachelor of Information Technology, that is to say, the student may enrol in undergraduate units and Honours.
* 12 credit points will be credited towards Block 3 electives in your Bachelor of Information Technology on the basis of coursework studies completed in IT29 Honours.
* you are able to complete a four year program within 3 1/2 years.

Through a combination of research and advanced coursework units students can pursue specialised studies in a particular area of information technology. The course offers the opportunity to develop research and development skills, work on cutting-edge technology, and have access to specialist hardware and software. As a successful Honours graduate you are eligible to start a doctoral program, and can expect to obtain a research or teaching position. A wider range of career opportunities are available.

Please note: tuition fees normally apply for Summer enrolment.

Notes
Assessment
The minimum grade which may be credited towards an Honours degree is 4 (or Satisfactory, where applicable). A minimum of three copies of a dissertation should be presented to the supervisor for examination. Dissertations should be temporarily bound in order to facilitate the making of any revisions and editorial changes required by the examiners before final printing and binding. Dissertations will be examined by an examining committee appointed by the Dean and consisting of a least two examiners, one of whom may be external to the University. The supervisor of the candidate's work may be a member of the committee but may not chair the committee or act as the primary examiner.

Determination of Level of Honours Awards
The Faculty Academic Board will determine the level of Honours awarded.
Honours degrees will be awarded at the following levels after account is taken of the candidate's performance in all units and appropriate weight applied to the dissertation:
Honours 1 - First Class Honours
Honours 2A - Second Class Honours, Division A
Honours 2B - Second Class Honours, Division B
Honours 3 - Third Class Honours

The level of Honours award is to be determined by guidelines, as follows:
Honours 1 - GPA 6.50-7.00, or equivalent
Honours 2A - GPA 5.50-6.49, or equivalent
Honours 2B - GPA 4.50-5.49, or equivalent
Honours 3 - GPA 4.00-4.49, or equivalent

A candidate who does not reach the standard required for Honours 3 remains with a pass degree.

Unsatisfactory Progress
Failure to make satisfactory progress with either the course work component of an Honours program or with the dissertation, or both, may lead to exclusion from the program.

Unsatisfactory progress consists of:
- receiving a grade of less than 4 (or Satisfactory, where applicable) in one unit of the course work component.
- failure to make sufficient progress with the dissertation component, in the opinion of the Dean.
A student who is excluded from or otherwise fails to complete an Honours program will not normally be readmitted to that program.

IT29 - Bachelor of Information Technology (Honours) - Accelerated Program

Year 3, Semester 1*
Elective

Year 3, Semester 2
ITN100 Introduction to Research
ITN191 Honours Dissertation 1
Elective
Elective

Year 3, Semester 3
ITN192 Honours Dissertation 2
ITN193 Honours Dissertation 3
ITN194 Honours Dissertation 4
null

* The first semester of the Accelerated Honours Program occurs in the final semester of the IT22 course (48 credit points remaining). This involves a concurrent enrolment with IT22 (36 credit points enrolment) and 12 credit points Honours elective undertaken within the IT29 course.

Please note: tuition fees normally apply for Summer enrolment. Deans Scholars should
contact the IT22 Course Coordinator for further details.

Elective Units - Students should choose from the list of advanced level postgraduate units. Normally units are undertaken in the area of the student's undergraduate major. Students wishing to enrol in a unit other than those listed should contact the Course Coordinator. Students should note that many electives might be offered in the evenings only.

**MID YEAR ENTRY**

<table>
<thead>
<tr>
<th>Year 3, Semester 2*</th>
<th>Elective</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN100</td>
<td>Introduction to Research</td>
</tr>
<tr>
<td>ITN191</td>
<td>Honours Dissertation 1</td>
</tr>
<tr>
<td>ITN192</td>
<td>Honours Dissertation 2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Year 4, Semester 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN193</td>
</tr>
<tr>
<td>ITN194</td>
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</tr>
</tbody>
</table>

* The first semester of the Accelerated Honours Program occurs in the final semester of the IT22 course (48 credit points remaining). This involves a concurrent enrolment with IT22 (36 credit points enrolment) and 12 credit points Honours elective undertaken within the IT29 course.

Elective Units - Students should choose from the list of advanced level postgraduate units. Normally units are undertaken in the area of the student's undergraduate major. Students wishing to enrol in a unit other than those listed should contact the Course Coordinator. Students should note that many electives might be offered in the evenings only.

Please note: tuition fees normally apply for Summer enrolment.

**IT Honours Elective Units**

Elective units should normally be chosen from the following list of approved honours electives. At least one of your three electives must be chosen from the list of Advanced Honours Electives. You may enrol in at most one unit not listed below (including units offered by other Faculties) if your supervisor submits a request to the course coordinator indicating that said unit will directly support your honours dissertation. Please note that many units are only offered once per year and many have prerequisite requirements, so you will need to carefully plan ahead. If you require assistance in selecting suitable units from the lists below, please discuss it with your supervisor and course coordinator as soon as possible.

**Approved Honours Electives**

- ITN233 Enterprise Systems Applications
- ITN239 Enterprise Data Mining
- ITN254 Interaction Design
- ITN257 Multimedia Systems
- ITN260 E-Commerce Site Development
- ITN264 Information Systems Consulting
- ITN272 Information Technology Project Management
- ITN298 Business Process Management
- ITN713 Advanced Java Programming
- ITN716 Advanced Web Applications Development
- ITN717 Enterprise Software Architecture
- ITN722 Network Planning and Deployment
- ITN723 Wireless and Mobile Networks
- ITN746 Modelling and Animation Techniques
- ITN751 Games Production

**Advanced Honours Electives**

- ITN253 Case Studies In Enterprise Systems
- ITN259 Advanced Multimedia Systems
- ITN705 Intelligent Systems
- ITN730 Information Security Fundamentals
- ITN732 Cryptology and Protocols
- ITN747 Real Time Rendering Techniques
- ITN761 Special Topic 1
- ITN765 Special Topic 5
- ITN770 Internationalisation of Software
- ITN771 Advanced Network Management
- ITN749 Scientific Programming
- ITN762 Special Topic 2
- ITN763 Special Topic 3

**Potential Careers:**

Graduate Diploma in Information Technology (IT Graduates) (IT35)

Year offered: 2008
Admissions: Yes
CRICOS code: 018771J
Course duration (full-time): 1 years
Course duration (part-time): 2 years
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
Domestic Entry: February and July
International Entry: February and July
Total credit points: 96
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
This program is designed for information technology graduates who wish to update and upgrade their knowledge and skills for purposes of further career development. The course assists IT graduates to acquire specialised knowledge in an area of information technology and/or widen their knowledge into new areas of information technology.

Entry Requirements
Applicants for either IT35 or IT40 must have:
a) a bachelors degree in Information Technology with a grade point average of at least 4.5 (7-point scale) OR
b) provide other evidence of such qualifications and significant full-time IT work experience, as will satisfy the Dean of Faculty that the applicant possesses the capacity to pursue the course of study

Articulation
Students who successfully complete the Graduate Diploma (96 credit points) are eligible for admission to the Masters and are only required to undertake an additional four units to meet the requirements for the Masters degree.

Further Information
Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse

IT35/40/48 v1 Master of Information Technology (IT Graduates)

Compulsory Unit*
ITN272 Information Technology Project Management
Only for students who commenced Semester 2, 2006 or later
null

Advanced Level 1 Units
ITN016 Fundamentals of Games Design
ITN017 Advanced Games Design
ITN233 Enterprise Systems Applications
ITN239 Enterprise Data Mining
ITN254 Interaction Design
ITN257 Multimedia Systems
ITN260 E-Commerce Site Development
ITN264 Information Systems Consulting
ITN272 Information Technology Project Management
ITN298 Business Process Management
ITN702 Algorithms and Data Structures
ITN705 Intelligent Systems
ITN706 Systems Programming
ITN713 Advanced Java Programming
ITN722 Network Planning and Deployment
ITN716 Advanced Web Applications Development
ITN717 Enterprise Software Architecture
ITN723 Wireless and Mobile Networks
ITN746 Modelling and Animation Techniques
ITN751 Games Production
Project - 12 and 24 credit points (See Project Units for codes)

Advanced Level 2 Units
ITN100 Introduction to Research
ITN253 Case Studies In Enterprise Systems
ITN259 Advanced Multimedia Systems
ITN269 Special Topic 2B
ITN747 Real Time Rendering Techniques
ITN761  Special Topic 1
ITN762  Special Topic 2
ITN762 CCNA 1 & 2 Internetworking and Routing Basics in first semester 2008 is an intermediate unit
ITN763  Special Topic 3
ITN764  Special Topic 4
ITN765  Special Topic 5
ITN770  Internationalisation of Software
ITN771  Advanced Network Management
ITN900  Advanced Readings 1
ITN912  Advanced Research 2
ITN902  Advanced Readings 3
ITN901  Advanced Readings 2
ITN911  Advanced Research 1
ITN913  Advanced Research 3
ITN762  Special Topic 2

Project Units

Students in the Masters may complete a maximum of 48 credit points in project units. Students in the Graduate Diploma may complete a maximum of 24 credit points in project units. Advanced Level 1 project units are 12 and 24 credit points. Advanced Level 2 units are 48 credit points.

ITN246  Minor Project 1
ITN248  Minor Project 2
ITN162  Project
ITN142  Major Project Full-Time
ITN791  Minor Project 1
ITN792  Minor Project 2
ITN152-1  Major Project Part Time
ITN152-2  Major Project Part Time
ITN172-1  Project Part Time
ITN172-2  Project Part Time

Intermediate Level Units

With the approval of the Course Coordinator, students seeking skills in a new IT specialisation can select up to two (2) units from the following list of units.

ITN007  Web Development
ITN011  CCNA 1 & 2: Network Fundamentals and Routing Protocols
ITN012  CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN
ITN218  Applications Programming
ITN223  Software Development with Oracle
ITN228  Enterprise Systems
ITN229  Database Design
ITN266  Information Management
ITN322  Information Resources
ITN712  Software Engineering Principles
ITN720  Internet Protocols and Services
ITN721  Computer Network Administration
ITN730  Information Security Fundamentals
ITN732  Cryptology and Protocols
ITN749  Scientific Programming

IT89 - Graduate Certificate in IT (Wireless Games Technology)

Four (4) units to be selected from the following
ITN254  Interaction Design
ITN720  Internet Protocols and Services
ITN723  Wireless and Mobile Networks
ITN746  Modelling and Animation Techniques

IT90 Graduate Certificate in IT (Computer Networks)

4 Units to be completed
ITN720  Internet Protocols and Services
ITN721  Computer Network Administration
ITN723  Wireless and Mobile Networks
ITN771  Advanced Network Management

IT92 Grad Cert in Information Technology (Information Security)

Four (4) units to be completed
ITN246  Minor Project 1
ITN730  Information Security Fundamentals
ITN732  Cryptology and Protocols
ITN765  Special Topic 5

IT93 - Graduate Certificate in IT (Enterprise Wide Software)

Four (4) units to be selected from the following
ITN228  Enterprise Systems
ITN233  Enterprise Systems Applications
ITN253  Case Studies In Enterprise Systems
ITN298  Business Process Management

IT94 - Graduate Certificate in IT (Electronic Commerce)

Four (4) units to be selected from the following
ITN007  Web Development
ITN229  Database Design
ITN260  E-Commerce Site Development
ITN730  Information Security Fundamentals

IT95 - Graduate Certificate in IT (Project)

48 credit points to be completed either full time or part-time
ITN142  Major Project Full-Time
Students will not normally be eligible to enrol in IT95 without having completed at least 48 cp of Masters or equivalent units.

**IT96 - Graduate Certificate in IT (Information Technology Management)**

<table>
<thead>
<tr>
<th>Four (4) units to be completed</th>
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</thead>
<tbody>
<tr>
<td>ITN241 Information Technology Management</td>
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<tr>
<td>ITB264 Information Systems Consulting</td>
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<tr>
<td>ITN266 Information Management</td>
</tr>
<tr>
<td>ITN272 Information Technology Project Management</td>
</tr>
</tbody>
</table>

**IT98 - Graduate Certificate in IT (Multimedia)**

<table>
<thead>
<tr>
<th>Four (4) units to be selected from the following</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN007 Web Development</td>
</tr>
<tr>
<td>ITB254 Interaction Design</td>
</tr>
<tr>
<td>ITN257 Multimedia Systems</td>
</tr>
<tr>
<td>ITN259 Advanced Multimedia Systems</td>
</tr>
</tbody>
</table>

**IT99 - Graduate Certificate in IT (Component Software and Web Services)**

<table>
<thead>
<tr>
<th>Four (4) units to be completed</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN712 Software Engineering Principles</td>
</tr>
<tr>
<td>ITN713 Advanced Java Programming</td>
</tr>
<tr>
<td>ITN716 Advanced Web Applications Development</td>
</tr>
<tr>
<td>ITN717 Enterprise Software Architecture</td>
</tr>
</tbody>
</table>

**Potential Careers:**

Business Analyst, Data Communications Specialist, Database Manager, Electronic Commerce Developer, Multimedia Designer, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer.
Graduate Diploma in Information Technology (Non-IT Graduates) (IT38)

Year offered: 2008
Admissions: Yes
CRICOS code: 018771J
Course duration (full-time): 2 semesters
Course duration (part-time): 4 semesters
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
Domestic Entry: February, July and November
International Entry: February, July and November
Total credit points: 96
Course coordinator: Hamish Bentley
Campus: Gardens Point

Course Overview

This program is designed for non-IT graduates who wish to broaden career opportunities by gaining a postgraduate IT qualification. The programs allow students to specialise in a wide range of areas including software engineering, data communications and information systems.

These programs aim to build on non-IT skills acquired in previous study, such as critical and analytical skills; as well as provide an IT curriculum with depth and breadth, from introductory to advanced level.

Students are encouraged to focus on those parts of the employment spectrum where cross-disciplinary qualifications are most appreciated.

Entry Requirements

Students can elect to be admitted to either the Graduate Diploma in Information Technology (IT38) or the Master of Information Technology (IT45).

Applicants for either IT38 or IT45 must have: a Bachelors degree in a discipline other than Information Technology with a grade point average of at least 4.5 (7 point scale); and have demonstrated competence with the basic skills and concepts of personal or office usage such as desktop applications, email, Internet.

Applicants are assumed to have possessed the following prerequisite skills:
- Can use and manage email facilities;
- Can create and manage a personal file system (eg. home or office computer);
- Understand how to locate and use resources on the internet;
- Familiar with the typical desktop environment: word processors, spreadsheets, etc.;
- Aware of personal computing security issues with regard to backups, viruses, password protection.

These basic skills will not be taught in class. QUT-wide resources are made available for individuals to improve their computer literacy levels.

Applicants may refer to an online Computer Literacy Self-Assessment Questionnaire for more information.

Course Structure

To graduate with a Graduate Diploma in Information Technology (IT38), students are required to have completed 8 units, including:
1 x Compulsory Unit - ITN272 IT Project Management
A Minimum of 3 x Basic Level Units
4 x Chosen from Intermediate or Advanced Level 1 Units

Articulation

Students who complete IT38 can subsequently seek admission to IT45 and are only required to undertake an additional four units to meet the requirements for the Masters degree.

Further Information

For further information contact the course coordinator Hamish Bentley on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse

IT45 v1 - Master of Information Technology (Non-IT Graduates)

<table>
<thead>
<tr>
<th>Compulsory Unit*</th>
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<tbody>
<tr>
<td>ITN272 Information Technology Project Management</td>
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<tr>
<td>* For students who commenced Semester 2, 2006 or later</td>
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</table>

<table>
<thead>
<tr>
<th>Basic Level Units compulsory</th>
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<tbody>
<tr>
<td>ITN200 Database Systems</td>
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<tr>
<td>ITN201 Enterprise Architectures</td>
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<tr>
<td>ITN700 Programming Principles</td>
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<tr>
<td>OR</td>
</tr>
<tr>
<td>ITB001 Problem Solving and Programming</td>
</tr>
<tr>
<td>ITN701 Networks and Systems</td>
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<table>
<thead>
<tr>
<th>Intermediate Level Units</th>
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</thead>
<tbody>
<tr>
<td>ITN007 Web Development</td>
</tr>
<tr>
<td>ITN218 Applications Programming</td>
</tr>
<tr>
<td>ITN223 Software Development with Oracle</td>
</tr>
<tr>
<td>ITN228 Enterprise Systems</td>
</tr>
<tr>
<td>ITN229 Database Design</td>
</tr>
<tr>
<td>ITN241 Information Technology Management</td>
</tr>
<tr>
<td>ITN266 Information Management</td>
</tr>
<tr>
<td>ITN322 Information Resources</td>
</tr>
<tr>
<td>ITN712 Software Engineering Principles</td>
</tr>
<tr>
<td>ITN720 Internet Protocols and Services</td>
</tr>
<tr>
<td>ITN721 Computer Network Administration</td>
</tr>
<tr>
<td>ITN730 Information Security Fundamentals</td>
</tr>
<tr>
<td>ITN732 Cryptology and Protocols</td>
</tr>
<tr>
<td>ITN362 Organisational Databases</td>
</tr>
</tbody>
</table>
ITN749  Scientific Programming

Advanced Level 1 units

ITN233  Enterprise Systems Applications
ITN239  Enterprise Data Mining
ITN254  Interaction Design
ITN257  Multimedia Systems
ITN260  E-Commerce Site Development
ITN272  Information Technology Project Management
ITN298  Business Process Management
ITN713  Advanced Java Programming
ITN702  Algorithms and Data Structures
ITN716  Advanced Web Applications Development
ITN705  Intelligent Systems
ITN706  Systems Programming
ITN717  Enterprise Software Architecture
ITN722  Network Planning and Deployment
ITN723  Wireless and Mobile Networks
ITN746  Modelling and Animation Techniques

Project Units

ITN246  Minor Project 1
ITN248  Minor Project 2
ITN791  Minor Project 1
ITN792  Minor Project 2

Potential Careers:

Business Analyst, Data Communications Specialist, Database Manager, Electronic Commerce Developer, Internet Professional, Multimedia Designer, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer.
Master of Information Technology (IT Graduates) (IT40)

Year offered: 2008  
Admissions: Yes  
CRICOS code: 003776E  
Course duration (full-time): 3 semesters  
Course duration (part-time): 6 semesters  
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)  
Domestic fees (indicative): 2008: $12,960  
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)  
Domestic Entry: February and July  
International Entry: February and July  
Total credit points: 144  
Course coordinator: Dr Ernest Foo  
Campus: Gardens Point

Course Overview

The Master of Information Technology Ñ with associated nested graduate diploma and graduate certificates Ñ can be tailored for information technology graduates who wish to revise, update or extend their IT skills and knowledge.

Students may take the Master of Information Technology as a broad-based qualification or choose to specialise in a particular area such as networks, security, enterprise systems, software development, IT management or games development.

With multiple specialisations now emerging in IT, applicants with existing IT qualifications may wish to study advanced units in their own specialisation, and/or move into an entirely different study of IT.

IT graduates who are unsure about enrolling in a full Masters program may like to enrol in a Graduate Certificate or Graduate Diploma which can then be used to articulate into the Master of Information Technology (IT40).

Entry Requirements

A bachelor degree majoring in information technology with a grade point average of at least 4.5 (on a 7-point scale) OR evidence of work experience and/or training equivalent to an IT major.

Course Structure

With the availability of a nested graduate diploma and graduate certificates, students in the Master of Information Technology may achieve a number of awards on their pathway to a Masters.

Students may be eligible to receive a Graduate Diploma in Information Technology (IT35), after completing 96 credit points (8 units), including the compulsory unit in IT Project Management.

Students may also be eligible to receive one or more Graduate Certificates in Information Technology, after completing 48 credit points (4 units) consisting of the four specified units in a concentrated area of study.

Contact Details

For further information, please contact Dr Ernest Foo on 3138 2782 or fit.enquiries@qut.edu.au

IT35/40/48 v1Master of Information Technology (IT Graduates)

Compulsory Unit*

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN272</td>
<td>Information Technology Project Management</td>
<td>Only for students who commenced Semester 2, 2006 or later</td>
</tr>
</tbody>
</table>

Advanced Level 1 Units

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN016</td>
<td>Fundamentals of Games Design</td>
</tr>
<tr>
<td>ITN017</td>
<td>Advanced Games Design</td>
</tr>
<tr>
<td>ITN233</td>
<td>Enterprise Systems Applications</td>
</tr>
<tr>
<td>ITN239</td>
<td>Enterprise Data Mining</td>
</tr>
<tr>
<td>ITN254</td>
<td>Interaction Design</td>
</tr>
<tr>
<td>ITN257</td>
<td>Multimedia Systems</td>
</tr>
<tr>
<td>ITN260</td>
<td>E-Commerce Site Development</td>
</tr>
<tr>
<td>ITN264</td>
<td>Information Systems Consulting</td>
</tr>
<tr>
<td>ITN272</td>
<td>Information Technology Project Management</td>
</tr>
<tr>
<td>ITN298</td>
<td>Business Process Management</td>
</tr>
<tr>
<td>ITN702</td>
<td>Algorithms and Data Structures</td>
</tr>
<tr>
<td>ITN705</td>
<td>Intelligent Systems</td>
</tr>
<tr>
<td>ITN706</td>
<td>Systems Programming</td>
</tr>
<tr>
<td>ITN713</td>
<td>Advanced Java Programming</td>
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<td>ITN751</td>
<td>Games Production</td>
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</table>

Advanced Level 2 Units

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
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<tbody>
<tr>
<td>ITN100</td>
<td>Introduction to Research</td>
</tr>
<tr>
<td>ITN253</td>
<td>Case Studies In Enterprise Systems</td>
</tr>
<tr>
<td>ITN259</td>
<td>Advanced Multimedia Systems</td>
</tr>
<tr>
<td>ITN269</td>
<td>Special Topic 2B</td>
</tr>
<tr>
<td>ITN747</td>
<td>Real Time Rendering Techniques</td>
</tr>
<tr>
<td>ITN761</td>
<td>Special Topic 1</td>
</tr>
<tr>
<td>ITN762</td>
<td>Special Topic 2</td>
</tr>
<tr>
<td>ITN763</td>
<td>Special Topic 3</td>
</tr>
<tr>
<td>ITN764</td>
<td>Special Topic 4</td>
</tr>
</tbody>
</table>
ITN765  Special Topic 5
ITN770  Internationalisation of Software
ITN771  Advanced Network Management
ITN900  Advanced Readings 1
ITN912  Advanced Research 2
ITN902  Advanced Readings 3
ITN901  Advanced Readings 2
ITN911  Advanced Research 1
ITN913  Advanced Research 3
ITN762  Special Topic 2

### Project Units

Students in the Masters may complete a maximum of 48 credit points in project units. Students in the Graduate Diploma may complete a maximum of 24 credit points in project units. Advanced Level 1 project units are 12 and 24 credit points. Advanced Level 2 units are 48 credit points.

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Project Name</th>
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</thead>
<tbody>
<tr>
<td>ITN246</td>
<td>Minor Project 1</td>
</tr>
<tr>
<td>ITN248</td>
<td>Minor Project 2</td>
</tr>
<tr>
<td>ITN162</td>
<td>Project</td>
</tr>
<tr>
<td>ITN142</td>
<td>Major Project Full-Time</td>
</tr>
<tr>
<td>ITN791</td>
<td>Minor Project 1</td>
</tr>
<tr>
<td>ITN792</td>
<td>Minor Project 2</td>
</tr>
<tr>
<td>ITN152-1</td>
<td>Major Project Part Time</td>
</tr>
<tr>
<td>ITN152-2</td>
<td>Major Project Part Time</td>
</tr>
<tr>
<td>ITN172-1</td>
<td>Project Part Time</td>
</tr>
<tr>
<td>ITN172-2</td>
<td>Project Part Time</td>
</tr>
</tbody>
</table>

### Intermediate Level Units

With the approval of the Course Coordinator, students seeking skills in a new IT specialisation can select up to two (2) units from the following list of units.

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN007</td>
<td>Web Development</td>
</tr>
<tr>
<td>ITN011</td>
<td>CCNA 1 &amp; 2: Network Fundamentals and Routing Protocols</td>
</tr>
<tr>
<td>ITN012</td>
<td>CCNA 3&amp;4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN</td>
</tr>
<tr>
<td>ITN218</td>
<td>Applications Programming</td>
</tr>
<tr>
<td>ITN223</td>
<td>Software Development with Oracle</td>
</tr>
<tr>
<td>ITN228</td>
<td>Enterprise Systems</td>
</tr>
<tr>
<td>ITN229</td>
<td>Database Design</td>
</tr>
<tr>
<td>ITN266</td>
<td>Information Management</td>
</tr>
<tr>
<td>ITN322</td>
<td>Information Resources</td>
</tr>
<tr>
<td>ITN712</td>
<td>Software Engineering Principles</td>
</tr>
<tr>
<td>ITN720</td>
<td>Internet Protocols and Services</td>
</tr>
<tr>
<td>ITN721</td>
<td>Computer Network Administration</td>
</tr>
<tr>
<td>ITN730</td>
<td>Information Security Fundamentals</td>
</tr>
<tr>
<td>ITN732</td>
<td>Cryptology and Protocols</td>
</tr>
<tr>
<td>ITN749</td>
<td>Scientific Programming</td>
</tr>
</tbody>
</table>

### IT90 Graduate Certificate in IT (Computer Networks)

4 Units to be completed

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN720</td>
<td>Internet Protocols and Services</td>
</tr>
<tr>
<td>ITN721</td>
<td>Computer Network Administration</td>
</tr>
<tr>
<td>ITN723</td>
<td>Wireless and Mobile Networks</td>
</tr>
<tr>
<td>ITN771</td>
<td>Advanced Network Management</td>
</tr>
</tbody>
</table>

### IT92 Grad Cert in Information Technology (Information Security)

Four (4) units to be selected from the following

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN246</td>
<td>Minor Project 1</td>
</tr>
<tr>
<td>ITN730</td>
<td>Information Security Fundamentals</td>
</tr>
<tr>
<td>ITN732</td>
<td>Cryptology and Protocols</td>
</tr>
<tr>
<td>ITN765</td>
<td>Special Topic 5</td>
</tr>
</tbody>
</table>

### IT93 - Graduate Certificate in IT (Enterprise Wide Software)

Four (4) units to be completed

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN228</td>
<td>Enterprise Systems</td>
</tr>
<tr>
<td>ITN233</td>
<td>Enterprise Systems Applications</td>
</tr>
<tr>
<td>ITN253</td>
<td>Case Studies In Enterprise Systems</td>
</tr>
<tr>
<td>ITN298</td>
<td>Business Process Management</td>
</tr>
</tbody>
</table>

### IT94 - Graduate Certificate in IT (Electronic Commerce)

Four (4) units to be selected from the following

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN007</td>
<td>Web Development</td>
</tr>
<tr>
<td>ITN229</td>
<td>Database Design</td>
</tr>
<tr>
<td>ITN260</td>
<td>E-Commerce Site Development</td>
</tr>
<tr>
<td>ITN730</td>
<td>Information Security Fundamentals</td>
</tr>
</tbody>
</table>

### IT95 - Graduate Certificate in IT (Project)

48 credit points to be completed either full time or part-time

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN142</td>
<td>Major Project Full-Time</td>
</tr>
<tr>
<td>ITN152-1</td>
<td>Major Project Part Time</td>
</tr>
<tr>
<td>ITN152-2</td>
<td>Major Project Part Time</td>
</tr>
</tbody>
</table>

Students will not normally be eligible to enrol in IT95 without having completed at least 48 cp of Masters or equivalent units.

### IT96 - Graduate Certificate in IT (Information Technology Management)

IT89 - Graduate Certificate in IT (Wireless Games)
Four (4) units to be completed

ITN241    Information Technology Management
ITB264    Information Systems Consulting
ITN266    Information Management
ITN272    Information Technology Project Management

**IT98 - Graduate Certificate in IT (Multimedia)**

Four (4) units to be selected from the following

ITN007    Web Development
ITB254    Interaction Design
ITN257    Multimedia Systems
ITN259    Advanced Multimedia Systems

**IT99 - Graduate Certificate in IT (Component Software and Web Services)**

Four (4) units to be completed

ITN712    Software Engineering Principles
ITN713    Advanced Java Programming
ITN716    Advanced Web Applications Development
ITN717    Enterprise Software Architecture

**Potential Careers:**

Business Analyst, Data Communications Specialist, Database Manager, Electronic Commerce Developer, Internet Professional, Multimedia Designer, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer.
Master of Information Technology (Non-IT Graduates) (IT45)

Year offered: 2008
Admissions: Yes
CRICOS code: 003776E
Course duration (full-time): 3 semesters
Course duration (part-time): 6 semesters
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
International fees (per semester): 2008: $10,080 per semester (subject to annual review)
Domestic Entry: February, July and November
International Entry: February, July and November (Conditions apply for November entry)
Total credit points: 144
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
The Master of Information Technology with associated nested graduate diploma and graduate certificates can be tailored for non-IT graduates looking to broaden their career opportunities by gaining a postgraduate IT qualification.

Students may take the Master of Information Technology as a broad-based qualification or may choose to specialise in a particular area such as networks, security, enterprise systems, software development, IT management or games development.

With multiple specialisations now emerging in IT, applicants with existing IT qualifications may wish to study advanced units in their own specialisation, and/or move into an entirely different study of IT. It is highly recommended that students from a non-IT background commence study with a set of introductory units.

Non-IT graduates who are unsure about enrolling in a full Masters program may like to enrol in a Graduate Diploma which can then be used to articulate into the Master of Information Technology (IT45).

Entry Requirements
A bachelor degree in a discipline other than information technology with a grade point average of at least 4.5 (on a 7-point scale) AND demonstrated competence in the basic skills and concepts of personal or office computer usage.

Course Structure
With the availability of a nested graduate diploma and graduate certificates, students in the Master of Information Technology may achieve a number of awards on their pathway to a Masters.

Students may be eligible to receive a Graduate Diploma in Information Technology (IT38), after completing 96 credit points (8 units), including the compulsory unit in IT Project Management.

Students may also be eligible to receive one or more Graduate Certificates in Information Technology, after completing 48 credit points (4 units) consisting of the four specified units in a concentrated area of study.

Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse

IT45 v1 - Master of Information Technology (Non-IT Graduates)

Compulsory Unit*
ITN272 Information Technology Project Management
* For students who commenced Semester 2, 2006 or later

Basic Level Units compulsory
ITN200 Database Systems
ITN201 Enterprise Architectures
ITN700 Programming Principles
OR
ITB001 Problem Solving and Programming
ITN701 Networks and Systems

Intermediate Level Units
ITN007 Web Development
ITN218 Applications Programming
ITN223 Software Development with Oracle
ITN228 Enterprise Systems
ITN229 Database Design
ITN241 Information Technology Management
ITN266 Information Management
ITN322 Information Resources
ITN712 Software Engineering Principles
ITN720 Internet Protocols and Services
ITN721 Computer Network Administration
ITN730 Information Security Fundamentals
ITN732 Cryptology and Protocols
ITN362 Organisational Databases
ITN749 Scientific Programming

Advanced Level 1 units
ITN233 Enterprise Systems Applications
ITN239 Enterprise Data Mining
ITN254 Interaction Design
ITN257 Multimedia Systems
ITN260 E-Commerce Site Development
ITN272 Information Technology Project Management
ITN298 Business Process Management
ITN713 Advanced Java Programming
ITN702 Algorithms and Data Structures

Graduate Certificates in Information Technology, after completing 48 credit points (4 units) consisting of the four specified units in a concentrated area of study.
ITN716 Advanced Web Applications Development
ITN705 Intelligent Systems
ITN706 Systems Programming
ITN717 Enterprise Software Architecture
ITN722 Network Planning and Deployment
ITN723 Wireless and Mobile Networks
ITN746 Modelling and Animation Techniques

Project Units
ITN246 Minor Project 1
ITN248 Minor Project 2
ITN791 Minor Project 1
ITN792 Minor Project 2

Potential Careers:
Business Analyst, Data Communications Specialist, Database Manager, Electronic Commerce Developer, Internet Professional, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer.
Master of Information Technology (Advanced) (IT48)

Year offered: 2008
Admissions: Yes
CRICOS code: 053123F
Course duration (full-time): 2 years (4 semesters)
Course duration (part-time): 4 years (8 semesters)
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
Domestic Entry: February, July
International Entry: February, July
Total credit points: 192
Standard credit points per full-time semester: 48
Standard credit points per part-time semester: 24
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
The Master of Information Technology (Advanced) builds on the existing Master of Information Technology for IT graduates, with the addition of further units to enhance students' knowledge in another discipline or add depth to an IT specialisation. As students progress through their studies, there is the opportunity to accumulate graduate certificates and a graduate diploma, depending on how students choose to focus their studies.

Entry Requirements
A bachelor degree majoring in information technology with a grade point average of at least 4.5 (on a 7-point scale) OR evidence of work experience and/or training equivalent to an IT major.

Course Structure
With the availability of a nested graduate diploma and graduate certificates, students in the Master of Information Technology (Advanced) may achieve a number of awards on their pathway to a Masters.

Students may be eligible to receive a Graduate Diploma in Information Technology (IT35), after completing 96 credit points (8 units), including the compulsory unit in IT Project Management.

Students may also be eligible to receive one or more Graduate Certificates in Information Technology, after completing 48 credit points (4 units) consisting of the four specified units in a concentrated area of study.

Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse

ITN35/40/48 v1 Master of Information Technology (IT Graduates)

Compulsory Unit

ITN272 Information Technology Project Management
Only for students who commenced Semester 2, 2006 or later
null

Advanced Level 1 Units

ITN016 Fundamentals of Games Design
ITN017 Advanced Games Design
ITN233 Enterprise Systems Applications
ITN239 Enterprise Data Mining
ITN254 Interaction Design
ITN257 Multimedia Systems
ITN260 E-Commerce Site Development
ITN264 Information Systems Consulting
ITN272 Information Technology Project Management
ITN298 Business Process Management
ITN702 Algorithms and Data Structures
ITN705 Intelligent Systems
ITN706 Systems Programming
ITN713 Advanced Systems
ITN722 Network Planning and Deployment
ITN716 Advanced Web Applications Development
ITN717 Enterprise Software Architecture
ITN723 Wireless and Mobile Networks
ITN746 Modelling and Animation Techniques
ITN751 Games Production
Project - 12 and 24 credit points (See Project Units for codes)

Advanced Level 2 Units

ITN100 Introduction to Research
ITN253 Case Studies In Enterprise Systems
ITN259 Advanced Multimedia Systems
ITN269 Special Topic 2B
ITN747 Real Time Rendering Techniques
ITN761 Special Topic 1
ITN762 Special Topic 2
ITN763 Special Topic 3
ITN764 Special Topic 4
ITN765 Special Topic 5
ITN770 Internationalisation of Software
ITN771 Advanced Network Management
ITN900 Advanced Readings 1
ITN912 Advanced Research 2
ITN902 Advanced Readings 3
ITN901 Advanced Readings 2
ITN911 Advanced Research 1
Students in the Masters may complete a maximum of 48 credit points in project units. Students in the Graduate Diploma may complete a maximum of 24 credit points in project units. Advanced Level 1 project units are 12 and 24 credit points. Advanced Level 2 units are 48 credit points.

ITN246 Minor Project 1
ITN248 Minor Project 2
ITN162 Project
ITN142 Major Project Full-Time
ITN791 Minor Project 1
ITN792 Minor Project 2
ITN152-1 Major Project Part Time
ITN152-2 Major Project Part Time
ITN172-1 Project Part Time
ITN172-2 Project Part Time

Intermediate Level Units
With the approval of the Course Coordinator, students seeking skills in a new IT specialisation can select up to two (2) units from the following list of units.

ITN007 Web Development
ITN011 CCNA 1 & 2: Network Fundamentals and Routing Protocols
ITN012 CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN
ITN218 Applications Programming
ITN223 Software Development with Oracle
ITN228 Enterprise Systems
ITN229 Database Design
ITN266 Information Management
ITN322 Information Resources
ITN712 Software Engineering Principles
ITN720 Internet Protocols and Services
ITN721 Computer Network Administration
ITN730 Information Security Fundamentals
ITN732 Cryptology and Protocols
ITN749 Scientific Programming

ITN254 Interaction Design
ITN720 Internet Protocols and Services
ITN723 Wireless and Mobile Networks
ITN746 Modelling and Animation Techniques

IT92 Grad Cert in Information Technology (Information Security)
Four (4) units to be completed
ITN246 Minor Project 1
ITN730 Information Security Fundamentals
ITN732 Cryptology and Protocols
ITN765 Special Topic 5

IT93 - Graduate Certificate in IT (Enterprise Wide Software)
Four (4) units to be completed
ITN228 Enterprise Systems
ITN233 Enterprise Systems Applications
ITN253 Case Studies In Enterprise Systems
ITN298 Business Process Management

IT94 - Graduate Certificate in IT (Electronic Commerce)
Four (4) units to be selected from the following
ITN007 Web Development
ITN229 Database Design
ITN260 E-Commerce Site Development
ITN730 Information Security Fundamentals

IT95 - Graduate Certificate in IT (Project)
48 credit points to be completed either full time or part-time
ITN142 Major Project Full-Time
ITN152-1 Major Project Part Time
ITN152-2 Major Project Part Time
Students will not normally be eligible to enrol in IT95 without having completed at least 48 cp of Masters or equivalent units.

IT96 - Graduate Certificate in IT (Information Technology Management)
Four (4) units to be completed
ITN241 Information Technology Management
ITB264 Information Systems Consulting
ITN266 Information Management
ITN272 Information Technology Project Management

IT98 - Graduate Certificate in IT (Multimedia)
Four (4) units to be selected from the following
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN007</td>
<td>Web Development</td>
</tr>
<tr>
<td>ITB254</td>
<td>Interaction Design</td>
</tr>
<tr>
<td>ITN257</td>
<td>Multimedia Systems</td>
</tr>
<tr>
<td>ITN259</td>
<td>Advanced Multimedia Systems</td>
</tr>
<tr>
<td>IT99</td>
<td>Graduate Certificate in IT (Component Software and Web Services)</td>
</tr>
<tr>
<td></td>
<td>Four (4) units to be completed</td>
</tr>
<tr>
<td>ITN712</td>
<td>Software Engineering Principles</td>
</tr>
<tr>
<td>ITN713</td>
<td>Advanced Java Programming</td>
</tr>
<tr>
<td>ITN716</td>
<td>Advanced Web Applications Development</td>
</tr>
<tr>
<td>ITN717</td>
<td>Enterprise Software Architecture</td>
</tr>
</tbody>
</table>
Master of Business Process Management (IT53)

Year offered: 2008
Admissions: Yes
CRICOS code: 062622A
Course duration (full-time): 1.5 years
Course duration (part-time): 3 years
Domestic fees (per credit point): Full fee tuition 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960; $10,080 per semester (subject to annual review)
Domestic Entry: February, July
International Entry: February, July
Standard credit points per full-time semester: 48
Standard credit points per part-time semester: 24
Course coordinator: Dr Taizan Chan
Campus: Gardens Point

Course Overview
The Master of Business Process Management will provide graduates with the skills and knowledge to create and align information systems to effectively support business and enable business strategy.

The program examines business-IT alignment issues through appropriate theory and skill development, and provides career enhancement opportunities into senior management and governance roles.

Students may undertake study in the areas of corporate systems and business process management, IT professional services (including project management and IT consulting), enterprise architecture and systems, and information and knowledge management within business processes.

Entry Requirements
A bachelor degree with a grade point average of at least 4.5 (on a 7-point scale) AND demonstrated competence in the basic skills and concepts of personal or office computer usage.

Course Structure
With the availability of two nested graduate certificates, students in the Master of Business Process Management may achieve a number of awards on their pathway to a Masters.

Students may be eligible to receive a Graduate Certificate in Business Process Management after completing 48 credit points (4 units) consisting of the four specified units.

Students may also be eligible to receive a Graduate Certificate in Corporate Systems Management after completing 48 credit points (4 units) consisting of the four specified units.

Further Information
For further information contact the course coordinator Dr Taizan Chan on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

Master of Business Process Management

IT graduates Gateway Units 4 only
ITN100 Introduction to Research
ITN228 Enterprise Systems
ITN229 Database Design
ITN233 Enterprise Systems Applications
ITN241 Information Technology Management
ITN264 Information Systems Consulting
ITN266 Information Management
ITN272 Information Technology Project Management

Non-IT graduates Basic Units 4 only
ITN360 Corporate Systems
ITN361 Socio Technical Systems
ITN362 Organisational Databases
ITN363 Project Management Practice
ITN364 Information Systems Development
ITN365 Business Analysis
ITN366 Information Systems Operations

Block B Core Units 4 Minimum
ITN201 Enterprise Architectures
ITN253 Case Studies In Enterprise Systems
ITN274 Management Issues for Info Professionals
ITN298 Business Process Management
ITN301 Business Process Modelling
ITN370 Corporate Systems Project

Block C Elective Units 24cp Minimum
12 cp FIT industry or research project
24 cp FIT industry or research project
48 cp FIT industry or research project
12 cp QUT post-graduate elective units

Grad Cert Business Process Management IT61 exit point only
ITN201 Enterprise Architectures
ITN253 Case Studies In Enterprise Systems
ITN298 Business Process Management
ITN301 Business Process Modelling

Grad Cert Corporate Systems Management IT62 exit point only
ITN274 Management Issues for Info Professionals
ITN370 Project
Students must choose 2 of the following units
ITN360 Corporate Systems
ITN361 Socio Technical Systems
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN362</td>
<td>Organisational Databases</td>
</tr>
<tr>
<td>ITN363</td>
<td>Project Management Practice</td>
</tr>
<tr>
<td>ITN364</td>
<td>Information Systems Development</td>
</tr>
<tr>
<td>ITN365</td>
<td>Business Analysis</td>
</tr>
<tr>
<td>ITN366</td>
<td>Information Systems Operations</td>
</tr>
</tbody>
</table>
Master of Information Technology (Research) (IT60)

Year offered: 2008
Admissions: Yes
CRICOS code: 020309B
Course duration (full-time): 1.5 years or 3 semesters
Course duration (part-time): 3 years or 6 semesters
Domestic fees (per credit point): RTS/RTA; 2008: $135 per credit point (exceeded max. entitlement) (subject to annual review)
Domestic fees (indicative): 2008: $12960
International Fees (per semester): 2008: $10,608 per semester (subject to annual review)
Domestic Entry: At any time
International Entry: At any time
Total credit points: 144
Course coordinator: Associate Professor Shlomo Geva
Campus: Gardens Point

Course Overview
The Master of Information Technology (Research) provides specialist education in information technology through a program that involves either an original contribution to knowledge or an original application of existing knowledge.

Students choose a research topic from recognised areas of research concentration within the Faculty. Research can be carried out in a research centre of the Faculty, in the student’s place of employment or in a sponsoring institution.

Entry Requirements
Applicants must have:
• an approved degree in information technology from a recognised tertiary institution or an equivalent qualification, with a grade point average of 5 (on a 7-point scale) OR
• an approved degree from a recognised tertiary institution plus evidence of professional experience and skills to satisfy the academic board that the applicant possesses the capacity to pursue the course of study. The evidence should include details of any project or research activities undertaken.

Research Areas
Areas of research interest and contact details can be obtained from the Faculty website

Course Structure
Students entering the degree with second-class honours division A (or better) in an IT-related course will often complete the degree in one year full-time. The length of the program is generally expected to be 18 months full-time (including six months of provisional registration) or three years part-time (including one year of provisional registration).

Assessment for this research masters is based on a program of supervised research and investigation, culminating in a thesis.

Programs may include some coursework in support of the conduct of research and preparation of a thesis. Candidates are required to have regular, face-to-face interaction with supervisors and to participate in University scholarly activities such as research seminars, teaching and publication.

Further Information
Visit www.fit.qut.edu.au, email infotech.research@qut.edu.au, or phone +61 7 3138 9485

Course structure

<table>
<thead>
<tr>
<th>Course Structure</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Full-time Course Structure</td>
<td>A program of research and investigation developed in conjunction with the Principal Supervisor and approved by the Faculty Research Committee (Workload equivalent to 48 credit points per semester)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Course Structure</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Part-time Course Structure</td>
<td>A program of research and investigation developed in conjunction with the Principal Supervisor and approved by the Faculty Research Committee (Workload equivalent to 24 credit points per semester)</td>
</tr>
</tbody>
</table>

Potential Careers:
Business Analyst, Computer Games Developer, Data Communications Specialist, Database Manager, Electronic Commerce Developer, Internet Professional, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer.
Master of Information Management (IT70)

Year offered: 2008
Admissions: Yes
CRICOS code: 053705F

Course Overview
This program provides graduates with the skills to find employment in a broad spectrum of information work in public, academic and special libraries and within corporate and government information management contexts. Students will come to understand and manage the complexities of information which impact on society.

Entry Requirements
To be eligible for this course, students must have demonstrated competence in the basic skills and concepts of personal or office computer usage and must meet one of the following criteria:

- a bachelor degree in a discipline other than library or information studies with a grade point average of at least 4.5 (on a 7-point scale) OR
- evidence of recognised prior learning (e.g. at least five years of relevant full-time work experience).

Course Structure
With the availability of a nested graduate diploma, students in the Master of Information Management may be eligible to receive a Graduate Diploma in Information Management (IT72), after completing 96 credit points (8 units), consisting of eight specified units in a concentrated area of study.

Professional Recognition
The Master of Information Management is professionally recognised by the Australian Library and Information Association (ALIA).

Further Information
For further information contact the course coordinator Helen Partridge on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT70 - Master of Information Management - Full-time

Year 1, Semester 1
ITN316    Digital Library Systems
ITN274    Management Issues for Info Professionals

Year 1, Semester 2
ITN362    Organisational Databases
ITN322    Information Resources
ITN280-1  Professional Practice
ITN280-2  Professional Practice

Year 2, Semester 1
ITN275    Information Organisation
ITN276    Information Services
ITN266    Information Management
ITN319    Records Systems
ITN280-3  Professional Practice
ITN280-4  Professional Practice

Year 2, Semester 2
ITN278    Web Content Reliability
ITN279    Information Literacy Education
ITN370    Project
Students who choose to undertake ITS010 Cooperative Education Program substitute for ITN370.
ITN280-5  Professional Practice
ITN280-6  Professional Practice

IT70 - Master of Information Management - Part-time

Year 1, Semester 1
ITN322    Information Resources
ITN362    Organisational Databases
ITN280-1  Professional Practice

Year 1, Semester 2
ITN266    Information Management
ITN275    Information Organisation
ITN280-2  Professional Practice

Year 2, Semester 1
ITN274    Management Issues for Info Professionals
ITN316    Digital Library Systems
ITN280-3  Professional Practice

Year 2, Semester 2
ITN276    Information Services
ITN319    Records Systems
ITN280-4  Professional Practice

Year 3, Semester 1
ITN278    Web Content Reliability
ITN279    Information Literacy Education
ITN280-5  Professional Practice

Year 3, Semester 2
ITN370    Project
Students who choose to undertake ITS010 Cooperative Education Program substitute ITN370 for this unit

ITN280-6  Professional Practice

Potential Careers:
Administrator, Information Officer, Librarian.
Graduate Certificate in Information Management (Library Studies) (IT73)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Helen Partridge
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Management (Library Studies) is a career development course for practising library and information professionals and consists of four designated units (48 credit points).

Graduates may find employment as a librarian, community information officer, cataloguer, research analyst, information services manager, business information specialist, information broker, corporate librarian, digital library coordinator, law librarian, learning resources officer or library media specialist.

Entry Requirements
To be eligible for this course, students must have demonstrated competence in the basic skills and concepts of personal or office computer usage and must meet one of the following criteria:
• an undergraduate or postgraduate qualification in library and information studies with a grade point average of at least 4.5 (on a 7-point scale) OR
• evidence of recognised prior learning (for example, at least five years of relevant full-time work experience).

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Further Information
For further information contact the course coordinator Helen Partridge on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT73 Graduate Certificate in Information Management (Library Studies)

<table>
<thead>
<tr>
<th>Core Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN279</td>
</tr>
<tr>
<td>ITN370</td>
</tr>
</tbody>
</table>

Choose two (2) units from the following:

<p>| |</p>
<table>
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<tr>
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</thead>
<tbody>
<tr>
<td>ITN276</td>
</tr>
<tr>
<td>ITN316</td>
</tr>
<tr>
<td>ITN274</td>
</tr>
</tbody>
</table>

Potential Careers:
Librarian.
Graduate Certificate in Information Management (Information and Knowledge Management) (IT74)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Helen Partridge
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Management (Information and Knowledge Management) consists of four designated units (48 credit points).

Graduates may find employment as a knowledge manager, information manager, metadata analyst, metadata development specialist, information architect, policy officer, document manager, document analyst, database manager, information analyst or strategic information manager.

Entry Requirements
To be eligible for this course, students must have demonstrated competence in the basic skills and concepts of personal or office computer usage and must meet one of the following criteria:
• a bachelor degree in any discipline with a grade point average of at least 4.5 (on a 7-point scale) OR
• evidence of recognised prior learning (for example, at least five years of relevant full-time work experience).

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Further Information
For further information contact the course coordinator Helen Partridge on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT74 Graduate Certificate in Information Management (Information and Knowledge Management)

Complete these 4 core units
ITN201 Enterprise Architectures
ITN264 Information Systems Consulting
ITN266 Information Management
ITN370 Project

Potential Careers:
Librarian.
Graduate Certificate in Information Management (Records Management) (IT75)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008 Full fee tuition $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Acting - Helen Partridge
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Management (Records Management) consists of four designated units (48 credit points).

Graduates may find employment as a records manager, document manager, information analyst or manager, metadata analyst or development specialist.

Entry Requirements
To be eligible for this course, students must have demonstrated competence in the basic skills and concepts of personal or office computer usage and must meet one of the following criteria:
- a bachelor degree in any discipline with a grade point average of at least 4.5 (on a 7-point scale) OR
- evidence of recognised prior learning (for example, at least five years of relevant full-time work experience).

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Further Information
For further information contact the course coordinator Helen Partridge on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT75 Graduate Certificate in Information Management (Records Management)

Core Units
- ITN319 Records Systems
- ITN266 Information Management
- ITN370 Project

Choose one unit from the following
- ITN362 Organisational Databases
- ITN278 Web Content Reliability

Potential Careers:
Librarian.
Graduate Certificate in Information Management (Web Management) (IT76)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Acting - Helen Partridge
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Management (Web Management) consists of four designated units (48 credit points).

Graduates may find employment as an information manager, knowledge manager, webmaster, intranet content manager, electronic content librarian or web librarian.

Entry Requirements
To be eligible for enrolment in this course, students must have demonstrated competence in the basic skills and concepts of personal or office computer usage and must meet one of the following criteria:
• a bachelor degree in any discipline with a grade point average of at least 4.5 (on a 7-point scale) OR
• evidence of recognised prior learning (for example, at least five years of relevant full-time work experience).

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Further Information
For further information contact the course coordinator Helen Partridge on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT76 Graduate Certificate in Information Management (Web Management)

Core Units
ITN278 Web Content Reliability
ITN370 Project

Choose two (2) units from the following
ITN007 Web Development
ITN201 Enterprise Architectures
ITN239 Enterprise Data Mining
ITN362 Organisational Databases

Potential Careers:
Librarian.
Doctor of Information Technology (IT80)

Year offered: 2008  
Admissions: Yes  
CRICOS code: 063035A  
Course duration (full-time): 3 years  
Course duration (part-time): 6 years  
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)  
Domestic fees (indicative): 2008 $12,960  
International Fees (per semester): 2008: $10,608 per semester (subject to annual review)  
International Entry: February and July  
Campus: Gardens Point

Course Overview
The Doctor of Information Technology is a professional doctorate designed for candidates to contribute towards professional practice and is appropriate for those wishing to pursue a problem within their workplace expertise. The focal problem in the professional doctorate is an application of theory to an existing significant industry problem.

Entry Requirements
Industry experience in a field relevant to the professional doctorate and possess one of the following:
• a four-year degree or its equivalent with first-class or second-class honours division A, or  
• a masters degree, or  
• a three-year bachelor degree and industry experience, or  
• an equivalent combination of experience and/or education and training.

Students with exemplary professional practice who do not meet one of the above criteria may still be eligible to apply and should consult the course coordinator. Before submitting an application for enrolment, potential candidates should consult the course coordinator for assistance with preparation of the appropriate application form concerning eligibility and special interests.

Course Structure
The degree consists of 288 credit points of which up to 96 credit points are coursework, and the balance is research. Students are expected to develop a high level of research skill and analysis and make an original contribution to knowledge and professional practice. The Doctor of Information Technology will provide focused research and coursework studies in the Faculty's research areas.

Research Area
Areas of research interest and contact details can be obtained from the Faculty website.

Further Information
Visit www.fit.qut.edu.au, email infotech.research@qut.edu.au, or phone +61 7 3138 9485

IT80 - course structure with one 192 cps thesis

Notes
This is an indicative course structure only.

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITNXXX</td>
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<tr>
<td>ITNXXX</td>
</tr>
<tr>
<td>ITNXXX</td>
</tr>
<tr>
<td>ITNXXX</td>
</tr>
</tbody>
</table>

IT80 - course structure with two 96 cps theses

Notes
This is an indicative course structure only. Students should discuss their program with the Course Coordinator.

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITNXXX</td>
</tr>
</tbody>
</table>
ITNXXX PG coursework elective unit

ITNXXX PG coursework elective unit

ITNXXX PG coursework elective unit

Allows you an opportunity to extend your knowledge in related fields, improve your understanding of project management, develop venture capital, leadership competencies or to lead research groups.

Coursework should normally be completed within the first year, subject to unit availability. Variations to this would be made in consultation with your supervisory team.

Year 1, Semester 2

ITN246 Minor Project 1
A literature review of the related theory.

ITN248 Minor Project 2
A literature review of the relevant research methods and approaches that may be of use.

ITN791 Minor Project 1
A pilot study of the selected theory and method to a subset of the problem in order to test the efficacy of the methods and theories selected.

ITN100 Introduction to Research
Student constructs an integrated research proposal.

Year 2, Semester 1

ITR100-1 Thesis 1
ITR100-2 Thesis 1
ITR100-3 Thesis 1
ITR100-4 Thesis 1

Year 2, Semester 2

ITR100-5 Thesis 1
ITR100-6 Thesis 1
ITR100-7 Thesis 1
ITR100-8 Thesis 1

Year 3, Semester 1

ITR200-1 Thesis 2
ITR200-2 Thesis 2
ITR200-3 Thesis 2
ITR200-4 Thesis 2

Year 3, Semester 2

ITR200-5 Thesis 2
ITR200-6 Thesis 2
ITR200-7 Thesis 2
ITR200-8 Thesis 2
Graduate Certificate in Information Technology (Wireless Games Technology) (IT89)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Technology consists of four designated units (48 credit points) which highlight career specialisations. Students can complete the program over 26 weeks part-time (based on two subjects per semester).

The GCert IT (Wireless Games Technology) is aimed at developing knowledge and skills in wireless game applications. Assumed skills include familiarity with object oriented programming in Java and/or C++.

Entry Requirements
An approved Bachelor's degree in Information Technology from a recognised tertiary institution with a grade point average of at least 4.5 (7-point scale); OR provide other evidence of such qualifications (for example Recognised Prior Learning) and significant full-time IT work experience, as will satisfy the Dean of Faculty, that the applicant possesses the capacity to pursue the course of study.

International students cannot gain direct entry into this program as it is offered on a part-time basis only.

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Course Structure
Students can enrol directly in the Master of IT (IT Graduates) and gain credit for one or more graduate certificate awards while completing the program. They may exit the course with a graduate certificate (48 credit points) and/or a graduate diploma (96 credit points).

International students cannot gain direct entry to Graduate Certificates in IT as they are currently only available as part of the IT40 Masters program or as an exit point.

Graduate Certificates are offered part-time only.

Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT89 - Graduate Certificate in IT (Wireless Games Technology)

Four (4) units to be selected from the following
ITN254 Interaction Design
ITN720 Internet Protocols and Services
ITN723 Wireless and Mobile Networks
ITN746 Modelling and Animation Techniques
Graduate Certificate in Information Technology (Computer Networks) (IT90)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Technology (Computer Networks) (IT90) is designed for a career in network planning and administration.

Students can complete the program over 26 weeks part-time (based on two subjects per semester).

Entry Requirements
Applicants must have a bachelors degree in Information Technology with a grade point average of at least 4.5 (7-point scale) OR provide other evidence of such qualifications and significant full-time Information Technology work experience as will satisfy the Dean of Faculty that the applicant possesses the capacity to pursue the course of study.

Assumed skills: Foundation level study of the principles of modern networking.

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Course Structure
Students can enrol directly in the Master of IT (IT Graduates) and gain credit for one or more graduate certificate awards while completing the program. They may exit the course with a graduate certificate (48 credit points) and/or a graduate diploma (96 credit points).

International students cannot gain direct entry to Graduate Certificates in IT as they are currently only available as part of the IT40 Masters program or as an exit point.

The programs are offered part-time only.

Further information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT90 Graduate Certificate in IT (Computer Networks)
Graduate Certificate in Information Technology (Information Security) (IT92)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See entry requirements
Total credit points: 48
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Technology consists of four designated units (48 credit points) which highlight career specialisations. Students can complete the program over 26 weeks part time (based on undertaking two subjects per semester).

GCert IT (Information Security) are designed to provide you with training and a strong understanding of security-related issues in information technology systems. You learn about security problems encountered in computing systems, and explore measures that can be used to secure these systems. An information security background is not necessary for entry to this module.

Entry Requirements
An approved Bachelor's degree in Information Technology from a recognised tertiary institution with a grade point average of at least 4.5 (7-point scale); OR provide other evidence of such qualifications (for example Recognised Prior Learning) and significant full-time IT work experience, as will satisfy the Dean of Faculty, that the applicant possesses the capacity to pursue the course of study.

Assumed skills: Familiarity with principles of modern networking and for ITB646, assumed Maths as specified in ITB646 (see Course Structure).

International students cannot gain direct entry to Graduate Certificates in IT as they are only currently available as part of a Masters program or an exit point.

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Course Structure
Students can directly enrol in the Master of IT (IT Graduates)(IT40) and gain credit for one or more graduate certificate awards while completing the program. They may also exit or graduate early from the course upon the successful completion of a graduate certificate (48 credit points) and/or a graduate diploma (96 credit points).

Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT92 Grad Cert in Information Technology (Information Security)

Four (4) units to be completed
ITN246  Minor Project 1
ITN730  Information Security Fundamentals
ITN732  Cryptology and Protocols
ITN765  Special Topic 5

Potential Careers:
Data Communications Specialist, Internet Professional, Network Administrator, Network Manager.
Graduate Certificate in Information Technology (Enterprise Wide Software) (IT93)

Year offered: 2008  
Admissions: Yes  
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)  
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)  
Domestic fees (indicative): 2008: $12,960  
Domestic Entry: February and July  
Assumed knowledge: See Entry Requirements  
Total credit points: 48  
Course coordinator: Dr Ernest Foo  
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Technology consists of four designated units (48 credit points) which highlight career specialisations. GCert IT (EWS) is for students who wish to take advantage of the programming, administration and planning opportunities offered by enterprise wide system environments.

Entry Requirements
An approved Bachelor's degree in Information Technology from a recognised tertiary institution with a grade point average of at least 4.5 (7-point scale); OR provide other evidence of such qualifications (for example Recognised Prior Learning) and significant full-time IT work experience, as will satisfy the Dean of Faculty, that the applicant possesses the capacity to pursue the course of study.

Assumed skills: Familiarity with concepts of enterprise architecture or enterprise modelling.

International students cannot gain direct entry to Graduate Certificates in IT as they are only currently available as part of a Masters program or an exit point.

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Course Structure
Students can use a graduate certificate in IT to articulate or gain credit towards a Graduate Diploma and/or Masters in IT award.

Alternatively, applicants may directly enrol in the Master of IT (IT Graduates)(IT40) and gain credit for one or more graduate certificate awards while completing the program. They may also exit or graduate early from the course upon the successful completion of a graduate certificate (48 credit points) and/or a graduate diploma (96 credit points).

Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.
Graduate Certificate in Information Technology (Electronic Commerce) (IT94)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Technology consists of four designated units (48 credit points) which highlight career specialisations.

The Graduate Certificate in Information Technology (Electronic Commerce) (IT94) provides the knowledge and skills necessary for employment in mainstream e-commerce application development.

Entry Requirements
An approved Bachelor's degree in Information Technology from a recognised tertiary institution with a grade point average of at least 4.5 (7-point scale); OR provide other evidence of such qualifications (for example Recognised Prior Learning) and significant full-time IT work experience, as will satisfy the Dean of Faculty, that the applicant possesses the capacity to pursue the course of study.

Assumed skills: Familiarity with object oriented concepts, some programming in modern languages and relational databases.

International students cannot gain direct entry to Graduate Certificates in IT as they are only currently available as part of a Masters program or an exit point.

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Course Structure
Students can directly enrol in the Master of IT (IT Graduates)(IT40) and gain credit for one or more graduate certificate awards while completing the program. They may also exit or graduate early from the course upon the successful completion of a graduate certificate (48 credit points) and/or a graduate diploma (96 credit points).

Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

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IT94 - Graduate Certificate in IT (Electronic Commerce)

Four (4) units to be selected from the following

- ITN007 Web Development
- ITN229 Database Design
- ITN260 E-Commerce Site Development
- ITN730 Information Security Fundamentals
Graduate Certificate in Information Technology (Project) (IT95)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Dr Hamish Bentley
Campus: Gardens Point

Entry Requirements
An approved Bachelor degree in Information Technology from a recognised tertiary institution with a grade point average of at least 4.5 (7-point scale); OR provide other evidence of such qualifications (for example Recognised Prior Learning) and significant full-time IT work experience, as will satisfy the Dean of Faculty, that the applicant possesses the capacity to pursue the course of study.

Assumed skills: Previous study at postgraduate level. Previous research methodology study recommended.

International students cannot gain direct entry to Graduate Certificates in IT as they are only currently available as part of a Masters program or an exit point.

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Articulation
Students can directly enrol in the Master of IT (IT Graduates)(IT40) and gain credit for one or more graduate certificate awards while completing the program. They may also exit or graduate early from the course upon the successful completion of a graduate certificate (48 credit points) and/or a graduate diploma (96 credit points).

Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT95 - Graduate Certificate in IT (Project)

48 credit points to be completed either full time or part-time

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>ITN142</td>
<td>Major Project Full-Time</td>
</tr>
<tr>
<td>ITN152-1</td>
<td>Major Project Part Time</td>
</tr>
<tr>
<td>ITN152-2</td>
<td>Major Project Part Time</td>
</tr>
</tbody>
</table>

Students will not normally be eligible to enrol in IT95 without having completed at least 48 cp of Masters or equivalent units.

Potential Careers:
Data Communications Specialist, Internet Professional, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer.
Graduate Certificate in Information Technology (Information Technology Management) (IT96)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Technology consists of four designated units (48 credit points) which highlight career specialisations. GCert IT (Management of Information Technology) provides a specialisation for IT professionals in project management and IT strategy-making.

Entry Requirements
An approved Bachelor's degree in Information Technology from a recognised tertiary institution with a grade point average of at least 4.5 (7-point scale); OR provide other evidence of such qualifications (for example Recognised Prior Learning) and significant full-time IT work experience, as will satisfy the Dean of Faculty, that the applicant possesses the capacity to pursue the course of study.

Assumed Skills: systems analysis & design, relational database design and implementation.

International students cannot gain direct entry to Graduate Certificates in IT as they are only currently available as part of a Masters program or an exit point.

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Course Structure
Students can use a graduate certificate in IT to articulate or gain credit towards a Graduate Diploma and/or Masters in IT award.

Alternatively, applicants may directly enrol in the Master of IT (IT Graduates)(IT40) and gain credit for one or more graduate certificate awards while completing the program. They may also exit or graduate early from the course upon the successful completion of a graduate certificate (48 credit points) and/or a graduate diploma (96 credit points).

Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.
Graduate Certificate in Information Technology (Generic) (IT97)

Year offered: 2008
Admissions: No
Course duration (full-time): 1 semester
Course duration (part-time): 2 semesters
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Total credit points: 48
Course coordinator: Dr Ernest Foo
Campus: Gardens Point and External

IT97 is an exit option only

<table>
<thead>
<tr>
<th>IT97 Graduate Certificate in IT</th>
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</thead>
<tbody>
<tr>
<td>ITN200       Database Systems</td>
</tr>
<tr>
<td>ITN201       Enterprise Architectures</td>
</tr>
<tr>
<td>ITN700       Programming Principles</td>
</tr>
<tr>
<td>OR           null</td>
</tr>
<tr>
<td>ITB001       Problem Solving and Programming</td>
</tr>
<tr>
<td>ITN701       Networks and Systems</td>
</tr>
</tbody>
</table>

Potential Careers:
Data Communications Specialist, Internet Professional, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager.
Graduate Certificate in Information Technology (Multimedia) (IT98)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Technology consists of four designated units (48 credit points) which highlight career specialisations.

GCert IT (Multimedia) offers the opportunity to specialise in interface design, with skills in multimedia solutions.

Entry Requirements
An approved Bachelor's degree in Information Technology from a recognised tertiary institution with a grade point average of at least 4.5 (7-point scale); OR provide other evidence of such qualifications (for example Recognised Prior Learning) and significant full-time IT work experience, as will satisfy the Dean of Faculty, that the applicant possesses the capacity to pursue the course of study.

Assumed skills: Familiarity with programming and database.

International students cannot gain direct entry to Graduate Certificates in IT as they are only currently available as part of a Masters program or an exit point.

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Course Structure
Students can directly enrol in the Master of IT (IT Graduates) (IT40) and gain credit for one or more graduate certificate awards while completing the program. They may also exit or graduate early from the course upon the successful completion of a graduate certificate (48 credit points) and/or a graduate diploma (96 credit points).

Further Information
For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

IT98 - Graduate Certificate in IT (Multimedia)

Four (4) units to be selected from the following

<table>
<thead>
<tr>
<th>Code</th>
<th>Course</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN007</td>
<td>Web Development</td>
</tr>
<tr>
<td>ITB254</td>
<td>Interaction Design</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITN257</td>
<td>Multimedia Systems</td>
</tr>
<tr>
<td>ITN259</td>
<td>Advanced Multimedia Systems</td>
</tr>
</tbody>
</table>

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Graduate Certificate in Information Technology (Component Software and Web Services) (IT99)

Year offered: 2008
Admissions: Yes
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)
Domestic fees (per credit point): 2008: $135 per credit point (subject to annual review)
Domestic fees (indicative): 2008: $12,960
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Total credit points: 48
Course coordinator: Ernest Foo
Campus: Gardens Point

Course Overview
The Graduate Certificate in Information Technology consists of four designated units (48 credit points) which highlight career specialisations. The GCert IT (Component Software and Web Services) provides a firm basis for a career in web applications technology across a variety of platforms.

Entry Requirements
An approved Bachelor’s degree in Information Technology from a recognised tertiary institution with a grade point average of at least 4.5 (7-point scale); OR provide other evidence of such qualifications (for example Recognised Prior Learning) and significant full-time IT work experience, as will satisfy the Dean of Faculty, that the applicant possesses the capacity to pursue the course of study.

Assumed skills: Programming skills at non-elementary level, including OO concepts, basic computer security, analysis skills (eg software engineering, systems analysis or enterprise modelling), relational database.

International students cannot gain direct entry to Graduate Certificates in IT as they are only currently available as part of a Masters program or an exit point.

International Student Entry
International students cannot gain direct entry into this program as it is offered on a part-time basis only.

Course Structure
Students can directly enrol in the Master of IT (IT Graduates)(IT40) and gain credit for one or more graduate certificate awards while completing the program. They may also exit or graduate early from the course upon the successful completion of a graduate certificate (48 credit points) and/or a graduate diploma (96 credit points).

Further Information
For further information contact the course coordinator Hamish Bentley on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.

Further Information

For further information contact the course coordinator Dr Ernest Foo on fit.enquiry@qut.edu.au or visit www.fit.qut.edu.au/courses/postgradcourse.
Bachelor of Information Technology/Bachelor of Education (Secondary) Continuing students only (IX09)

Year offered: 2008
Admissions: No
CRICOS code: 022136B
Course duration (full-time): 4 years
Domestic fees (per credit point): Commonwealth Supported Place; Full Fee Tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: full fee tuition $15,936; CSP $5,294
International Fees (per semester): No new admissions (subject to annual review)
Domestic Entry: February
International Entry: February
QTAC code: This course is no longer offered
Past rank cut-off: 72
Past OP cut-off: 13
OP Guarantee: Yes
Assumed knowledge: English (4,S A) and for games technology and security Maths B (4,SA) or for all other majors Maths A, B or C (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com
Total credit points: 432
Course coordinator: Dr Mal Shield (Education), Richard Thomas (IT)
Campus: Gardens Point, Kelvin Grove and Carseldine

No Further Intake
This course is being discontinued and there will be no further intake. Students wishing to undertake teaching qualifications in this area may wish to consider undertaking the three year Bachelor of Information Technology followed by the one year Graduate Diploma in Education or the four year Bachelor of Education (Secondary) with Computing as one of the two teaching areas required in this course.

Career Outcomes
Graduates are prepared to teach in two curriculum areas in secondary school. A graduate may also find employment in information technology as a programmer software engineer, systems programmer, manager, systems designer, computer scientist, systems analyst, data communications specialist, librarian, information manager, electronic commerce developer, network administrator or database manager.

Professional Recognition
Graduates are eligible for registration as teachers in Queensland through the Queensland College of Teachers. Graduates of the Bachelor of Information Technology meet the knowledge requirement for admission to the Australian Computer Society as members.

Working With Children Check
Working With Children Check - As required by the Commission for Children and Young People and Child Guardian Act (2000), student teachers must undergo a criminal history check and be issued with a Suitability Card (Blue Card) by the Commission.

As soon as you enter your enrolment program for the course, you must submit your Blue Card application to the QUT Student Centre immediately. You must hold a Blue Card to undertake activities in any unit which involves contact with children, including the required field studies blocks.

If you do not apply for a Blue Card immediately upon enrolment in the course and allow sufficient time for the police check and issuing of the Card, you will be unable to participate in the required activities and may need to be withdrawn from the unit(s) and incur both financial and academic penalty. It may take up to 12 weeks for the Commission to issue the Card. The application form is available at http://www.studentservices.qut.edu.au/enrolling/enrolling/specific_requirements/blue_card.jsp

Deferment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience. Further information is available at www.deferment.qut.edu.au

Further Information
Faculty of Education Office
Phone: +61 7 3864 3947
Fax: +61 7 3864 3949
Email: educationenq@qut.edu.au

Faculty of Information Technology
Phone: +61 7 3864 2782
Fax: +61 7 3864 2703
Email: enquiry.fit@qut.edu.au

Course structure

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
<th>ITB001</th>
<th>Problem Solving and Programming</th>
</tr>
</thead>
<tbody>
<tr>
<td>EDB001</td>
<td>Teaching and Learning Studies 1: Teaching in New Times</td>
<td></td>
</tr>
<tr>
<td>ITB002</td>
<td>IT Professional Studies</td>
<td></td>
</tr>
<tr>
<td>ITB004</td>
<td>Database Systems</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Year 1, Semester 2</th>
<th>ITB003</th>
<th>Object Oriented Programming</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITB005</td>
<td>Systems Architecture</td>
<td></td>
</tr>
<tr>
<td>ITB006</td>
<td>Networks</td>
<td></td>
</tr>
</tbody>
</table>
OR
ITB008 Modelling Analysis and Design
Second Teaching Area Unit

Year 2, Semester 1
EDB002 Teaching and Learning Studies 2: Development and Learning
EDB031 Secondary Field Studies 1: Development and Learning in the Field
MDB015 Computing Curriculum Studies 1
Curriculum Studies 1Y

Year 2, Semester 2
MGB218 Managing Business Growth
OR
MGB223 Entrepreneurship and Innovation
OR
IT Elective Unit selected from list
IT Elective Unit selected from list
IT Elective Unit selected from list
IT Elective Unit selected from list
Second Teaching Area Unit

Year 3, Semester 1
Second Teaching Area Unit
ITB009 Core Project Management
IT Elective Unit selected from list
IT Elective Unit selected from list
IT Elective Unit selected from list
IT Elective Unit selected from list
* IT Electives should be chosen from IT Elective Unit List,
subject to fulfilling prerequisite requirements.
Students should check with IT Course Coordinator.

Year 3, Semester 2
EDB003 Teaching and Learning Studies 3: Practising Education
EDB032 Secondary Field Studies 2: Practising Education in the Field
MDB016 Computing Curriculum Studies 2
Curriculum Studies 2Y
null

Year 4, Semester 1
EDB004 Teaching and Learning Studies 4: Inclusive Education
EDB033 Secondary Field Studies 3: Inclusive Educational Practices
MDB017 Computing Curriculum Studies 3
Curriculum Studies 3Y

Year 4, Semester 2
EDB005 Teaching and Learning Studies 5: Professional
ADB007 Work of Teachers
EDB034 Secondary Field Studies 4: Professional Work of Teachers - Induction into the Field
EDB035 Internship (Secondary)
EDB007 Culture Studies: Indigenous Education

Curriculum Studies 1, 2 and 3

Curriculum Studies 1
CLB051 Business Education Curriculum Studies 1
CLB018 English Curriculum Studies 1
CLB054 Social Education Curriculum Studies 1
MDB031 Science Education Curriculum Studies 1
MDB021 Mathematics Curriculum Studies 1

Curriculum Studies 2
CLB010 Accounting and Business Management Curriculum Studies 2
CLB013 Business and Communication Technologies Curriculum Studies 2
CLB016 Economics Curriculum Studies 2
CLB019 English Curriculum Studies 2
CLB028 Geography Curriculum Studies 2
CLB031 History Curriculum Studies 2
CLB034 Legal Studies Curriculum Studies 2
MDB022 Mathematics Curriculum Studies 2
MDB028 Science Curriculum Studies 2
CLB040 Social Science Curriculum Studies 2

Curriculum Studies 3
CLB053 Business Education Curriculum Studies 3
CLB020 English Curriculum Studies 3
CLB056 Social Education Curriculum Studies 3
MDB033 Science Education Curriculum Studies 3
MDB023 Mathematics Curriculum Studies 3

IT Elective Unit List

Information Technology Elective Unit List
ITB001 Problem Solving and Programming
ITB002 IT Professional Studies
ITB003 Object Oriented Programming
ITB004 Database Systems
ITB005 Systems Architecture
ITB006 Networks
ITB007 Web Development
ITB008 Modelling Analysis and Design
ITB009 Core Project Management
ITB010 Core Project Implementation
ITB011 CCNA 1 & 2: Network Fundamentals and Routing Protocols
ITB012 CCNA 3&4: LAN SWITCHING/WIRELESS
AND ACCESSING THE WAN

ITB016 Fundamentals of Games Design
ITB017 Advanced Games Design
ITB218 Applications Programming
ITB223 Software Development with ORACLE
ITB228 Enterprise Systems
ITB229 Database Design
ITB230 Project
ITB233 Enterprise Systems Applications
ITB239 Enterprise Data Mining
ITB254 Interaction Design
ITB257 Multimedia Systems
ITB259 Advanced Multimedia Systems
ITB260 E-Commerce Site Development
ITB264 Information Systems Consulting
ITB266 Information Management
ITB298 Business Process Modelling
ITB322 Information Resources
ITB360 Corporate Systems
ITB361 Socio-technical Systems
ITB362 Organisational Databases
ITB363 Project Management Practice
ITB364 Information Systems Development
ITB365 Business Analysis
ITB366 Information Systems Operations
ITB370 Project
ITB705 Intelligent Systems
ITB702 Algorithms and Data Structures
ITB706 Systems Programming
ITB712 Software Engineering Studies
ITB713 Advanced Programming
ITB716 Advanced Web Applications Development
ITB717 Enterprise Software Architecture
ITB720 Internet Protocols and Services
ITB721 Unix Network Administration
ITB722 Network Planning and Deployment
ITB730 Information Security Fundamentals
  ITB731 is offered bi-annually and will be available for 2009
ITB723 Wireless and Mobile Networks
ITB731 Security Technologies
ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB732 Cryptology and Protocols
ITB749 Scientific Programming
ITB750 Computer Game Studies
ITB751 Games Production
  ITB761/2/3/4/5 Please check with the relevant coordinator for further information on Special Topics.
ITB762 Special Topic in 1/2008 is to be used for CCNA 1 & 2: Internetworking and Routing Basics
ITB761 Special Topic 1
ITB762 CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB763 Special Topic 3
ITB764 Special Topic 4
ITB765 Special Topic 5
ITB847 Computational Intelligence for Control and Embedded Systems
MAB281 Mathematics for Computer Graphics

Potential Careers:
Bachelor of Engineering (Software Engineering) (IX25)

Year offered: 2008
Admissions: Yes
CRICOS code: 053707D
Course duration (full-time): 4 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $218 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full Fee Tuition $20,928; CSP $6,772
International Fees (per semester): 2008: $11,184 per semester (subject to annual review)
Domestic Entry: February
International Entry: February
QTAC code: 419502
Past rank cut-off: 76
Past OP cut-off: 12
OP Guarantee: Yes
Assumed knowledge: English (4, SA) and Maths B (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Dr R.Mahalinga-Iyer
Discipline coordinator: Dr Jasmine Banks
Campus: Gardens Point

Course Overview
The course is a collaborative program between the Faculties of Built Environment & Engineering and Information Technology which provides students with the electrical engineering and software development skills to seek employment as software engineers. The engineering component consists of studies in electronic systems engineering while the information technology component concentrates on software engineering. These studies integrate into a cohesive course which gives a wide and advanced study of modern electronic and computing systems. This degree produces computer and electronic engineers especially suited for the development and application of electronic systems, including micro, mini and mainframe computer systems in all areas of industry.

Recommended Study
Chemistry, Maths C and Physics

Career Outcomes
Software Engineers create, maintain and modify computer and software programs such as operating systems or communications software. They may also evaluate and deploy new programming tools and techniques and analyse current software products. You may work in a range of occupational environments. Software engineers can work in Engineering/IT-specific industries, as well as in other organisations requiring software engineering expertise.

Professional Recognition
Professional accreditation from Engineers Australia and the Australian Computer Society is being sought.

Special course requirements
Students are required to complete 60 days approved industrial experience.

Further Information
Faculty of Built Environment and Engineering: tel: +61 7 3138 1993, fax: +61 7 3138 1516, email: bee.enquiries@qut.edu.au
Faculty of Information Technology: tel: +61 7 3138 2782, fax +61 7 3138 2703, email: fit.enquiry@qut.edu.au

Deferment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

IX25 - Bachelor of Engineering (Software Engineering) - Course structure

<table>
<thead>
<tr>
<th>Year 1 - Semester 1</th>
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<tbody>
<tr>
<td>BEB100</td>
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<tr>
<td>ITB001</td>
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<tr>
<td>MAB180</td>
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<tr>
<td>MAB131</td>
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<tr>
<td>PCB136</td>
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<tr>
<th>Year 1 - Semester 2</th>
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<tbody>
<tr>
<td>BEB200</td>
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<tr>
<td>ENB103</td>
</tr>
<tr>
<td>ITB003</td>
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<tr>
<td>MAB132</td>
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<tr>
<td>MAB182</td>
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</tbody>
</table>

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<tr>
<th>Year 2 - Semester 1</th>
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<tbody>
<tr>
<td>ENB240</td>
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<tr>
<td>ENB242</td>
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<tr>
<td>ITB004</td>
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<tr>
<td>MAB233</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Year 2 - Semester 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENB243</td>
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</tbody>
</table>
ENB244  Microprocessors and Digital Systems
ITB006  Networks
ITB008  Modelling Analysis and Design

Year 3 - Semester 1
ENB350  Real-time Computer-based Systems
ENB354  Introduction To Systems Design
ITB702  Algorithms and Data Structures
ITB712  Software Engineering Studies

Year 3 - Semester 2
ENB352  Communication Environments For Embedded Systems
ENB355  Advanced Systems Design
ITB009  Core Project Management
              Elective

Year 4 - Semester 1
ITB720  Internet Protocols and Services
ITB730  Information Security Fundamentals
ITB749  Scientific Programming
ITB844-1  Project
              OR
              BEB801  Project 1

Year 4 - Semester 2
BEB701  Work Integrated Learning 1
ITB844-2  Project
              OR
              BEB802  Project 2
              Elective
              Elective

Potential Careers:
Computer Systems Engineer, Data Communications Specialist, Electrical and Computer Engineer, Electrical Engineer, Software Engineer, Systems Programmer.
Bachelor of Applied Science / Bachelor of Information Technology (IX26)

Year offered: 2008
Admissions: Yes
CRICOS code: 020327M
Course duration (full-time): 4 years

Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $218 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $20,928; CSP $7,260
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)

Domestic Entry: February
QTAC code: 419302
Past rank cut-off: 74
Past OP cut-off: 13
OP Guarantee: Yes

Assumed knowledge: English (4, SA) and Maths B (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Course coordinator: Dr Megan Hargreaves (Science), Ms Ruth Christie (IT)

Discipline coordinator: Dr Perry Hartfield (Biochemistry); Dr Marion Bateson (Biotechnology); Dr Robert Johnson (Chemistry); Dr Ian Williamson (Ecology); Dr Robin Thwaites (Environmental Science); Dr Emad Kiriakous (Forensic Science); Dr Gary Huftile (Geoscience); Dr Christine Knox (Microbiology); Dr Greg Michael (Physics)

Campus: Gardens Point

Professional Recognition
Graduates will satisfy the requirements for membership in the relevant professional body for their chosen science major. See the Bachelor of Applied Science (SC01) course for details. Graduates are also eligible for membership of the Australian Computer Society (ACS).

Course Design
The science component of the course offers students a choice of one of nine majors: Biochemistry, Biotechnology, Chemistry, Ecology, Environmental Science, Forensic Science, Geoscience, Microbiology and Physics. See the Bachelor of Applied Science (SC01) course information for more details. So that students can complete the double degree in a shorter period of time, co-majors are to be taken from the information technology program.

The information technology component gives students the opportunity to undertake a combined major in Data Communications and Software Engineering. Theoretical aspects are balanced by strong practical components in both of the science and information technology degrees.

Recommended Study
At least one of the sciences. For the majors in biochemistry, biotechnology, forensic science and microbiology - Biological Science and Chemistry are recommended; for the major in physics - Maths C is recommended.

Cooperative Education Program
An optional one-year period of paid work experience in an area of information technology is available to eligible full-time students. The Cooperative Education Program is a joint venture between employers and educators to better prepare students for employment upon graduation. Companies that QUT’s Cooperative Education students have worked with include Energex, Boeing, CITEC, Global Banking and Securities Transaction, various Queensland Government departments, Dialog, TABQ, RACQ and Sun Microsystems.

For more information visit www.fit.qut.edu.au/courses/undergrad/coop/

Deferment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, portfolios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Contact Details

Science Coordinator
Dr Megan Hargreaves
Phone: 3138 2244
Email: m.hargreaves@qut.edu.au

Discipline Coordinators

Biochemistry
Dr Perry Hartfield
Phone: +61 7 3138 2984
Email: p.hartfield@qut.edu.au

Biotechnology
Dr Marion Bateson
Phone: +61 7 3138 1269
Email: m.bateson@qut.edu.au

Chemistry
Dr Robert Johnson
Phone: +61 7 3138 2016
Email: r.johnson@qut.edu.au

Ecology
Dr Ian Williamson
Phone: +61 7 3138 2779
Email: i.williamson@qut.edu.au

Environmental Science
Dr Robin Thwaites
Phone: +61 7 3138 2400
Email: r.thwaites@qut.edu.au
| Year 1, Semester 1 | | | | |
| ITB002 | IT Professional Studies |
| ITB005 | Systems Architecture |
| | Science Core Unit |
| | Science Core Unit |
| Year 1, Semester 2 | | | | |
| ITB004 | Database Systems |
| ITB006 | Networks |
| | Science Core Unit |
| | Science Core Unit |
| Year 2, Semester 1 | | | | |
| ITB001 | Problem Solving and Programming |
| ITB008 | Modelling Analysis and Design |
| | Science Core Unit |
| | Science Major Unit |
| Year 2, Semester 2 | | | | |
| ITB003 | Object Oriented Programming |
| ITB007 | Web Development |
| | Science Core Unit |
| | Science Major Unit |
| Year 3, Semester 1 | | | | |
| IT Major Unit | IT Major Unit |
| | Science Major Unit |
| | Science Major Unit |
| Year 3, Semester 2 | | | | |
| ITB009 | Core Project Management |
| | IT Major Unit |
| | Science Major Unit |
| | Science Major Unit |

**Geoscience**
Dr Gary Huftile
Phone: +61 7 3138 4470
Email: g.huftile@qut.edu.au

**Microbiology**
Dr Christine Knox
Phone: +61 7 3138 2301
Email: c.knox@qut.edu.au

**Physics**
Dr Greg Michael
Phone: +61 7 3138 1584
Email: g.michael@qut.edu.au

**Information Systems Major**

| Compulsory Units | | | | |
| ITB228 | Enterprise Systems |
| ITB229 | Database Design |
| ITB365 | Business Analysis |

**IS Elective Units**
Select three (3) units from the following list

| ITB218 | Applications Programming |
| ITB233 | Enterprise Systems Applications |
| ITB239 | Enterprise Data Mining |
| ITB260 | E-Commerce Site Development |
| ITB264 | Information Systems Consulting |
| ITB298 | Business Process Modelling |
| ITB364 | Information Systems Development |
| ITB366 | Information Systems Operations |

**Network Systems Major**

| Compulsory Units | | | | |
| ITB720 | Internet Protocols and Services |
| ITB721 | Unix Network Administration |
| ITB722 | Network Planning and Deployment |
| ITB730 | Information Security Fundamentals |

**Electives**
Choose 2 Electives

| ITB233 | Enterprise Systems Applications |
| ITB706 | Systems Programming |
| ITB732 | Cryptology and Protocols |

**Software Architecture Major**

| Compulsory Units | | | | |

ITB229 Database Design
ITB702 Algorithms and Data Structures
ITB712 Software Engineering Studies

Electives
Choose 3 Electives
ITB218 Applications Programming
ITB223 Software Development with ORACLE
ITB228 Enterprise Systems
ITB233 Enterprise Systems Applications
ITB254 Interaction Design
ITB260 E-Commerce Site Development
ITB264 Information Systems Consulting
ITB298 Business Process Modelling
ITB706 Systems Programming
ITB713 Advanced Java Programming
ITB716 Advanced Web Applications Development
ITB717 Enterprise Software Architecture
ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB749 Scientific Programming
MAB281 Mathematics for Computer Graphics
null

Course structure - Major in Biochemistry

Year 1, Semester 1
SCB111 Chemistry 1
SCB112 Cellular Basis of Life

Year 1, Semester 2
SCB120 Plant and Animal Physiology
SCB121 Chemistry 2

Year 2, Semester 1
SCB110 Science Concepts and Global Systems
Plus either:
MAB101 Statistical Data Analysis 1
Or
MAB104 Introductory Quantitative Methods

Year 2, Semester 2
SCB122 Cell and Molecular Biology
SCB123 Physical Science Applications

Year 3, Semester 1
LQB381 Biochemistry: Structure and Function
LQB383 Molecular and Cellular Regulation

Year 3, Semester 2
LQB481 Biochemical Pathways and Metabolism
LQB483 Molecular Biology Techniques

Year 4, Semester 1
LQB581 Functional Biochemistry
LQB582 Biomedical Research Technologies

Year 4, Semester 2
LQB681 Biochemical Research Skills
LQB682 Protein Biochemistry and Bioengineering

Course structure - Major in Biotechnology

Year 1, Semester 1
SCB111 Chemistry 1
SCB121 Chemistry 2

Year 1, Semester 2
SCB120 Plant and Animal Physiology
SCB121 Chemistry 2

Year 2, Semester 1
SCB122 Cell and Molecular Biology
SCB123 Physical Science Applications

Year 2, Semester 2
SCB122 Cell and Molecular Biology
SCB123 Physical Science Applications

Year 3, Semester 1
LQB381 Biochemistry: Structure and Function
LQB383 Molecular and Cellular Regulation

Year 3, Semester 2
LQB483 Molecular Biology Techniques
LQB484 Introduction to Genomics and Bioinformatics

Year 4, Semester 1
TWO units selected from:
LQB583 Genetic Research Technology
LQB584 Medical Cell Biology
LQB585 Plant Genetic Manipulation

Year 4, Semester 2
TWO units selected from:
LQB682 Protein Biochemistry and Bioengineering
LQB684 Medical Biotechnology
LQB685 Plant Microbe Interactions

Course structure - Major in Chemistry

Year 1, Semester 1
SCB111 Chemistry 1
SCB112 Cellular Basis of Life

Year 1, Semester 2
SCB120 Plant and Animal Physiology
SCB121 Chemistry 2

Year 2, Semester 1
SCB110 Science Concepts and Global Systems
Plus either:
MAB101 Statistical Data Analysis 1
Or
MAB104 Introductory Quantitative Methods

Year 2, Semester 2
SCB122 Cell and Molecular Biology
SCB123 Physical Science Applications

Year 3, Semester 1
LQB381 Biochemistry: Structure and Function
LQB383 Molecular and Cellular Regulation

Year 3, Semester 2
LQB481 Biochemical Pathways and Metabolism
LQB483 Molecular Biology Techniques

Year 4, Semester 1
LQB581 Functional Biochemistry
LQB582 Biomedical Research Technologies

Year 4, Semester 2
LQB681 Biochemical Research Skills
LQB682 Protein Biochemistry and Bioengineering
### Year 1, Semester 1
- SCB111 Chemistry 1
  - Plus either:
  - MAB101 Statistical Data Analysis 1
  - Or
  - MAB104 Introductory Quantitative Methods

### Year 1, Semester 2
- SCB112 Cellular Basis of Life
- SCB121 Chemistry 2

### Year 2, Semester 1
- MAB100 Mathematical Sciences 1A
- SCB110 Science Concepts and Global Systems

### Year 2, Semester 2
- SCB123 Physical Science Applications
- SCB131 Experimental Chemistry

### Year 3, Semester 1
- PQB312 Analytical Chemistry for Scientists and Technology
- PQB331 Structure and Bonding

### Year 3, Semester 2
- PQB401 Chemical Reactions 1
- PQB442 Chemical Spectroscopy

### Year 4, Semester 1
- PQB301 Soils and Sedimentation
- PQB321 Ecology

### Year 4, Semester 2
- PQB502 Field Mapping and Monitoring of Natural Resources
- PQB521 Population Genetics and Molecular Ecology

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### Course structure - Major in Ecology

#### Year 1, Semester 1
- SCB111 Chemistry 1
- SCB112 Cellular Basis of Life

#### Year 1, Semester 2
- SCB120 Plant and Animal Physiology
- SCB122 Cell and Molecular Biology

#### Year 2, Semester 1
- SCB110 Science Concepts and Global Systems
  - Plus either:
  - MAB101 Statistical Data Analysis 1
  - Or
  - MAB104 Introductory Quantitative Methods

#### Year 2, Semester 2
- PQB201 Planet Earth
- PQB202 History of Life on Earth

#### Year 3, Semester 1
- NQB301 Soils and Sedimentation
- NQB321 Ecology

#### Year 3, Semester 2
- NQB421 Experimental Design
- NQB422 Genetics and Evolution

#### Year 4, Semester 1
- NQB502 Field Mapping and Monitoring of Natural Resources
- NQB521 Population Genetics and Molecular Ecology

#### Year 4, Semester 2
- NQB621 Population management
- NQB622 Population Genetics
### Course structure - Major in Forensic Science

#### Year 1, Semester 1
- SCB111 Chemistry 1
- SCB112 Cellular Basis of Life

#### Year 1, Semester 2
- SCB121 Chemistry 2
- SCB122 Cell and Molecular Biology

#### Year 2, Semester 1
- SCB110 Science Concepts and Global Systems
  - Plus either:
    - MAB101 Statistical Data Analysis 1
    - Or
    - MAB104 Introductory Quantitative Methods

#### Year 2, Semester 2
- SCB123 Physical Science Applications
- SCB131 Experimental Chemistry

#### Year 3, Semester 1
- LQB383 Molecular and Cellular Regulation
- SCB384 Crime Scene and Forensic Science

#### Year 3, Semester 2
- JSB979 Forensic Scientific Evidence
- PQB312 Analytical Chemistry for Scientists and Technologists

#### Year 4, Semester 1
- PQB513 Instrumental Analysis
- PQB584 Forensic Physical Evidence

#### Year 4, Semester 2
- LQB680 Forensic DNA Profiling
- PQB684 Forensic Analysis

### Course structure - Major in Geoscience

#### Year 1, Semester 1
- SCB111 Chemistry 1
- SCB112 Cellular Basis of Life

#### Year 1, Semester 2
- NQB201 Planet Earth
- SCB123 Physical Science Applications

#### Year 2, Semester 1
- SCB110 Science Concepts and Global Systems

#### Year 2, Semester 2
- SCB122 Cell and Molecular Biology
- SCB123 Physical Science Applications

#### Year 3, Semester 1
- LQB381 Biochemistry: Structure and Function
- LQB386 Microbial Structure and Function

#### Year 3, Semester 2
- LQB483 Molecular Biology Techniques
- LQB486 Clinical Microbiology 1

---

**Plus either:**
- MAB101 Statistical Data Analysis 1
- Or
- MAB104 Introductory Quantitative Methods

---

**Course structure - Major in Microbiology**

#### Year 1, Semester 1
- SCB111 Chemistry 1
- SCB112 Cellular Basis of Life

#### Year 1, Semester 2
- SCB120 Plant and Animal Physiology
- SCB121 Chemistry 2

#### Year 2, Semester 1
- SCB110 Science Concepts and Global Systems
  - Plus either:
    - MAB101 Statistical Data Analysis 1
    - Or
    - MAB104 Introductory Quantitative Methods

#### Year 2, Semester 2
- SCB122 Cell and Molecular Biology
- SCB123 Physical Science Applications

#### Year 3, Semester 1
- LQB381 Biochemistry: Structure and Function
- LQB386 Microbial Structure and Function

#### Year 3, Semester 2
- LQB483 Molecular Biology Techniques
- LQB486 Clinical Microbiology 1
### Year 4, Semester 1
- LQB586 Clinical Microbiology 2
- LQB587 Applied Microbiology 1: Water, Air and Soil

### Year 4, Semester 2
- LQB686 Microbial Technology and Immunology
- LQB687 Applied Microbiology 2: Food and Quality Assurance

**Course structure - Major in Physics**

#### Year 1, Semester 1
- MAB111 Mathematical Sciences 1B
- SCB111 Chemistry 1

#### Year 1, Semester 2
- MAB112 Mathematical Sciences 1C
- PQB250 Mechanics and Electromagnetism

#### Year 2, Semester 1
- SCB110 Science Concepts and Global Systems
- SCB112 Cellular Basis of Life

#### Year 2, Semester 2
- MAB220 Computational Mathematics 1
- PQB251 Waves and Optics

#### Year 3, Semester 1
- MAB311 Advanced Calculus
- PQB350 Thermodynamics of Solids and Gases

#### Year 3, Semester 2
- PQB450 Energy Fields and Radiation
- PQB451 Electronics and Instrumentation

#### Year 4, Semester 1
- PQB550 Quantum and Condensed Matter Physics
- PQB551 Physical Analytical Techniques

#### Year 4, Semester 2
- PQB650 Advanced Theoretical Physics
- PQB651 Experimental Physics

**Minors Unit Sets**

You can pick from x of these

- ASF001 Australian Studies 1
- PYB159 Alcohol & Other Drug Studies
- BSD117 Professional Communication and Negotiation
- HMB317 Outdoor Education
  - There is more

**Potential Careers:**

Bachelor of Creative Industries / Bachelor of Information Technology (IX27)

Year offered: 2008
Admissions: Yes
CRICOS code: 059227E
Course duration (full-time): 4 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $6,696
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
Domestic Entry: February
International Entry: February
QTAC code: 409872
Past rank cut-off: 74
Past OP cut-off: 13
Assumed knowledge: English (4, SA), and for games technology and security majors, Maths B (4, SA), or for all other majors, Maths A, B or C (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: IT: Ms Ruth Christie; Creative Industries: Head, Undergraduate Studies (ugenq.ci@qut.edu.au)
Campus: Gardens Point and Kelvin Grove

Overview
This four-year program gives you the opportunity to allow your creative side to shine through as it complements your technical information technology skills. The integrated program consists of 16 creative industries units and 16 information technology units so that you will study both creative industries and information technology units in each semester. You will choose one creative industries major from communication design, interdisciplinary, music or sound design. You will also choose one information technology major from business systems engineering, databases, electronic business, games technology, information and knowledge management, information systems, information technology management, intelligent systems, security, network systems, software architecture, or web services and applications.

Career Outcomes
The creative industries majors available in this double degree have been specifically chosen for their relevance to careers in information technology. Your communication design skills will be particularly useful in digital media development, games design, web design and development, and creating content for the new mobile entertainment industry. If you study music or sound design you may specialise in providing audio content, from musical compositions to sound effects, for these same applications.

You will learn creative and technical skills within a contextual framework, so you will be well placed to build your career in digital product and new media strategy.

Course Structure
This course is made up of 384 credit points. Each component (i.e. Creative Industries and Information Technology) comprises 192 credit points.

The Creative Industries component is made up of 24 credit points of Faculty Foundation units, 144 credit points from a Creative Industries major (either Communication Design, Interdisciplinary, Music or Sound Design) and 24 credit points of elective units.

The Information Technology component is made up of 120 credit points of Faculty core units and 72 credit points of units from an IT major.

Professional Recognition
Graduates of the Bachelor of Information Technology component meet the knowledge requirements for admission to the Australian Computer Society (ACS).

Additional Entry Requirements (for the majors below)
In addition to meeting the cut-off applicants who wish to study one of the following Creative Industries majors below must also pass the additional entry requirement listed below. Please note registrations to attend an audition or submission of portfolio as well as submission of additional materials to QUT have closed for 2007. Late registrations and submissions will not be accepted.


Sound Design: Portfolio. Closed on 19 October 2007

Prospective international students should refer to the additional entry requirement information in the International Students section in the Creative Industries web site.

OP Guarantee
The OP Guarantee does not apply to this course.

Deferment
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

Domestic student tuition fee (Dfee) places
Undergraduate domestic full fee places (Dfee) are not available in this course. Tuition fees are only applicable to currently enrolled students who were unable to comply regulations regarding their original Commonwealth Supported place (i.e. failure to lodge an eCAF, has
consumed of other their Student Learning Entitlement etc.) and who have been invited and accepted to continue as a fee-paying student.

**Communication Design major**

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
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<tbody>
<tr>
<td>KKB101</td>
<td>Creative Industries: People and Practices</td>
</tr>
<tr>
<td>KIB101</td>
<td>Foundations of Communication Design 1</td>
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<table>
<thead>
<tr>
<th>Year 1, Semester 2</th>
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</thead>
<tbody>
<tr>
<td>KKB102</td>
<td>Creative Industries: Making Connections</td>
</tr>
<tr>
<td>KIB102</td>
<td>Foundations of Communication Design 2</td>
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<table>
<thead>
<tr>
<th>Year 2, Semester 1</th>
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<tbody>
<tr>
<td>Creative Industries Elective</td>
<td></td>
</tr>
<tr>
<td>KIB103</td>
<td>Media Technology 1</td>
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<th>Year 2, Semester 2</th>
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<tbody>
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<td>Creative Industries Elective</td>
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<tr>
<td>KIB104</td>
<td>Media Technology 2</td>
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<th>Year 3, Semester 1</th>
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<tbody>
<tr>
<td>KIB210</td>
<td>Design Studio 1: Interaction Design</td>
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<tbody>
<tr>
<td>KIB211</td>
<td>Design Studio 2: Web Development</td>
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<th>Year 4, Semester 1</th>
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<tbody>
<tr>
<td>KIB310</td>
<td>Design Studio 3: Virtual Environments</td>
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<tbody>
<tr>
<td>KIB311</td>
<td>Design Studio 4: Tangible Media</td>
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**IX27 - Bachelor of Creative Industries/Bachelor of Information Technology Course structure**

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
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</thead>
<tbody>
<tr>
<td>ITB002</td>
<td>IT Professional Studies</td>
</tr>
<tr>
<td>ITB005</td>
<td>Systems Architecture</td>
</tr>
<tr>
<td>KKB101</td>
<td>Creative Industries: People and Practices</td>
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<tr>
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<td>Creative Industries Faculty Unit</td>
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<tr>
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<tbody>
<tr>
<td>ITB004</td>
<td>Database Systems</td>
</tr>
<tr>
<td>ITB006</td>
<td>Networks</td>
</tr>
<tr>
<td>KKB102</td>
<td>Creative Industries: Making Connections</td>
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<tbody>
<tr>
<td>ITB001</td>
<td>Problem Solving and Programming</td>
</tr>
<tr>
<td>ITB008</td>
<td>Modelling Analysis and Design</td>
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<td>Creative Industries Faculty Unit</td>
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<tr>
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<tbody>
<tr>
<td>ITB003</td>
<td>Object Oriented Programming</td>
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<tr>
<td>ITB007</td>
<td>Web Development</td>
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<tbody>
<tr>
<td>ITB009</td>
<td>Core Project Management</td>
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<td>IT Major Unit</td>
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<tbody>
<tr>
<td>ITB010</td>
<td>Core Project Implementation</td>
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<td>IT Major Unit</td>
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<tbody>
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<td>ITB010</td>
<td>Core Project Implementation</td>
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<td>IT Major Unit</td>
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<tr>
<td>Creative Industries Elective Unit</td>
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**Interdisciplinary major**

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<tr>
<th>Year 1, Semester 1</th>
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<tbody>
<tr>
<td>KKB101</td>
<td>Creative Industries: People and Practices</td>
</tr>
<tr>
<td>KPB101</td>
<td>Foundations of Film and Television Production</td>
</tr>
<tr>
<td>OR</td>
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<tr>
<td>KVB104</td>
<td>Photomedia and Artistic Practice</td>
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<thead>
<tr>
<th>Year 1, Semester 2</th>
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<tbody>
<tr>
<td>KKB102</td>
<td>Creative Industries: Making Connections</td>
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<tr>
<td>KCB103</td>
<td>Strategic Speech Communication</td>
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<tbody>
<tr>
<td>KKB221</td>
<td>Approaching Interdisciplinarity</td>
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<tr>
<td>SELECT:</td>
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<tbody>
<tr>
<td>KKB222</td>
<td>Interdisciplinarity in Practice</td>
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<td>SELECT:</td>
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<tbody>
<tr>
<td>SELECT:</td>
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<tr>
<td>Year 3, Semester 2</td>
<td>Select: Co-Major One Fourth Unit</td>
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<td>Music Elective</td>
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**Sound Design major**

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
<th>KKB101 Creative Industries: People and Practices</th>
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<tbody>
<tr>
<td></td>
<td>KMB105 Music and Sound Technology</td>
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<tr>
<td>Year 1, Semester 2</td>
<td>KKB102 Creative Industries: Making Connections</td>
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<tr>
<td></td>
<td>KMB106 Music and Sound for Multimedia</td>
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<tr>
<td>Year 2, Semester 1</td>
<td>KMB104 Music and Sound Skills</td>
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<td>KMB110 Music Production 1</td>
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<tr>
<td>Year 2, Semester 2</td>
<td>KMB107 Sound, Image, Text</td>
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<tr>
<td></td>
<td>KMB111 Music Production 2</td>
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<tr>
<td>Year 3, Semester 1</td>
<td>Sound Design Elective</td>
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<tr>
<td></td>
<td>KMB214-1 Music and Sound: Principal Study A</td>
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<tr>
<td>Year 3, Semester 2</td>
<td>KMB205 Sound Media Musicianship</td>
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<tr>
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<td>KMB214-2 Music and Sound: Principal Study A</td>
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<td>Year 4, Semester 1</td>
<td>Creative Industries Elective</td>
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<tr>
<td></td>
<td>KKB290 Supervised Group Project</td>
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<td>Year 4, Semester 2</td>
<td>Creative Industries Elective</td>
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<td>Sound Design Elective</td>
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</tbody>
</table>

**Information Systems Major**

**Compulsory Units**

| ITB228 | Enterprise Systems |
| ITB229 | Database Design |
| ITB365 | Business Analysis |

**IS Elective Units**

| ITB218 | Applications Programming |
| ITB233 | Enterprise Systems Applications |
| ITB239 | Enterprise Data Mining |
| ITB260 | E-Commerce Site Development |
| ITB264 | Information Systems Consulting |
| ITB298 | Business Process Modelling |
ITB364 Information Systems Development  
ITB366 Information Systems Operations

**Network Systems Major**

**Compulsory Units**

- ITB720 Internet Protocols and Services  
- ITB721 Unix Network Administration  
- ITB722 Network Planning and Deployment  
- ITB730 Information Security Fundamentals

**Electives**

- Choose 2 Electives  
- ITB233 Enterprise Systems Applications  
- ITB706 Systems Programming  
- ITB732 Cryptology and Protocols

**Software Architecture Major**

**Compulsory Units**

- ITB229 Database Design  
- ITB702 Algorithms and Data Structures  
- ITB712 Software Engineering Studies

**Electives**

- Choose 3 Electives  
- ITB218 Applications Programming  
- ITB223 Software Development with ORACLE  
- ITB228 Enterprise Systems  
- ITB233 Enterprise Systems Applications  
- ITB254 Interaction Design  
- ITB260 E-Commerce Site Development  
- ITB264 Information Systems Consulting  
- ITB298 Business Process Modelling  
- ITB706 Systems Programming  
- ITB713 Advanced Java Programming  
- ITB716 Advanced Web Applications Development  
- ITB717 Enterprise Software Architecture  
- ITB746 Modelling and Animation Techniques  
- ITB747 Real Time Rendering Techniques  
- ITB749 Scientific Programming  
- MAB281 Mathematics for Computer Graphics

**Creative Industries Co-Majors**

**INSTRUCTIONS FOR CO-MAJORS**

Please refer to the following study sequences to plan your program. You must complete 96 credit points (normally eight 12 credit point subjects) from the specified units to achieve a co-major, following semester of offer and unit prerequisites (where applicable) to determine order of enrolment. Any unit(s) that appear in these co-majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these co-majors and/or minors. Any unit(s) that appear in multiple co-majors and/or minors can only contribute towards the completion of one of these co-majors or minors.

**Advertising**

- Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- AMB200 Consumer Behaviour  
- AMB220 Advertising Theory and Practice  
- AMB221 Advertising Copywriting  
- AMB222 Media Planning  
- AMB320 Advertising Management  
- AMB321 Advertising Campaigns  
- AMB330 Advertising Strategy and Planning  
- BSB126 Marketing

**Art and Design History**

- Description: This co-major equips you with the educational base necessary for a career in the arts professions, such as curatorial work, art criticism and arts administration. It offers a coherent and sequential set of units that provide a platform for a research-based study of the visual arts, design and architecture. In conjunction with further study, this co-major will assist in preparing you for work as a professional in these disciplines.

- Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

- DAB325 Architecture in the 20th Century  
- DAB420 Architecture, Culture and Space  
- DEB102 Introducing Design History  
- KVB102 Modernism  
- KVB103 Australian Art  
- KVB108 Contemporary Asian Visual Culture  
- KVB211 Post 1945 Art  
- KVB212 Australian Art, Architecture and Design  
- KVB304 Contemporary Art Issues  
- KVB306 Video Art and Culture

**Communication Design**

- Description: The aim of this co-major is to provide you with skills and knowledge in the domain of Communication Design. The co-major provides an introduction to the principles and practice of Communication Design, and the practical use of media technologies. Foundations of Communication Design and Media Technology units provide both a practical and theoretical basis for the studio units. Design Studio units situate the knowledge and skills gained from the first-level
(100 coded) units into practice in a production / project setting, in the application areas of web development and interactive multimedia respectively.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

Creative and Professional Writing

Description: The aim of this co-major is to prepare students to graduate with adequate skills and knowledge in the area of creative and professional writing; to provide a thorough grounding in a variety of genres that include fiction, creative non-fiction, media writing and corporate writing and editing, thereby equipping graduates with the versatility required of professional writers; to enhance the critical, analytical and peer-reviewing skills of students; to provide and understanding of creative writing in its social and generic contexts.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB101 Introduction to Creative Writing
KWB102 Media Writing
KWB103 Persuasive Writing
KWB104 Creative Writing: The Short Story
KWB106 Corporate Writing and Editing
KWB107 Introduction to Creative Non-Fiction
KWB203 Creative Writing: The Novel
KWB204 Creative Non-Fiction: Life Writing
KWB206 Youth and Children's Writing
KWB207 Great Books: The Literary Classics
KWB303 Writing and Publishing Industry

Digital Media

Description: Online and interactive technologies now dominate creative and professional life. This co-major provides you with the opportunity to develop websites, multimedia projects, wikis and blogs, as well as allowing you to understand the guiding principals behind these new modes of communication and creative practice.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB101 Communication in the New Economy
KCB102 Media and Society: From Printing Press to Internet
OR
KJB101 Digital Journalism
KIB101 Foundations of Communication Design 1
KCB104 Media and Communications Industries
OR
KPB106 Australian Television
KIB103 Media Technology 1
KCB201 Virtual Cultures
KCB202 New Media Technologies
KCB203 Consumer Cultures
KVB306 Video Art and Culture

Drama

Description: This co-major aims to provide a broad grounding in practical and theoretical aspects of dance. You will gain skills in contemporary dance, ballet, commercially driven genres, choreography and critical thinking and writing together with an understanding of the social and historical context of ballet, contemporary dance, and popular and world dance.

Assumed Knowledge: Previously acquired knowledge or skill IS required for you to undertake this co-major. It is essential that you be physically able, fit and have basic knowledge in a dance technique, either ballet, jazz or contemporary to undertake the practical units.

KDB103 Dance Technique Studies 1
Entrepreneurship

Description: To provide students with an introduction to basic business principles as well as the innovation, development, production and entrepreneurial activities required when starting a new business. Students who do the extended eight unit set will be able to supplement this with a range of broader business administration and promotional skills particularly in the marketing and management areas.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB230 Internet Promotion
AMB240 Marketing Planning and Management
AMB251 Innovation and Market Development
BSB115 Management, People and Organisations
BSB126 Marketing
EFB210 Finance 1
IBB213 International Marketing
MGB207 Human Resource Issues and Strategy
MGB216 Managing Technological Innovation in Global Business
MGB218 Managing Business Growth
MGB222 Managing Organisations
MGB223 Entrepreneurship and Innovation
MGB335 Project Management

Fashion

Description: This co-major has been designed to offer a mix of theoretical and practical units. The theory units will develop your knowledge and understanding of the history, industry and consumption of fashion and will introduce you to the critical legal issues surrounding the production and distribution of fashion. The practical units provide you with a variety of options to develop fashion related skills focusing on textile design, portfolio development and fashion journalism.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KFB103 Introduction to Fashion
KFB106 Unspeakable Beauty: A History of Fashion and Style
KFB206 Fashion and Modernity
KFB207 Contemporary Fashion
KVB213 Graphic Investigation
KFB204 Textile Design
KFB205 Fashion and Style Journalism
KFB208 Fashion Portfolio
KCB203 Consumer Cultures
KFB304 Fashion, Law and the Real World

Film, Television and Screen

Description: The aim of this co-major is to provide students with a range of understandings in the theory and practice of film, television and screen. This study area aims to enhance creative, technical and organizational abilities as well as building story telling and communication skills.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KPB101 Foundations of Film and Television Production
KPB102 Film History
KPB104 Film and Television Production Resource Management
KPB105 Narrative Production
KPB106 Australian Television
KPB107 Television's Greatest Hits
KPB202 Film and Television Business Skills: Entrepreneurship and Investment
KPB203 Australian Film
KPB205 Documentary Theory and Practice
KPB206 International Cinema
KPB303 Critical Thinking About Television

Integrated Marketing Communication

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB202 Integrated Marketing Communication
AMB220 Advertising Theory and Practice
AMB230 Internet Promotion
AMB240 Marketing Planning and Management
AMB260 Public Relations Theory and Practice
AMB261 Media Relations and Publicity
AMB331 Direct Marketing
AMB350 Sales and Customer Relationship Management
AMB354 Events Marketing
BSB126 Marketing

Journalism, Media and Communication

Description: This co-major offers you a range of options to develop an understanding of the parameters of the journalism and professional communication fields. You can choose a mix of units to suit your career aspirations. If you choose to focus more on the Journalism (KJB) units, the co-major will introduce you to a range of journalism writing styles and offers an insight into some specialist areas of reporting. If you choose to focus more on the Media and
Communication (KCB) units, it has been designed to enable you to develop the skills and knowledge to prepare media material for organizations that wish to build, and maintain, a media profile.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KCB102 Media and Society: From Printing Press to Internet
KJB101 Digital Journalism
KJB120 Newswriting
KCB104 Media and Communications Industries
KJB121 Journalistic Inquiry
KCB103 Strategic Speech Communication
KJB224 Feature Writing
KJB239 Journalism Ethics and Issues
KFB205 Fashion and Style Journalism
KJB280 International Journalism
KCB301 Media Audiences
KCB302 Political Communication
KCB304 Managing Communication Resources
KJB322 Desktop Publishing And Editing
KJB337 Public Affairs Reporting

Literary and Cultural Studies

Description: The aims of this co-major are to prepare students to graduate with adequate skills and knowledge in the area of literary and cultural studies; to provide a thorough grounding in a range of texts, both literary and popular, ranging from Shakespeare to nineteenth and twentieth century literature and culture; to provide graduates with enhanced skills in critical thinking, writing and analysis; to provide graduates with an understanding of the social and historical context of literary and popular written texts; to provide some understanding of the major approaches in literary theory.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KWB108 Introduction To Literary Theory and Cultural Studies
KWB109 Ozlit
KWB206 Youth and Children's Writing
KWB207 Great Books: The Literary Classics
KWB208 Modern Times (Literature and Culture in the 20th Century)
KWB209 Shakespeare, Then and Now
KWB307 Indigenous Writing
KWB308 Wonderlands: Literature and Culture in the 19th Century

KWB309 Popular Fictions, Popular Culture

Marketing

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB200 Consumer Behaviour
AMB201 Marketing and Audience Research
AMB202 Integrated Marketing Communication
AMB240 Marketing Planning and Management
AMB241 E-Marketing Strategies
AMB340 Services Marketing
AMB341 Strategic Marketing
BSB126 Marketing

Mathematics

Description: This co-major aims to provide you with powerful tools for the analysis of today’s complex world and give an insight into many real-world problems of significant importance.

Assumed Knowledge: Maths B (if you do not have this you should include MAB105 as one of your first units)

MAB100 Mathematical Sciences 1A
MAB101 Statistical Data Analysis 1
MAB111 Mathematical Sciences 1B
MAB112 Mathematical Sciences 1C
MAB210 Statistical Modelling 1
MAB311 Advanced Calculus
MAB312 Linear Algebra
MAB314 Statistical Modelling 2

Public Relations

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

AMB201 Marketing and Audience Research
AMB202 Integrated Marketing Communication
AMB260 Public Relations Theory and Practice
AMB261 Media Relations and Publicity
AMB262 Public Relations Writing
AMB360 Corporate Communication Management
AMB361 Public Relations Campaigns
AMB370 Public Relations Cases
BSB126 Marketing

Creative Industries Minors

INSTRUCTIONS FOR MINORS

Please refer to the following study sequences to plan your program. You must complete 48 credit points (normally four 12 credit point subjects) from the specified units to achieve a minor, following semester of offer and unit prerequisites (where applicable) to determine
order of enrolment. Any unit(s) that appear in these majors and/or minors and are also mandatory elsewhere in your course can not contribute towards the completion of these majors and/or minors. Any unit(s) that appear in multiple majors and/or minors can only contribute towards the completion of one of these majors or minors.

### Advertising
- AMB220 Advertising Theory and Practice
- AMB221 Advertising Copywriting
- AMB222 Media Planning
- BSB126 Marketing

### Animation
- KIB105 Animation and Motion Graphics
- KIB108 Animation Practices
- KVB105 Foundations of Drawing for Animation 1
- KVB106 Foundations of Drawing for Animation 2

### Art History
- KVB102 Modernism
- KVB103 Australian Art
- KVB211 Post 1945 Art
- KVB304 Contemporary Art Issues

### Art, Design and Architecture
- DAB325 Architecture in the 20th Century
- DEB102 Introducing Design History
- KVB212 Australian Art, Architecture and Design
- KVB306 Video Art and Culture

### Audience and User Research
- KCB102 Media and Society: From Printing Press to Internet
- KCB105 Media and Communication Research Methods
- KCB203 Consumer Cultures
- KCB301 Media Audiences

### Communication Design
- KIB101 Foundations of Communication Design 1
- KIB102 Foundations of Communication Design 2
- KIB103 Media Technology 1
- KIB104 Media Technology 2

### Communication for the Professions
- KCB103 Strategic Speech Communication
- KWB106 Corporate Writing and Editing
- KCB302 Political Communication
- KCB304 Managing Communication Resources

### Computational Arts
- ITB001 Problem Solving and Programming
- ITB003 Object Oriented Programming
- KIB105 Animation and Motion Graphics
- KKB210 Computational Arts 1
- KKB211 Computational Arts 2

### Creative Writing
- KWB101 Introduction to Creative Writing
- KWB104 Creative Writing: The Short Story
- KWB107 Introduction to Creative Non-Fiction
- KWB203 Creative Writing: The Novel
- KWB204 Creative Non-Fiction: Life Writing

### Dance Skills
- KDB103 Dance Technique Studies 1
- KDB107 Choreographic Studies 1
- KDB108 World Dance
- KDB109 Funk, Tap and all that Jazz

### Dance Studies
- KDB105 Architecture of the Body
- KDB106 Dance Analysis
- KDB110 Deconstructing Dance in History
- KDB204 Australian Dance

### Digital Media
- KIB101 Foundations of Communication Design 1
- KIB103 Media Technology 1
- KCB201 Virtual Cultures
- KCB202 New Media Technologies
- KVB306 Video Art and Culture

### Drama
- KTB103 Performing Skills 1: Body and Voice and Role
- KTB104 Performance Innovation
- KTB106 Performing Skills 2: Style and Form
- KTB204 Understanding Performance
- KTB305 The Entrepreneurial Artist

### Entrepreneurship
- AMB251 Innovation and Market Development
- BSB115 Management, People and Organisations
- BSB126 Marketing
- MGB223 Entrepreneurship and Innovation

### Fashion
- KFB103 Introduction to Fashion
- KFB106 Unspeakable Beauty: A History of Fashion and Style
- KFB206 Fashion and Modernity
- KFB207 Contemporary Fashion
### French
- HHB061 French 1
- HHB062 French 2
- HHB063 French 3
- HHB064 French 4
- HHB065 French 5
- HHB066 French 6
- HHB067 French 7
- HHB068 French 8

#### Games Design
- ITB750 Computer Game Studies
- ITB751 Games Production
- KIB201 Interactive Writing
- KIB202 Enabling Immersion

### German
- HHB091 German 1
- HHB092 German 2
- HHB093 German 3
- HHB094 German 4
- HHB095 German 5
- HHB096 German 6
- HHB097 German 7
- HHB098 German 8

#### Indigenous Studies
- EDB007 Culture Studies: Indigenous Education
- HHB123 Indigenous Australian Culture Studies
- HHB210 Indigenous Australia: Country, Kin And Culture
- HHB255 Indigenous Politics And Political Culture
- HHB276 Indigenous Knowledge: Research Ethics and Protocols
- KKB004 Indigenous Creative Industries
- KWB307 Indigenous Writing

### Indonesian
- HHB071 Indonesian 1
- HHB072 Indonesian 2
- HHB073 Indonesian 3
- HHB074 Indonesian 4
- HHB075 Indonesian 5
- HHB076 Indonesian 6
- HHB077 Indonesian 7
- HHB078 Indonesian 8

#### Integrated Marketing Communication
- AMB202 Integrated Marketing Communication
- AMB220 Advertising Theory and Practice
- AMB260 Public Relations Theory and Practice

### Marketing
- BSB126 Marketing

#### International Business
- BSB119 International and Electronic Business
- IBB205 Intercultural Communication and Negotiation
- IBB210 Export Management
- IBB303 International Logistics

#### Japanese
- HHB081 Japanese 1
- HHB082 Japanese 2
- HHB083 Japanese 3
- HHB084 Japanese 4
- HHB085 Japanese 5
- HHB086 Japanese 6
- HHB087 Japanese 7
- HHB088 Japanese 8

#### Journalism
- KJB101 Digital Journalism
- KJB120 Newswriting
- KJB121 Journalistic Inquiry
- KJB224 Feature Writing

#### Lighting
- PCB121 Vision, Colour and Photometry
- PCB122 Lighting Design
- PCB123 Sustainability and Human Factors
- PCB124 Lamps and Luminaires

#### Literature
- KWB207 Great Books: The Literary Classics
- KWB208 Modern Times (Literature and Culture in the 20th Century)
- KWB209 Shakespeare, Then and Now
- KWB307 Indigenous Writing
- KWB308 Wanderlands: Literature and Culture in the 19th Century

#### Management
- BSB115 Management, People and Organisations
- MGB210 Managing Operations
- MGB220 Management Research Methods
- MGB222 Managing Organisations
- MGB309 Strategic Management
- MGB334 Managing in a Changing Environment

#### Marketing
- AMB200 Consumer Behaviour
- AMB201 Marketing and Audience Research
- AMB240 Marketing Planning and Management
### Mathematics
- MAB100 Mathematical Sciences 1A
- MAB111 Mathematical Sciences 1B
- MAB112 Mathematical Sciences 1C
- MAB210 Statistical Modelling 1
- MAB311 Advanced Calculus

### Modern and Popular Literature and Culture
- KWB108 Introduction To Literary Theory and Cultural Studies
- KWB109 Ozlit
- KWB206 Youth and Children's Writing
- KWB309 Popular Fictions, Popular Culture

### Music Studies
- KMB002 Music and Spirituality
- KMB003 Sex Drugs Rock 'n' roll
- KMB004 World Music
- KMB107 Sound, Image, Text

### Performance Events
- KTB101 20th Century Performance
- KTB207 Staging Australia
- KTB061 Creative Industries Management
- KTB062 Creative Industries Events and Festivals
- KTB306 Directing for Events and Festivals

### Professional Writing
- KWB102 Media Writing
- KWB103 Persuasive Writing
- KWB106 Corporate Writing and Editing
- KWB303 Writing and Publishing Industry

### Public Relations
- AMB260 Public Relations Theory and Practice
- AMB261 Media Relations and Publicity
- AMB262 Public Relations Writing
- BSB126 Marketing

### Screen Studies
- KPB102 Film History
- KPB103 Film Genres
- KPB203 Australian Film
- KPB205 Documentary Theory and Practice
- KPB206 International Cinema

### Sound Studies
- KMB104 Music and Sound Skills
- KMB105 Music and Sound Technology
- KMB106 Music and Sound for Multimedia

### Television
- KPB104 Film and Television Production Resource Management
- KPB106 Australian Television
- KPB107 Television's Greatest Hits
- KPB202 Film and Television Business Skills: Entrepreneurship and Investment
- KPB303 Critical Thinking About Television

### Visual Arts Practice
- KVB110 2D Media and Processes
- KVB111 3D Media and Processes
- KVB200 Exhibition and Display in the Visual Arts
- KVB213 Graphic Investigation

### Transitions to New Professional Environments Units
A maximum of 48 credit points may be taken from the following units:
- KKB341 Workplace Learning 1
- KKB342 Workplace Learning 2
- KKB343 Service Learning 1
- KKB344 Service Learning 2
- KKB345 Creative Industries Project 1
- KKB346 Creative Industries Project 2
- KKB347 Becoming A Researcher: Understandings, Skills and Practices
- KKB348 Becoming A Researcher: Contexts, Protocols and Impact
- KKB350 Creative Industries International Study Tour

### Creative Industries Faculty Undergraduate Open Electives
These unit offerings are current at the time of publication but are subject to change.

Rules for selecting electives:
- * you must obey any elective rules as set out in your course requirements
- * you cannot select a unit that forms part of the compulsory units of your course or the compulsory units of your chosen sub-major area.
- * you must have successfully completed any pre/co-requisite units applicable
- * the offering of elective units is subject to sufficient student enrolment numbers and staff availability
- * some units are subject to quota restrictions

* KK33, KK34, KJ32, KM32, IX07 and IX16 students ONLY are permitted to select electives from outside the Faculty of Creative Industries
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<td>KWB005 Wonderlands: Literature and Culture in the 19th Century</td>
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KFB105 Fashion and Modernity
   Journalism Discipline
KJB101 Journalism Information Systems
KJB120 Newwriting
KJB121 Journalistic Inquiry
KJB224 Feature Writing
KJB280 International Journalism
KJB337 Public Affairs Reporting
   Music & Sound Discipline
KMB002 Music and Spirituality
KMB003 Sex Drugs Rock 'n' roll
KMB004 World Music
KMB007 Introductory Ensemble
KMB105 Music and Sound Technology
KMB107 Sound, Image, Text
KMB108 Sound Recording and Acoustics
   Film & Television Discipline
KPB103 Film Genres
KPB104 Film and Television Production Resource Management
KPB107 Television Genres
KPB205 Documentary Theory and Practice
KPB206 International Cinema
   Performance Studies Discipline
KTB062 Creative Industries Events and Festivals
KTB104 Performance Innovation
KTB207 Staging Australia
   Visual Arts Discipline
KVB103 Australian Art
KVB104 Photomedia and Artistic Practice
KVB108 Contemporary Asian Visual Culture
KVB211 Post 1945 Art
KVB306 Video Art and Culture
KVB307 Theories of Spatial Culture
   Creative Writing & Cultural Studies Discipline
KWB002 Ozlit
KWB004 Shakespeare, Then and Now
KWB006 Popular Fictions, Popular Culture
KWB007 Indigenous Writing
KWB102 Media Writing
KWB104 Creative Writing: The Short Story
KWB105 Film and Television Scriptwriting
KWB106 Corporate Writing and Editing
KWB204 Creative Non-Fiction: Life Writing
KWB206 Youth and Children's Writing

NOTES:
* Only one Workplace Learning unit may be completed
* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.

Potential Careers:
Advertising Professional, Animator, Artist, Arts Administrator, Composer, Computer Game Programmer, Computer Games Developer, Creative Writer, D.J, Digital Composer, Film Composer, Film/Television Producer, Information Officer, Information Security Specialist, Internet Professional, Marketing Officer/Manager, Media Industry Specialist, Multimedia Designer, Music Agent/Manager, Music Publisher, Music Sampler, Music Teacher, Music Technologist, Musical Director, Musician, Organisational Communication Specialist, Public Relations Officer/Consultant, Recording Engineer, Song Writer, Sound and Music Producer, Sound Designer, Sound/Audio Engineer, Technical Officer, Web Designer.
Bachelor of Information Technology / Bachelor of Mathematics (IX29)

Year offered: 2008
Admissions: Yes
CRICOS code: 059226F
Course duration (full-time): 4 years

**Domestic fees (per credit point):** Commonwealth Supported Place; Full fee tuition 2008: $218 per credit point (subject to annual review)

**Domestic fees (indicative):** 2008: Full fee tuition $20,928; CSP $7,260

**International Fees (per semester):** 2008: $10,080 per semester (subject to annual review)

Domestic Entry: February
International Entry: February

**QTAC code:** 419552
Past rank cut-off: 76
Past OP cut-off: 12

**OP Guarantee:** Yes

**Assumed knowledge:** English (4,SA) and Maths B (4,SA)

Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

**Total credit points:** 384

**Course coordinator:** Dr Gary Carter (Mathematics), Ms Ruth Christie (IT)

**Campus:** Gardens Point

**Professional Recognition**
On graduation, students will be eligible for membership of the Mathematical Society of Australia, the Statistical Society of Australia Inc and, depending on unit selection, the Australian Society for Operations Research. Graduates of the Bachelor of Information Technology meet the knowledge requirement for admission to the Australian Computer Society.

**Course Design**
This double degree comprises 384 credit points with 192 credit points from Information Technology and 192 credit points from Mathematics. All majors in the Bachelor of Information Technology are available.

**Cooperative Education Program**
An optional one-year period of paid work experience in an area of information technology is available to eligible full-time students. The Cooperative Education Program is a joint venture between employers and educators to better prepare students for employment upon graduation. Companies that QUT's Cooperative Education students have worked with include Enerex, Boeing, CITEC, Global Banking and Securities Transaction, various Queensland Government departments, Dialog, TABQ, RACQ and Sun Microsystems.

For more information visit www.fit.qut.edu.au/courses/undergrad/coop/

**Mathematics Bursaries**
Students enrolled in this course can apply for industry-sponsored bursaries. These bursaries are awarded to Australian citizens or permanent residents on a competitive basis. Applications should be submitted by 1 December of the year preceding entry to the course. For further information see www.maths.qut.edu.au

**Contact Details**

**Information Technology Coordinator**
Ms Ruth Christie
Phone: +61 7 3138 2736
Email: r.christie@qut.edu.au

**Mathematics Coordinator**
Dr Gary Carter
Phone: +61 7 3138 5090
Email: g.carter@qut.edu.au

**Deferment**
QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances.

Find out more on deferment.

**Course Structure for students with four semesters of Senior Mathematics B and Senior Mathematics C**

For students with four semesters of Senior Mathematics B and Senior Mathematics C (or equivalent) with an exit assessment of at least Sound Achievement in both

**Year 1, Semester 1**
ITB002 IT Professional Studies
ITB005 Systems Architecture
MAB111 Mathematical Sciences 1B
MAB112 Mathematical Sciences 1C

**Year 1, Semester 2**
ITB004 Database Systems
ITB006 Networks
MAB210 Statistical Modelling 1
MAB220 Computational Mathematics 1

**Year 2, Semester 1**
ITB001 Problem Solving and Programming
ITB008 Modelling Analysis and Design
MAB101 Statistical Data Analysis 1
MAB312 Linear Algebra
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<td>Level 2 or 3 Maths Unit</td>
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<tr>
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<tr>
<td>Level 2 or 3 Maths Unit</td>
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**Course Structure for students with four semesters of Senior Mathematics B (or equivalent) only**

For students with four semesters of Senior Mathematics B (or equivalent) only, with an exit assessment of at least Sound Achievement

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<thead>
<tr>
<th>Year 1, Semester 1</th>
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<tr>
<td>IT Professional Studies</td>
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<td>ITB005</td>
<td>MAB312</td>
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<tr>
<td>Systems Architecture</td>
<td>Linear Algebra</td>
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<td>ITB006</td>
<td>MAB313</td>
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<tr>
<td>Networks</td>
<td>Mathematics of Finance</td>
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<tr>
<td>MAB100</td>
<td>MAB314</td>
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<tr>
<td>Mathematical Sciences 1A</td>
<td>Statistical Modelling 2</td>
</tr>
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<td>MAB101</td>
<td>MAB315</td>
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<td>Statistical Data Analysis 1</td>
<td>Operations Research 2</td>
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<tr>
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<td>MAB413</td>
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<tr>
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<td>Differential Equations</td>
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<tr>
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<td>MAB414</td>
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<td>MAB420</td>
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<td></td>
<td>Computational Mathematics 2</td>
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<td>MAB461</td>
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<td>MAB480</td>
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<tr>
<td></td>
<td>Introduction to Scientific Computation</td>
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<td>MAB481</td>
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<td>Visualisation and Data Analysis</td>
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**Mathematics Units**

Students must complete at least 48 credit points from Level 3 Mathematics units
## Level 3 Units

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<td>MAB524</td>
<td>Statistical Inference</td>
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<td>MAB525</td>
<td>Operations Research 3A</td>
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<td>MAB533</td>
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<td>MAB536</td>
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<td>MAB613</td>
<td>Partial Differential Equations</td>
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<td>MAB623</td>
<td>Financial Mathematics</td>
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<td>MAB672</td>
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### Notes:
- MAB681 will not be offered in 2008, but will be offered in Semester 2 2009.
- All Mathematics units have 4 contact hours per week.

### Electives

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<thead>
<tr>
<th>Code</th>
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<tr>
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<tr>
<td>ITB218</td>
<td>Applications Programming</td>
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<td>ITB223</td>
<td>Software Development with ORACLE</td>
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<td>ITB228</td>
<td>Enterprise Systems</td>
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<td>Enterprise Systems Applications</td>
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<td>ITB254</td>
<td>Interaction Design</td>
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<td>ITB706</td>
<td>Systems Programming</td>
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<td>ITB713</td>
<td>Advanced Java Programming</td>
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<td>ITB717</td>
<td>Enterprise Software Architecture</td>
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<tr>
<td>ITB746</td>
<td>Modelling and Animation Techniques</td>
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<td>ITB747</td>
<td>Real Time Rendering Techniques</td>
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<td>ITB749</td>
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<td>MAB281 is only to be used as a prereq for ITB746</td>
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<tr>
<td>MAB281</td>
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### Intelligent Systems Major

#### Compulsory Units

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<td>Enterprise Data Mining</td>
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<tr>
<td>ITB740</td>
<td>Agent Based Software Engineering</td>
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#### Elective Units

- Select two (2) units from the following list
  - ITB322 Information Resources
  - ITB742 Computational Intelligence

### Network Systems Major

#### Compulsory Units

<table>
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<td>Internet Protocols and Services</td>
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<td>ITB721</td>
<td>Unix Network Administration</td>
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<tr>
<td>ITB722</td>
<td>Network Planning and Deployment</td>
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<tr>
<td>ITB730</td>
<td>Information Security Fundamentals</td>
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#### Electives

- Choose 2 Electives
  - ITB233 Enterprise Systems Applications
  - ITB706 Systems Programming
  - ITB732 Cryptology and Protocols

### Software Architecture Major

#### Compulsory Units

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<thead>
<tr>
<th>Code</th>
<th>Course Name</th>
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<td>ITB229</td>
<td>Database Design</td>
</tr>
<tr>
<td>ITB702</td>
<td>Algorithms and Data Structures</td>
</tr>
<tr>
<td>ITB712</td>
<td>Software Engineering Studies</td>
</tr>
</tbody>
</table>

### Potential Careers:
- Actuary, Computer Game Programmer, Data Communications Specialist, Database Manager, Market Research Manager, Mathematician, Network Administrator, Network Manager, Programmer, Quantitative Analyst, Software Engineer, Statistician, Systems Analyst.
Bachelor of Business/Bachelor of Information Technology (IX33)

Year offered: 2008

Admissions: Yes
CRICOS code: 059595C

Course duration (full-time): 4 years

Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,737

International Fees (per semester): 2008: $10,080 per semester (subject to annual review)

Domestic Entry: February
International Entry: February

QTAC code: 419202
Past OP cut-off: 76
Past OP cut-off: 12

OP Guarantee: Yes

Assumed knowledge: English (4, SA), and for games technology and security majors, Maths B (4, SA) or for all other majors, Maths A, B or C (4, SA)

Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging, ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com

Course coordinator: Ruth Christie (InfoTech); Mr Andrew Paltridge (Business)

Discipline coordinator: Ms Ros Kent (Accountancy); Ms Gayle Kerr (Advertising); Dr John Chen (Banking & Finance); Dr Radhika Lahiri (Economics); Dr Paul Barnes (Human Resource Management); Mr Simon Ridings (International Business); Dr Paul Barnes (Management); Mr Bill Proud (Marketing); and Ms Robina Xavier (Public Relations)

Campus: Gardens Point

Overview

This double degree will give you a broad base of commercial knowledge in business and information technology, making you more attractive to employers, even if you wish to work predominantly in an information technology position. You will have the opportunity to complement your information technology studies with a business major in accountancy, advertising, banking and finance, economics, human resource management, international business, management, marketing or public relations.

You will combine your business studies with an information technology major of your choice. Possible combinations include banking and finance with security, management with business systems engineering, or marketing with information and knowledge management.

Cooperative Education Program

The Coop Ed Program is a joint venture between employers and the Faculty of IT giving you the opportunity of 10-12 months paid industry placement to better prepare you for employment after you graduate. The Coop Ed Program integrates formal study and professional experience, so you can apply what you are learning in an area relevant to your chosen path.

Some of the organisations our Coop Ed students have worked with are the Australian Tax Office, Boeing Australia, CITEC, Department of Natural Resources and Water, Dialog, EPA, Queensland Police, RACQ and UNiTAB Limited.

For more information about the Faculty's Cooperative Education Program, please visit www.fit.qut.edu.au/future/cooped.jsp

Career Outcomes

Business graduates work in diverse roles in the private and public sectors in areas such as accountancy, advertising, banking and finance, economics, human resource management, international business, management, marketing and public relations. A graduate of the Bachelor of Information Technology may find employment as a programmer, systems manager, systems designer, systems analyst, computer sales and marketing consultant or data processing manager.

Professional recognition

The Bachelor of Business degree may, subject to choice of major, extended major, or specialisation, allow graduates to satisfy the academic requirements for membership as follows:
* All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance.
* Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program).
* Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association and the Queensland Commercial Radio Association;
* Banking and Finance: Financial Services Institute of Australasia (FINSIA).
* Economics: Economic Society of Australia (Queensland Division).
* Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;
* International Business - Australian Institute of Export;
* Management - Australian Institute of Management;
* Public Relations - Public Relations Institute of Australia.

Graduates of the Bachelor of Information Technology meet the knowledge requirements for admission to the Australian Computer Society (ACS).
Course Design
Students are required to complete 384 credit points comprised of 192 credit points from the Bachelor of Business program and 192 credit points from the Bachelor of Information Technology program.

IX33 - Bachelor of Business/Bachelor of Information Technology Course structure

Year 1, Semester 1
ITB002  IT Professional Studies
ITB005  Systems Architecture
BBUS  Business Faculty Core Unit
BBUS  Business Faculty Core Unit

Year 1, Semester 2
ITB004  Database Systems
ITB006  Networks
BBUS  Business Faculty Core Unit
BBUS  Business Faculty Core Unit

Year 2, Semester 1
ITB001  Problem Solving and Programming
ITB008  Modelling Analysis and Design
BBUS  Business Faculty Core Unit
BBUS  Business Faculty Core Unit

Year 2, Semester 2
ITB003  Object Oriented Programming
ITB007  Web Development
BBUS  Business Unit
BBUS  Business Unit

Year 3, Semester 1
IT Major Unit
IT Major Unit
BBUS  Business Faculty Core Unit
BBUS  Business Faculty Core Unit

Year 3 Semester 2
ITB009  Core Project Management
BBUS  Business Faculty Major Unit
BBUS  Business Faculty Major Unit

Year 4, Semester 1
ITB010  Core Project Implementation
BBUS  Business Faculty Major Unit
BBUS  Business Faculty Major Unit

Year 4, Semester 2
IT Major Unit

Advertising Major

Year 1 Semester 1
BSB122  Quantitative Analysis and Finance
BSB126  Marketing

Year 1 Semester 2
BSB110  Accounting
BSB115  Management, People and Organisations

Year 2 Semester 1
BSB114  Government, Business and Society
BSB119  International and Electronic Business

Year 2 Semester 2
BSB111  Business Law and Ethics
BSB113  Economics

Year 3 Semester 1
AMB200  Consumer Behaviour
AMB220  Advertising Theory and Practice

Year 3 Semester 2
AMB221  Advertising Copywriting
AMB222  Media Planning

Year 4 Semester 1
AMB320  Advertising Management
AMB330  Advertising Strategy and Planning

Year 4 Semester 2
AMB321  Advertising Campaigns
AMB202  Integrated Marketing Communication

Public Relations Major

Year 1 Semester 1
BSB122  Quantitative Analysis and Finance
BSB126  Marketing

Year 1 Semester 2
BSB110  Accounting
BSB115  Management, People and Organisations

Year 2 Semester 1
BSB114  Government, Business and Society
BSB119  International and Electronic Business

Year 2 Semester 2
BSB111  Business Law and Ethics
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<tr>
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<td>AMB201</td>
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<td>AMB260</td>
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<td>AMB262</td>
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<td>AMB371</td>
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Human Resource Management Major

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<th>Human Resource Issues and Strategy</th>
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**International Business Major**

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**Network Systems Major**

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<td>Applications Programming</td>
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<td>ITB239</td>
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<td>Internet Protocols and Services</td>
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<td>ITB721</td>
<td>Unix Network Administration</td>
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<td>ITB722</td>
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**Software Architecture Major**

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<td>ITB712</td>
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# Electives

- ITB218 Applications Programming
- ITB223 Software Development with ORACLE
- ITB228 Enterprise Systems
- ITB233 Enterprise Systems Applications
- ITB254 Interaction Design
- ITB260 E-Commerce Site Development
- ITB264 Information Systems Consulting
- ITB298 Business Process Modelling
- ITB706 Systems Programming
- ITB713 Advanced Java Programming
- ITB716 Advanced Web Applications Development
- ITB717 Enterprise Software Architecture
- ITB746 Modelling and Animation Techniques
- ITB747 Real Time Rendering Techniques
- ITB749 Scientific Programming
  
  *MAB281 is only to be used as a prereq for ITB746*

- MAB281 Mathematics for Computer Graphics

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### Potential Careers:

Bachelor of Arts/Bachelor of Information Technology Continuing Students only (IX49)

Year offered: 2008
Admissions: No
Course duration (full-time): 4 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $5,992
International Fees (per semester): 2008: $10,080 per semester (subject to annual review)
QTAC code: This course is no longer offered
Past rank cut-off: 73; Dfee: 68
Past OP cut-off: 13; Dfee: 15
OP Guarantee: Yes
Assumed knowledge: English (4, SA), and for games technology and security majors, Maths B (4, SA), or for all other majors, Maths A, B or C (4, SA)
Preparatory studies: MATHS: QUT unit Preparatory Mathematics as a visiting student or QUT Continuing Professional Education course Mathematics Bridging. ENGLISH: Successful completion of a year of full-time vocational or tertiary study. For further information contact 07 3138 2000 or email study@qut.com
Course coordinator: Richard Thomas (IT)
Campus: Gardens Point and Carseldine

Course description
In this course students complete the requirements of two separate degrees in Arts and Information Technology in four years. The focus of the arts component is social change with an emphasis on understanding societies and the impact of global, social, environmental and technological change on communities and individuals. In the IT component, there is a strong practical component with computing laboratory based units and project work comprising a significant part of the course.

Majors in the Arts component
In the Bachelor of Arts, students choose an multidisciplinary major from one of the following: international and global studies, society and change, ethics and human rights, community studies, or Australian studies.

Majors in the IT component
In the Bachelor of Information Technology, students can choose to major in business systems engineering, data bases, electronic business, games technology, information and knowledge management, information systems, IT management, intelligent systems, interactive media, network systems, security, software architecture, or web services and applications.

Career outcomes
Information technology professionals with a strong knowledge in languages, as well as deep understanding in areas such as international issues, particularly cultures, ethics and human rights are highly valued by the information technology industry. The Arts component also provides students with a broad-based education and a range of transferable analytical, research and communication skills which will enrich studies in information technology and expand career choices.

COURSE OVERVIEW

YEAR 1 SEMESTER 1
ITB002 IT Professional Studies
ITB005 Systems Architecture
BA null
BA Discipline unit

YEAR 1 SEMESTER 2
ITB004 Database Systems
ITB006 Networks
BA Skills unit
BA Discipline unit

YEAR 2 SEMESTER 1
ITB001 Problem Solving and Programming
ITB008 Modelling Analysis and Design
BA Major unit (elective)
BA Discipline or minor unit

YEAR 2 SEMESTER 2
ITB003 Object Oriented Programming
ITB007 Web Development
BA Major unit (elective)
BA Discipline or minor unit

YEAR 3 SEMESTER 1
ITB Major Unit
IT Major Unit
BA Major unit (elective)
BA Discipline or minor unit

YEAR 3 SEMESTER 2
ITB009 Core Project Management
IT Major Unit
BA Major unit (elective)
BA Discipline or minor unit

YEAR 4 SEMESTER 1
ITB010 Core Project Implementation
IT Major Unit
BA Major unit (elective)
BA Elective unit

YEAR 4 SEMESTER 2
IT Major Unit
IT Major Unit
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<td>Community Worker, Diplomat, Government Officer, Higher Education Worker, Information Officer, Policy Officer, Public Servant.</td>
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</table>
Bachelor of Corporate Systems Management/Bachelor of Justice (IX61)

Year offered: 2008
Admissions: Yes
CRICOS code: 063030F

Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,880

International Entry: February
QTAC code: 419652
Past rank cut-off: 74
Past OP cut-off: 13
Campus: Gardens Point

Course overview
In this double degree students complete the requirements for two separate degrees in four years. The course consists of units in both corporate systems management and justice studies. In the corporate systems management component students are taught the interrelationship between information, technology, business and people. This component develops the knowledge and skills needed to understand and communicate business needs, select the right systems and integrate these systems to improve business performance. The justice component involves completion of foundation units, after which students can focus their studies in the areas of criminology or policing. Full time students can take part in the Cooperative Education Program, offering one year paid industry placement and credit towards their degree (subject to satisfying eligibility requirements).

Majors: Criminology; policing

Cooperative Education Program
The Faculty of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you're learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNiTAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Recommended course progression

Year 1, Semester 1
ITB360 Corporate Systems
ITB002 IT Professional Studies
JSB171 Justice and Society
JSB172 Introduction to Crime Research

Year 1, Semester 2
ITB363 Project Management Practice
BSB115 Management, People and Organisations
JSB173 Understanding the Criminal Justice System
JSB174 Forensic Psychology and the Law

Year 2, Semester 1
ITB361 Socio-technical Systems
ITB362 Organisational Databases
JSB175 Criminal Law in Context
JSB176 Social Ethics and the Justice System

Year 2, Semester 2
ITB364 Information Systems Development
ITB823 Web Sites For Electronic Commerce
JSB177 Crimes of Violence
LWB141 Legal Institutions and Method

Year 3, Semester 1
ITB365 Business Analysis
ITB366 Information Systems Operations
Major unit (Choose from Primary Major of Criminology or Policing)
Major unit (Choose from Primary Major of Criminology or Policing)

Year 3, Semester 2
EFB Financial Information Systems
ITB264 Information Systems Consulting
Major unit (Choose from Primary Major of Criminology or Policing)
Major unit (Choose from Primary Major of Criminology or Policing)

Year 4, Semester 1
BSB126 Marketing
ITB370 Project
Major unit (Choose from Primary Major of Criminology or Policing)
Major unit (Choose from Primary Major of Criminology or Policing)

Year 4, Semester 2
ITB298 Business Process Modelling
ITB233 Enterprise Systems Applications
Justice Elective Unit
Justice Elective Unit

Potential Careers:
Administrator, Crown Law Officer, Customs Officer, Data Communications Specialist, Database Manager, Government Officer, Information Officer, Information Security Specialist, Investigator, Police Officer (Australian Federal), Police Officer (State), Risk Manager, Systems Manager.
Bachelor of Business/Bachelor of Corporate Systems Management (IX62)

Year offered: 2008
Admissions: Yes
CRICOS code: 063022F
Course duration (full-time): 4 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $8499
International Entry: February
QTAC code: 419642
Past rank cut-off: 76
Past OP cut-off: 12
Campus: Gardens Point

Course overview
In this double degree students complete the requirements for two separate degrees in four years. The course consists of units in both corporate systems management and business. In the Business component students complete a set of core units to provide a broad-based introduction to business principles and a major from the list below. In the corporate systems management component students are taught the interrelationship between information, technology, business and people. This component develops the knowledge and skills needed to understand and communicate business needs, select the right systems and integrate these systems to improve business performance. Full time students can take part in the Cooperative Education Program, offering one year paid industry placement and credit towards their degree (subject to satisfying eligibility requirements).

Majors: Business: accountancy; advertising; banking and finance; economics; human resource management; international business management; marketing; and public relations.

Cooperative Education Program
The Faculty of IT’s Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you’re learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNITAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Course structure

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<thead>
<tr>
<th>Year 1 Semester 1</th>
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<tbody>
<tr>
<td>BSB110   Accounting</td>
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<tr>
<td>BSB126   Marketing</td>
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<tr>
<td>ITB360   Corporate Systems</td>
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<thead>
<tr>
<th>Year 1 Semester 2</th>
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<tbody>
<tr>
<td>BSB122   Quantitative Analysis and Finance</td>
</tr>
<tr>
<td>BSB114   Government, Business and Society</td>
</tr>
<tr>
<td>ITB363   Project Management Practice</td>
</tr>
<tr>
<td>BSB115   Management, People and Organisations</td>
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<tr>
<th>Year 2 Semester 1</th>
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<tbody>
<tr>
<td>BSB113   Economics</td>
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<tr>
<td>BSB111   Business Law and Ethics</td>
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<td>ITB361   Socio-technical Systems</td>
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<tbody>
<tr>
<td>AYB121   Financial Accounting</td>
</tr>
<tr>
<td>AYB223   Law of Business Associations</td>
</tr>
<tr>
<td>ITB364   Information Systems Development</td>
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<tr>
<td>ITB823   Web Sites For Electronic Commerce</td>
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<tbody>
<tr>
<td>AYB220   Company Accounting</td>
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<td>AYB225   Management Accounting</td>
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<tr>
<td>ITB365   Business Analysis</td>
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<tr>
<td>ITB366   Information Systems Operations</td>
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<th>Year 3 Semester 2</th>
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<tbody>
<tr>
<td>AYB221   Computerised Accounting Systems</td>
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<tr>
<td>AYB325   Taxation Law</td>
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<tr>
<td>EFB101   Data Analysis for Business</td>
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<tr>
<td>ITB298   Business Process Modelling</td>
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<tr>
<th>Year 4 Semester 1</th>
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<tbody>
<tr>
<td>AYB301   Auditing</td>
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<tr>
<td>AYB311   Financial Accounting Issues</td>
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<td>or</td>
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<tr>
<td>AYB321   Strategic Management Accounting</td>
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<tr>
<td>ITB233   Enterprise Systems Applications</td>
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<tr>
<td>ITB264   Information Systems Consulting</td>
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<tr>
<th>Year 4 Semester 2</th>
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<tbody>
<tr>
<td>EFB210   Finance 1</td>
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<td>IT Faculty Choice Unit</td>
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<tr>
<td>ITB370   Project</td>
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<td>MGB223   Entrepreneurship and Innovation</td>
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<tr>
<td>Year 1 Semester 2</td>
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</tr>
<tr>
<td>BSB110 Accounting</td>
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<tr>
<td>BSB111 Business Law and Ethics</td>
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<tr>
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<td>BSB115 Management, People and Organisations</td>
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<td>ITB363 Project Management Practice</td>
<td>EFB000 Applied Regression Analysis</td>
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<tr>
<td>BSB114 Government, Business and Society</td>
<td>EFB201 Financial Markets</td>
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<td>BSB119 International and Electronic Business</td>
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<td>ITB361 Socio-technical Systems</td>
<td>ITB366 Information Systems Operations</td>
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<tr>
<td>ITB362 Organisational Databases</td>
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<th>Year 3 Semester 2</th>
<th>Year 4 Semester 1</th>
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<tbody>
<tr>
<td>AMB200 Consumer Behaviour</td>
<td>EFB318 Portfolio and Security Analysis</td>
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<td>AMB220 Advertising Theory and Practice</td>
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<td>ITB233 Enterprise Systems Applications</td>
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<td>ITB823 Web Sites For Electronic Commerce</td>
<td>ITB264 Information Systems Consulting</td>
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<td>ITB002 IT Professional Studies</td>
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<td>Course code</td>
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<td>International and Electronic Business</td>
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<td>ITB363</td>
<td>Project Management Practice</td>
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<td>BSB115</td>
<td>Management, People and Organisations</td>
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<td>Finance 1</td>
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<td>EFB211</td>
<td>Firms, Markets and Resources</td>
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<td>EFB314</td>
<td>International Trade and Economic Competitiveness</td>
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<td><strong>HRM Option Unit List:</strong></td>
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<td>Plus 3 units from the following list:</td>
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<td>MGB201</td>
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<td></td>
<td>Contemporary Employment Relations</td>
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<td>MGB210</td>
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<td>Managing Operations</td>
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<td>MGB212</td>
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<td>Sustainability in a Changing Environment</td>
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<td>MGB309</td>
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<td>Strategic Management</td>
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<td>MGB314</td>
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<td>Organisational Consulting and Change</td>
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<td>MGB315</td>
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<td>Personal and Professional Development</td>
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<td>MGB335</td>
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<td>Corporate Systems</td>
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<td>IT Professional Studies</td>
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<tr>
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</tbody>
</table>
### Year 1 Semester 1
- BSB119 International and Electronic Business
- BSB126 Marketing
- ITB360 Corporate Systems
- ITB002 IT Professional Studies

### Year 1 Semester 2
- BSB122 Quantitative Analysis and Finance
- BSB113 Economics
- ITB363 Project Management Practice
- BSB115 Management, People and Organisations

### Year 2 Semester 1
- BSB114 Government, Business and Society
- BSB111 Business Law and Ethics
- ITB361 Socio-technical Systems
- ITB362 Organisational Databases

### Year 2 Semester 2
- IBB202 Fundamentals of International Finance
- IBB205 Intercultural Communication and Negotiation
- ITB364 Information Systems Development
- ITB823 Web Sites For Electronic Commerce

### Year 3 Semester 1
- IBB210 Export Management
- IBB213 International Marketing
- ITB365 Business Analysis
- ITB366 Information Systems Operations

### Year 3 Semester 2
- IBB300 International Business Strategy
- IBB303 International Logistics
- BSB110 Accounting
- ITB298 Business Process Modelling

### Year 4 Semester 1
- IBB304 Global Industry Analysis
- IBB208 European Business Development
- IBB308 Contemporary Business in Europe
- ITB233 Enterprise Systems Applications
- ITB264 Information Systems Consulting

### Year 4 Semester 2
- IBB217 Asian Business Development
- IBB317 Contemporary Business in Asia
- ITB370 Project
- MGB223 Entrepreneurship and Innovation

### Course structure

#### Year 1 Semester 1
- BSB113 Economics
- BSB115 Management, People and Organisations
- ITB360 Corporate Systems
- ITB002 IT Professional Studies

#### Year 1 Semester 2
- BSB114 Government, Business and Society
- BSB126 Marketing
- ITB363 Project Management Practice
- BSB115 Management, People and Organisations

#### Year 2 Semester 1
- BSB110 Accounting
- BSB111 Business Law and Ethics
- ITB361 Socio-technical Systems
- ITB362 Organisational Databases

#### Year 2 Semester 2
- BSB122 Quantitative Analysis and Finance
- MGB200 Leading Organisations
- ITB364 Information Systems Development
- ITB823 Web Sites For Electronic Commerce

#### Year 3 Semester 1
- MGB210 Managing Operations
  Management Option Unit
- ITB365 Business Analysis
- ITB366 Information Systems Operations

#### Year 3 Semester 2
- MGB212 Sustainability in a Changing Environment
  Management Option Unit
- ITB298 Business Process Modelling

#### Year 4 Semester 1
- MGB309 Strategic Management
  Management Option Unit
- ITB233 Enterprise Systems Applications
- ITB264 Information Systems Consulting

#### Year 4 Semester 2
- MGB335 Project Management
  IT Faculty Choice Unit
- ITB370 Project
- MGB223 Entrepreneurship and Innovation

Management Option List:
Choose 4 units from the following list:

- MGB201 Contemporary Employment Relations
- MGB218 Managing Business Growth
- MGB314 Organisational Consulting and Change
- MGB315 Personal and Professional Development
- IBB205 Intercultural Communication and Negotiation

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**Course structure**

**Year 1 Semester 1**
- BSB119 International and Electronic Business
- BSB126 Marketing
- ITB360 Corporate Systems
- ITB002 IT Professional Studies

**Year 1 Semester 2**
- BSB110 Accounting
- BSB114 Government, Business and Society
- ITB363 Project Management Practice
- BSB115 Management, People and Organisations

**Year 2 Semester 1**
- BSB122 Quantitative Analysis and Finance
- BSB113 Economics
- ITB361 Socio-technical Systems
- ITB362 Organisational Databases

**Year 2 Semester 2**
- AMB200 Consumer Behaviour
- AMB201 Marketing and Audience Research
- ITB364 Information Systems Development
- ITB823 Web Sites For Electronic Commerce

**Year 3 Semester 1**
- AMB202 Integrated Marketing Communication
- AMB240 Marketing Planning and Management
- ITB365 Business Analysis
- ITB366 Information Systems Operations

**Year 3 Semester 2**
- AMB241 E-Marketing Strategies
- AMB340 Services Marketing
- BSB111 Business Law and Ethics
- ITB298 Business Process Modelling

**Year 4 Semester 1**
- AMB341 Strategic Marketing
- Any Marketing unit
- ITB233 Enterprise Systems Applications
- ITB264 Information Systems Consulting

**Year 4 Semester 2**
- AMB352 Marketing Decision Making
  or
- IBB213 International Marketing
- ITB370 Project
- MGB223 Entrepreneurship and Innovation

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**Course structure**

**Year 1 Semester 1**
- BSB119 International and Electronic Business
- BSB126 Marketing
- ITB360 Corporate Systems
- ITB002 IT Professional Studies

**Year 1 Semester 2**
- BSB110 Accounting
- BSB114 Government, Business and Society
- ITB363 Project Management Practice
- BSB115 Management, People and Organisations

**Year 2 Semester 1**
- BSB122 Quantitative Analysis and Finance
- BSB113 Economics
- ITB361 Socio-technical Systems
- ITB362 Organisational Databases

**Year 2 Semester 2**
- AMB201 Marketing and Audience Research
- AMB260 Public Relations Theory and Practice
- ITB364 Information Systems Development
- ITB823 Web Sites For Electronic Commerce

**Year 3 Semester 1**
- AMB261 Media Relations and Publicity
- AMB262 Public Relations Writing
- ITB365 Business Analysis
- ITB366 Information Systems Operations

**Year 3 Semester 2**
- AMB360 Corporate Communication Management
- AMB361 Public Relations Campaigns
- BSB111 Business Law and Ethics
- ITB298 Business Process Modelling

**Year 4 Semester 1**
- AMB370 Public Relations Cases
- AMB202 Integrated Marketing Communication
- ITB233 Enterprise Systems Applications
- ITB264 Information Systems Consulting

**Year 4 Semester 2**
Potential Careers:
Account Executive, Accountant, Actuary, Administrator,
Advertising Professional, Banker, Banking and Finance
Professional, Business Analyst, Certified Practicing
Accountant, Corporate Secretary, Economist, Financial
Advisor/Analyst, Financial Project Manager, Funds
Manager, Government Officer, Human Resource Manager,
International Business Specialist, Manager, Marketing
Officer/Manager, Public Relations Officer/Consultant.
Bachelor of Business/Bachelor of Games and Interactive Entertainment (IX63)

Year offered: 2008
Admissions: Yes
CRICOS code: 063024D
Course duration (full-time): 4 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $166 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $15,936; CSP $7,880
Domestic Entry: February
International Entry: February
QTAC code: 419692
Past rank cut-off: 76
Past OP cut-off: 12
Campus: Gardens Point

Course overview
In this double degree students complete the requirements for two separate degrees in four years. The course consists of units in both business and games and interactive entertainment. In the Business component students complete a set of core units to provide a broad-based introduction to business principles and a major from the list below. In the games and interactive entertainment component students complete core units in introductory design, games studies, professional skills and basic programming and then choose a major from the list below. In final year, students participate in a major group project to produce a significant piece of work using PC, mobile devices, consoles or virtual reality. Full time students can take part in the Cooperative Education Program, offering one year paid industry placement and credit towards their degree (subject to satisfying eligibility requirements).

Majors: Business: Business: accountancy; advertising; banking and finance; economics; human resource management; international business management; marketing; and public relations. Games and Interactive Entertainment: Animation and computational arts; digital media; game design; and software technologies.

Cooperative Education Program
The Faculty of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you're learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UniTAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Career Outcomes
Business graduates work in diverse roles in the private and public sectors in areas such as accountancy, advertising, banking and finance, economics, human resource management, international business, management, marketing and public relations.

Professional Recognition
The Bachelor of Business degree may, subject to choice of major, extended major, or specialisation, allow graduates to satisfy the academic requirements for membership as follows:
*All majors: Chartered Secretaries Australia (CSA) - enrolment in the Graduate Diploma in Applied Corporate Governance.
*Accountancy: CPA Australia (associate membership & enrolment in the CPA Program), Institute of Chartered Accountants in Australia (ICAA)(enrolment in the CA Program).
*Advertising - Advertising Federation of Australia, Australian Association of National Advertisers, Australian Direct Marketing Association and the Queensland Commercial Radio Association;
*Banking and Finance: Financial Services Institute of Australasia (FINSIA).
*Economics: Economic Society of Australia (Queensland Division).
*Human Resource Management - Australian Human Resources Institute, Australian Institute of Training and Development, Australian Institute of Management;
*International Business - Australian Institute of Export;
*Management - Australian Institute of Management;
*Public Relations - Public Relations Institute of Australia.

Bachelor of Business (Study Area A)/ Bachelor of Games and Interactive Entertainment (Study Area A)

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**Advertising Major**

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<td>AMB260 Public Relations Theory and Practice</td>
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<td>AMB261 Media Relations and Publicity</td>
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<td>AMB360 Corporate Communication Management</td>
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<td>AMB361 Public Relations Campaigns</td>
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**Accountancy Major**

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<td>AYB223</td>
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<td>AYB311</td>
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### Management Major

#### Year 1 Semester 1
- BSB113 Economics
- BSB115 Management, People and Organisations

#### Year 1 Semester 2
- BSB114 Government, Business and Society
- BSB126 Marketing

#### Year 2 Semester 1
- BSB110 Accounting
- BSB111 Business Law and Ethics

#### Year 2 Semester 2
- BSB122 Quantitative Analysis and Finance
- MGB200 Leading Organisations

#### Year 3 Semester 1
- MGB210 Managing Operations
- MGB223 Entrepreneurship and Innovation

#### Year 4 Semester 1
- MGB309 Strategic Management
- MGB218 Managing Business Growth
- MGB314 Organisational Consulting and Change
- IBB205 Intercultural Communication and Negotiation

#### Management Option Unit List:
Management students must choose two from the above list (one must be a Level 3 unit):
- MGB201 Contemporary Employment Relations
- MGB218 Managing Business Growth
- MGB314 Organisational Consulting and Change
- IBB205 Intercultural Communication and Negotiation

### Marketing Major

#### Year 1 Semester 1
- BSB122 Quantitative Analysis and Finance
- BSB126 Marketing

#### Year 1 Semester 2
- BSB110 Accounting
- BSB115 Management, People and Organisations

#### Year 2 Semester 1
- BSB114 Government, Business and Society
- BSB119 International and Electronic Business

#### Year 2 Semester 2
- BSB111 Business Law and Ethics
- BSB113 Economics

#### Year 3 Semester 1
- AMB200 Consumer Behaviour
- AMB240 Marketing Planning and Management

#### Year 3 Semester 2
- AMB201 Marketing and Audience Research
- AMB241 E-Marketing Strategies

#### Year 4 Semester 1
- AMB340 Services Marketing
- AMB202 Integrated Marketing Communication

#### Year 4 Semester 2
- AMB341 Strategic Marketing
AMB352  Marketing Decision Making
or
IBB213  International Marketing

International Business Major

Year 1 Semester 1
BSB119  International and Electronic Business
BSB126  Marketing

Year 1 Semester 2
BSB110  Accounting
BSB115  Management, People and Organisations

Year 2 Semester 1
BSB114  Government, Business and Society
BSB122  Quantitative Analysis and Finance

Year 2 Semester 2
BSB111  Business Law and Ethics
BSB113  Economics

Year 3 Semester 1
IBB202  Fundamentals of International Finance
IBB217  Asian Business Development
or
IBB208  European Business Development

Year 3 Semester 2
IBB210  Export Management
IBB317  Contemporary Business in Asia
or
IBB308  Contemporary Business in Europe

Year 4 Semester 1
IBB213  International Marketing
IBB205  Intercultural Communication and Negotiation

Year 4 Semester 2
IBB300  International Business Strategy
IBB303  International Logistics

Bachelor of Games & Interactive Entertainment Majors

Course structure

Block B Majors (8 units)

Animation and Computational Arts
KIB105  Animation and Motion Graphics
KIB106  Character Development, Conceptual Design and Animation Layout
KIB107  Introduction to Programming for 3D
KIB108  Animation Practices
KVB105  Foundations of Drawing for Animation 1

KVB106  Foundations of Drawing for Animation 2
KKB210  Computational Arts 1
KKB211  Computational Arts 2

Digital Media
KIB101  Foundations of Communication Design 1
KIB102  Foundations of Communication Design 2
KIB103  Media Technology 1
ITB254  Interaction Design
ITB257  Multimedia Systems
ITB259  Advanced Multimedia Systems
2 more units as per discussion with course coordinator

Game Design
ITB016  Fundamentals of Games Design
ITB017  Advanced Games Design
KIB201  Interactive Writing
KIB202  Enabling Immersion
KIB310  Design Studio 3: Virtual Environments
Two units selected from the following
DEB201  Digital Communication
DEB102  Introducing Design History
DAB110  Introductory Architectural Design 1
DTB101  Interior Design 1
DNB101  Industrial Design 1

Software Technologies*

* This Major assumes students have obtained a SA or better in Queensland Maths B (or equivalent)
ITB003  Object Oriented Programming
ITB004  Database Systems
ITB005  Systems Architecture
ITB702  Algorithms and Data Structures
ITB746  Modelling and Animation Techniques
ITB747  Real Time Rendering Techniques
ITB749  Scientific Programming
MAB281  Mathematics for Computer Graphics

Potential Careers:
Account Executive, Accountant, Actuary, Administrator, Advertising Professional, Banker, Banking and Finance Professional, Business Analyst, Certified Practicing Accountant, Corporate Secretary, Economist, Financial Advisor/Analyst, Financial Project Manager, Government Officer, Human Resource Manager, Information Officer, International Business Specialist, Manager, Marketing Officer/Manager, Public Relations Officer/Consultant.
Bachelor of Games and Interactive Entertainment/Bachelor of Mathematics (IX64)

Year offered: 2008
Admissions: Yes
CRICOS code: 063031E
Course duration (full-time): 4 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $218 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $20,928; CSP $7,260
Domestic Entry: February
International Entry: February
QTAC code: 419672
Past rank cut-off: 76
Past OP cut-off: 12
Assumed knowledge: English (4,SA), Maths B (4,SA)
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Associate Professor Ruth Christie (Information Technology); Dr Gary Carter (Mathematics)
Campus: Gardens Point

Course overview
In this double degree students complete the requirements for two separate degrees in four years. The course consists of units in both games and interactive entertainment and mathematics. In the games and interactive entertainment component students complete core units in introductory design, games studies, professional skills and basic programming and then choose a major from the list below. In final year, students participate in a major group project to produce a significant piece of work using PC, mobile devices, consoles or virtual reality. Full time students can take part in the Cooperative Education Program, offering one year paid industry placement and credit towards their degree (subject to satisfying eligibility requirements). In mathematics, students complete core units that provide a foundation for both study and future work in mathematics and games and interactive entertainment, and then select units from the strands in applicable mathematics, mathematical modelling, computational mathematics, operations research, statistics and financial mathematics. Students are assisted throughout their course with choices to match their career aspirations and abilities. All these strands involve project work and real-world applications.

Majors: Animation and computational arts; digital media; game design; and software technologies.

Cooperative Education Program
The Faculty of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you're learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UnitAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Contact Details
Mathematics Coordinator
Dr Gary Carter
Phone: +61 7 3138 5090
Email: g.carter@qut.edu.au

Bachelor of Games and Interactive Entertainment (Study Area A)/Bachelor of Mathematics

Year 1, Semester 1
ITB750 Computer Game Studies
DEB101 Introducing Design
MAB111 Mathematical Sciences 1B
MAB112 Mathematical Sciences 1C

Year 1, Semester 2
ITB751 Games Production
ITB002 IT Professional Studies
MAB210 Statistical Modelling 1
MAB220 Computational Mathematics 1

Year 2, Semester 1
ITB001 Problem Solving and Programming
MAB101 Statistical Data Analysis 1
MAB312 Linear Algebra

Year 2, Semester 2
ITB001 Problem Solving and Programming
MAB101 Statistical Data Analysis 1
MAB312 Linear Algebra

Year 3, Semester 1
MAB311 Advanced Calculus
Level 2 or 3 Maths Unit

Year 3, Semester 2
Level 2 or 3 Maths Unit

Year 4, Semester 1
ITB009 Core Project Management
Level 2 or 3 Maths Unit
**Bachelor of Games & Interactive Entertainment Majors**

**Course structure**

**Completed Maths B Year 4, Sem 2**

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**Proposed structure for students entering who have completed Maths B**

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<td>MAB100</td>
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**Completed Maths B Year 1, Sem 2**

| ITB002  | IT Professional Studies                |
| MAB111  | Mathematical Sciences 1B               |
| ITB751  | Games Production                       |
| MAB112  | Mathematical Sciences 1C               |

**Completed Maths B Year 2, Sem 1**

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**Completed Maths B Year 2, Sem 2**

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**Completed Maths B Year 3, Sem 1**

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<td>KIB201 Interactive Writing</td>
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<td>KIB310 Design Studio 3: Virtual Environments</td>
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<tr>
<td>DEB201 Digital Communication</td>
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<td>DEB102 Introducing Design History</td>
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<td>DAB110 Introductory Architectural Design 1</td>
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<td>DTB101 Interior Design 1</td>
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**Completed Maths B Year 3, Sem 2**

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**Completed Maths B Year 4, Sem 1**

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<tr>
<th>Games &amp; Interactive Entertainment Major Unit</th>
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<tbody>
<tr>
<td>ITB019 Advanced Games Design</td>
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<tr>
<td>KIB203 Interactive Writing</td>
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<tr>
<td>KIB204 Enabling Immersion</td>
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<tr>
<td>KIB311 Design Studio 3: Virtual Environments</td>
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<td>Two units selected from the following</td>
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<tr>
<td>DEB201 Digital Communication</td>
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<tr>
<td>DEB102 Introducing Design History</td>
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<tr>
<td>DAB110 Introductory Architectural Design 1</td>
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<tr>
<td>DTB101 Interior Design 1</td>
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<tr>
<td>DNB101 Industrial Design 1</td>
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</table>
ITB003  Object Oriented Programming  
ITB004  Database Systems  
ITB005  Systems Architecture  
ITB702  Algorithms and Data Structures  
ITB746  Modelling and Animation Techniques  
ITB747  Real Time Rendering Techniques  
ITB749  Scientific Programming  
MAB281  Mathematics for Computer Graphics  

**Potential Careers:**  
Actuary, Computer Game Programmer, Market Research Manager, Mathematician, Quantitative Analyst, Statistician.
Bachelor of Applied Science/Bachelor of Games and Interactive Entertainment (IX65)

Year offered: 2008
Admissions: Yes
CRICOS code: 063032D
Course duration (full-time): 4 years
Domestic fees (per credit point): Commonwealth Supported Place; Full fee tuition 2008: $218 per credit point (subject to annual review)
Domestic fees (indicative): 2008: Full fee tuition $20,928; CSP $7,260
Domestic Entry: February
International Entry: February
QTAC code: 419682
Past rank cut-off: 74
Past OP cut-off: 13
Assumed knowledge: English (4,SA), Maths B (4,SA)
Total credit points: 384
Standard credit points per full-time semester: 48
Course coordinator: Dr Megan Hargreaves (Science)
Discipline coordinator: Dr Perry Hartfield (Biochemistry); Dr Marion Bateson (Biotechnology); Dr Robert Johnson (Chemistry); Dr Ian Williamson (Ecology); Dr Robin Thwaites (Environmental Science); Dr Emad Kiriakous (Forensic Science); Dr Gary Huftile (Geoscience); Dr Christine Knox (Microbiology); Dr Greg Michael (Physics)
Campus: Gardens Point

Course overview

In this double degree students complete the requirements for two separate degrees in four years. The course consists of units in both applied science and games and interactive entertainment. In the science component students complete a set of core units in science to support advanced level studies in specialist areas. Students select a science major as outlined below and undertake laboratory work and may participate in fieldwork. In the games and interactive entertainment component students complete core units in introductory design, games studies, professional skills and basic programming and then choose a major from the list below. In final year, students participate in a major group project to produce a significant piece of work using PC, mobile devices, consoles or virtual reality. Full time students can take part in the Cooperative Education Program, offering one year paid industry placement and credit towards their degree (subject to satisfying eligibility requirements).

Majors:
Science: biochemistry; biotechnology; chemistry; ecology; environmental science; forensic science; geoscience; microbiology; and physics.
Games and Interactive Entertainment: animation and computational arts; digital media; game design; and software technologies.

Cooperative Education Program

The Faculty of IT's Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you're learning in your degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNiTAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Contact Details
Science Coordinator
Dr Megan Hargreaves
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Email: m.hargreaves@qut.edu.au

Discipline Coordinators
Biochemistry
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Email: m.bateson@qut.edu.au

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Email: g.huftile@qut.edu.au

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Email: c.knox@qut.edu.au

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Email: g.michael@qut.edu.au
Games and Interactive Entertainment Coordinator  
Assoc Prof Ruth Christie  
Phone: +61 7 3138 2782  
Email: fit.enquiry@qut.edu.au

**Bachelor of Applied Science (Study Area A)/Bachelor of Games and Interactive Entertainment (Study Area A)**

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<tr>
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<th>Course</th>
<th>Credits</th>
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<td>ITB750</td>
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<td>DEB101</td>
<td>Introducing Design</td>
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<td>Problem Solving and Programming</td>
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Students who choose to complete the Cooperative Education Program replace ITB009 with ITS010.

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**Course structure - Major in Biochemistry**

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<td>SCB112</td>
<td>Cellular Basis of Life</td>
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<td>MAB101</td>
<td>Statistical Data Analysis 1</td>
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<tr>
<td>Or MAB104</td>
<td>Introductory Quantitative Methods</td>
<td>12</td>
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<td>Protein Biochemistry and Biotechnology</td>
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**Course structure - Major in Biotechnology**

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<td>NQB301 Soils and Sedimentation</td>
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<td>NQB501 Environmental Modelling</td>
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<td>NQB502 Field Mapping and Monitoring of Natural Resources</td>
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<td>NQB601 Sustainable Environmental Management</td>
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### Course structure - Major in Microbiology

**Year 1, Semester 1**
- SCB111 Chemistry 1
- SCB112 Cellular Basis of Life

**Year 1, Semester 2**
- SCB120 Plant and Animal Physiology
- SCB121 Chemistry 2

**Year 2, Semester 1**
- SCB110 Science Concepts and Global Systems
  - Plus either:
    - MAB101 Statistical Data Analysis 1
    - Or
    - MAB104 Introductory Quantitative Methods
- SCB112 Cell and Molecular Biology
- SCB123 Physical Science Applications

**Year 3, Semester 1**
- LQB381 Biochemistry: Structure and Function
- LQB386 Microbial Structure and Function

**Year 3, Semester 2**
- LQB483 Molecular Biology Techniques
- LQB486 Clinical Microbiology 1

**Year 4, Semester 1**
- LQB586 Clinical Microbiology 2
- LQB587 Applied Microbiology 1: Water, Air and Soil

**Year 4, Semester 2**
- LQB686 Microbial Technology and Immunology
- LQB687 Applied Microbiology 2: Food and Quality Assurance

### Course structure - Major in Physics

**Year 1, Semester 1**
- MAB111 Mathematical Sciences 1B
- SCB111 Chemistry 1

**Year 1, Semester 2**
- MAB112 Mathematical Sciences 1C
- PQB250 Mechanics and Electromagnetism

**Year 2, Semester 1**
- SCB110 Science Concepts and Global Systems
- SCB112 Cellular Basis of Life

**Block B Majors (8 units)**

**Animation and Computational Arts**
- KIB105 Animation and Motion Graphics
- KIB106 Character Development, Conceptual Design and Animation Layout
- KIB107 Introduction to Programming for 3D
- KIB108 Animation Practices
- KVB105 Foundations of Drawing for Animation 1
- KVB106 Foundations of Drawing for Animation 2
- KKB210 Computational Arts 1
- KKB211 Computational Arts 2

**Digital Media**
- KIB101 Foundations of Communication Design 1
- KIB102 Foundations of Communication Design 2
- KIB103 Media Technology 1
- ITB254 Interaction Design
- ITB257 Multimedia Systems
- ITB259 Advanced Multimedia Systems

**Game Design**
- ITB016 Fundamentals of Games Design
- ITB017 Advanced Games Design
- KIB201 Interactive Writing
- KIB202 Enabling Immersion
- KIB310 Design Studio 3: Virtual Environments

Two units selected from the following
- DEB201 Digital Communication
DEB102 Introducing Design History
DAB110 Introductory Architectural Design 1
DTB101 Interior Design 1
DNB101 Industrial Design 1

Software Technologies*

* This Major assumes students have obtained a SA or better in Queensland Maths B (or equivalent)

ITB003 Object Oriented Programming
ITB004 Database Systems
ITB005 Systems Architecture
ITB702 Algorithms and Data Structures
ITB746 Modelling and Animation Techniques
ITB747 Real Time Rendering Techniques
ITB749 Scientific Programming
MAB281 Mathematics for Computer Graphics

Potential Careers:
Graduate Certificate in Research Commercialisation (IX97)

Year offered: 2008
Admissions: Yes
CRICOS code: External
Course duration (full-time): 1 semesters. The course must be completed within a maximum time period of 4 years.
Course duration (part-time): 2 semesters. The course must be completed within a maximum period of 8 years.
Course duration (external): 2 semesters. The course must be completed within a maximum period of 8 years.
Domestic fees (per credit point): 2008: $2,200 per unit (subject to annual review)
Domestic fees (indicative): 2008: $8,000
International Fees (per semester): 2008: $3,300 per unit (subject to annual review)
Domestic Entry: 2 entry points per year
International Entry: 2 entry points per year
Course coordinator: Professor Rod Wissler
Campus: Internet

course structure

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<tr>
<td>IFP101</td>
<td>Leadership and Workplace Communication</td>
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<tr>
<td>IFP102</td>
<td>Project Management and Research</td>
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<td>IFP103</td>
<td>Public Policy and Research</td>
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<td>IFP104</td>
<td>Entrepreneurial Foundations</td>
</tr>
<tr>
<td>IFP105</td>
<td>Principles and Practice of Research Management</td>
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<tr>
<td>IFP106</td>
<td>Managing Research Careers</td>
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Potential Careers:
International Visiting Students (NA05)

Year offered: 2008
Admissions: Yes
CRICOS code: Holders of valid visas
International Fees (per semester): 2008: $2796 per unit
(subject to annual review)
International Entry: February, July and November
Campus: Gardens Point, Kelvin Grove, Carseldine and
External
International Visiting Students (NA06)

Year offered: 2008
Admissions: Yes
CRICOS code: Holders of valid visas only
International Fees (per semester): 2008: $2796 per unit
(subject to annual review)
International Entry: February July and November
Campus: Gardens Point, Kelvin Grove and Carseldine