

## 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(HE), 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, MIACR, 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 *Uppsala*, SIEEE  
 G. Stewart, BA DipEd MLitSt (CompSci) *Qld*, PhD *QUT*, FACS, PCP, AIMM, MIEEE, MACM  
 A. ter Hofstede, MSc PhD *KUN*

#### Adjunct Professors:

A. Bond, BSc(Hon) *Vic. (Wellington)*  
 A. Donkers, BA(Comn) *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 multi-disciplinary 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:

## INFORMATION TECHNOLOGY

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- 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](mailto: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 Kiriakous (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/](http://www.fit.qut.edu.au/courses/undergrad/coop/)

### **Contact Details**

#### **Science Coordinator**

Dr Megan Hargreaves

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#### **Information Technology Coordinator**

Dr Alan Tickle

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#### **Discipline Coordinators**

##### *Biochemistry*

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*Geoscience*

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*Microbiology*

Dr Christine Knox  
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Email: c.knox@qut.edu.au

*Physics*

Dr Greg Michael  
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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

**Year 4, Semester 2**

LSB607 Protein Purification  
LSB608 Protein Science  
IT Elective Unit selected from list  
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

IT Elective Unit selected from list

**Year 4, Semester 2**

PCB634 Organometallic and Coordination Chemistry  
 PCB644 Frontiers in Chemistry  
 IT Elective Unit selected from list  
 IT Elective Unit selected from list

**Course Structure - Major in Ecology**

**Year 3, Semester 1**

NRB301 Earth Surface Systems  
 NRB311 Population Ecology  
 IT Elective Unit selected from List

**Year 3, Semester 2**

NRB410 Genetics and Evolution  
 NRB412 Experimental Design  
 IT Elective Unit selected from List  
 ITB720 Internet Protocols and Services

**Year 4, Semester 1**

NRB510 Population Genetics  
 NRB511 Population Management  
 ITB009 Core Project Management  
 IT Elective Unit selected from List

**Year 4, Semester 2**

NRB610 Ecological Applications  
 NRB611 Conservation Biology  
 IT Elective Unit selected from List  
 IT Elective Unit selected from List

**Course structure - Major in Environmental Science**

**Year 3, Semester 1**

NRB301 Earth Surface Systems  
 NRB311 Population Ecology  
 IT Elective Unit selected from List

**Year 3, Semester 2**

NRB412 Experimental Design  
 NRB440 Environmental Chemistry  
 ITB720 Internet Protocols and Services  
 IT Elective Unit selected from List

**Year 4, Semester 1**

NRB500 Environmental Systems and Modelling  
 NRB601 Field Mapping and Monitoring of Natural Resources  
 ITB009 Core Project Management  
 IT Elective Unit selected from List

**Year 4, Semester 2**

NRB501 Spatial Analysis of Environmental Systems  
 NRB600 Sustainable Environmental Management  
 IT Elective Unit selected from List  
 IT Elective Unit selected from List

**Course structure - Major in Forensic Science**

**Year 3, Semester 1**

LSB468 Molecular Biology  
 SCB384 Forensic Science  
 IT Elective Unit selected from List

**Year 3, Semester 2**

JSB979 Forensic Scientific Evidence  
 PCB414 Industrial and Environmental Analytical Chemistry  
 ITB720 Internet Protocols and Services  
 IT Elective Unit selected from List

**Year 4, Semester 1**

PCB514 Instrumental Analysis  
 PCB584 Forensic Examination of Physical Evidence  
 ITB009 Core Project Management  
 IT Elective Unit selected from List

**Year 4, Semester 2**

LSB684 Forensic DNA Profiling  
 PCB684 Forensic Analysis and Toxicology  
 IT Elective Unit selected from List  
 IT Elective Unit selected from List

**Course structure - Major in Geoscience**

**Year 3, Semester 1**

NRB331 Sedimentary Geology  
 NRB333 Mineralogy  
 IT Elective Unit selected from List

**Year 3, Semester 2**

NRB434 Structural Geology  
 NRB436 Introduction to Igneous and Metamorphic Petrology  
 ITB720 Internet Protocols and Services  
 IT Elective Unit selected from list

**Year 4, Semester 1**

ITB009 Core Project Management  
 IT Elective Unit selected from list  
 NRB534 Geophysics  
 NRB536 Petrology and Geochemistry  
 NRB601 Field Mapping and Monitoring of Natural Resources

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### 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

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ITB364	Information Systems Development	Systems Analyst, Virologist.
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:

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](mailto: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/](http://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](mailto: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**

#### **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
ITB008	Modelling Analysis and Design
	IT Elective Unit selected from List

#### **Year 2, Semester 1**

ITB218	Applications Programming
ITB229	Database Design
LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice

#### **Year 2, Semester 2**

ITB007	Web Development
ITB228	Enterprise Systems
LWB143	Legal Research and Writing
LWB144	Laws and Global Perspectives

## INFORMATION TECHNOLOGY

<b>Year 3, Semester 1</b>		ITB012	CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN
ITB009	Core Project Management	ITB016	Fundamentals of Games Design
	IT Elective Unit selected from List	ITB017	Advanced Games Design
LWB136	Contracts A	ITB218	Applications Programming
LWB138	Fundamentals of Torts	ITB223	Software Development with ORACLE
LWB238	Fundamentals of Criminal Law	ITB228	Enterprise Systems
<b>Year 3, Semester 2</b>		ITB229	Database Design
LWB137	Contracts B	ITB230	Project
LWB139	Select Issues in Torts	ITB233	Enterprise Systems Applications
LWB239	Criminal Responsibility	ITB239	Enterprise Data Mining
<b>Year 4, Semester 1</b>		ITB254	Interaction Design
LWB231	Introduction to Public Law	ITB257	Multimedia Systems
LWB236	Real Property A	ITB259	Advanced Multimedia Systems
LWB240	Principles of Equity	ITB260	E-Commerce Site Development
LWB333	Theories of Law	ITB264	Information Systems Consulting
<b>Year 4, Semester 2</b>		ITB266	Information Management
LWB235	Australian Federal Constitutional Law	ITB298	Business Process Modelling
LWB237	Real Property B	ITB322	Information Resources
LWB241	Trusts	ITB360	Corporate Systems
LWB334	Corporate Law	ITB361	Socio-technical Systems
<b>Year 5, Semester 1</b>		ITB362	Organisational Databases
LWB332	Commercial and Personal Property Law	ITB363	Project Management Practice
LWB431	Civil Procedure	ITB364	Information Systems Development
LWB432	Evidence	ITB365	Business Analysis
LWB434	Advanced Research and Legal Reasoning	ITB366	Information Systems Operations
	Electives	ITB370	Project
<b>Year 5, Semester 2</b>		ITB705	Intelligent Systems
LWB331	Administrative Law	ITB702	Algorithms and Data Structures
LWB433	Professional Responsibility	ITB706	Systems Programming
	Electives	ITB712	Software Engineering Studies
<b>IT Elective Unit List</b>		ITB713	Advanced Java Programming
<b>Information Technology Elective Unit List</b>		ITB716	Advanced Web Applications Development
ITB001	Problem Solving and Programming	ITB717	Enterprise Software Architecture
ITB002	IT Professional Studies	ITB720	Internet Protocols and Services
ITB003	Object Oriented Programming	ITB721	Unix Network Administration
ITB004	Database Systems	ITB722	Network Planning and Deployment
ITB005	Systems Architecture	ITB730	Information Security Fundamentals
ITB006	Networks		ITB731 is offered bi-annually and will be available for 2009
ITB007	Web Development	ITB723	Wireless and Mobile Networks
ITB008	Modelling Analysis and Design	ITB731	Security Technologies
ITB009	Core Project Management	ITB746	Modelling and Animation Techniques
ITB010	Core Project Implementation	ITB747	Real Time Rendering Techniques
ITB011	CCNA 1 & 2: Network Fundamentals and Routing Protocols	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:**

Barrister, Business Analyst, Crown Law Officer, Database Manager, Electronic Commerce Developer, In-House Lawyer, Programmer, Public Servant, Solicitor, Systems Analyst, Systems Manager, Systems Programmer, Web Designer.

## **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](http://www.fit.qut.edu.au), email [infotech.research@qut.edu.au](mailto: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](mailto: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/](http://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](mailto:g.carter@qut.edu.au)

#### **Associate Course Coordinator**

Dr Alan Tickle (*Information Technology*)

Phone: +61 7 3138 2782

Email: [if58enquiry.fit@qut.edu.au](mailto:if58enquiry.fit@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**

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

## INFORMATION TECHNOLOGY

ITB005	Systems Architecture
MAB210	Statistical Modelling 1
MAB220	Computational Mathematics 1

### Year 2, Semester 1

ITB006	Networks
ITB008	Modelling Analysis and Design
MAB101	Statistical Data Analysis 1
MAB312	Linear Algebra

### Year 2, Semester 2

ITB712	Software Engineering Studies
	OR
	IT Elective Unit selected from list
	Level 2 or 3 Maths unit
	Level 2 or 3 Maths unit

### Year 3, Semester 1

MAB311	Advanced Calculus
	Level 2 or 3 Maths unit
	IT Elective Unit selected from list

### Year 3, Semester 2

ITB720	Internet Protocols and Services
	IT Elective Unit selected from list
	Level 2 or 3 Maths unit
	Level 2 or 3 Maths unit
	Elective (This elective unit may be taken from any faculty in QUT, subject to the approval of the Head of School)

### Year 4, Semester 1

ITB009	Core Project Management
	IT Elective Unit selected from list
	Level 2 or 3 Maths unit
	Level 2 or 3 Maths unit

### Year 4, Semester 2

ITB010	Core Project Implementation
	IT Elective Unit selected from list
	Level 2 or 3 Maths unit
	Level 2 or 3 Maths unit

### 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

### Year 1, Semester 1

ITB001	Problem Solving and Programming
ITB004	Database Systems

MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1

### Year 1, Semester 2

ITB002	IT Professional Studies
ITB003	Object Oriented Programming
ITB005	Systems Architecture
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C

### Year 2, Semester 1

ITB006	Networks
ITB008	Modelling Analysis and Design
MAB220	Computational Mathematics 1
MAB312	Linear Algebra

### Year 2, Semester 2

ITB712	Software Engineering Studies
	OR
	IT Elective Unit selected from list
MAB210	Statistical Modelling 1
	Level 2 or 3 Maths unit

### Year 3, Semester 1

	IT Elective Unit selected from list
MAB311	Advanced Calculus
	Level 2 or 3 Maths unit

### Year 3, Semester 2

ITB720	Internet Protocols and Services
	IT Elective Unit selected from list
	Level 2 or 3 Maths unit
	Level 2 or 3 Maths unit
	Level 2 or 3 Maths unit

### Year 4, Semester 1

ITB009	Core Project Management
	IT Elective Unit selected from list
	Level 2 or 3 Maths unit
	Level 2 or 3 Maths unit

### Year 4, Semester 2

	IT Elective Unit selected from list
	IT Elective Unit selected from list
	Level 2 or 3 Maths unit
	Level 2 or 3 Maths unit

### Mathematics Units

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

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<b>Level 2 Units</b>		ITB007	Web Development
MAB281	Mathematics for Computer Graphics	ITB008	Modelling Analysis and Design
MAB311	Advanced Calculus	ITB009	Core Project Management
MAB312	Linear Algebra	ITB010	Core Project Implementation
MAB313	Mathematics of Finance	ITB011	CCNA 1 & 2: Network Fundamentals and Routing Protocols
MAB314	Statistical Modelling 2	ITB012	CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN
MAB315	Operations Research 2	ITB016	Fundamentals of Games Design
MAB413	Differential Equations	ITB017	Advanced Games Design
MAB414	Applied Statistics 2	ITB218	Applications Programming
MAB420	Computational Mathematics 2	ITB223	Software Development with ORACLE
MAB422	Mathematical Modelling	ITB228	Enterprise Systems
MAB461	Discrete Mathematics	ITB229	Database Design
MAB480	Introduction to Scientific Computation	ITB230	Project
MAB481	Visualisation and Data Analysis	ITB233	Enterprise Systems Applications
<b>Level 3 Units</b>		ITB239	Enterprise Data Mining
MAB521	Applied Mathematics 3	ITB254	Interaction Design
MAB522	Computational Mathematics 3	ITB257	Multimedia Systems
MAB524	Statistical Inference	ITB259	Advanced Multimedia Systems
MAB525	Operations Research 3A	ITB260	E-Commerce Site Development
MAB533	Statistical Techniques	ITB264	Information Systems Consulting
MAB536	Time Series Analysis	ITB266	Information Management
MAB613	Partial Differential Equations	ITB298	Business Process Modelling
MAB623	Financial Mathematics	ITB322	Information Resources
MAB624	Applied Statistics 3	ITB360	Corporate Systems
MAB625	Operations Research 3B	ITB361	Socio-technical Systems
MAB640	Industry Project	ITB362	Organisational Databases
MAB672	Advanced Mathematical Modelling	ITB363	Project Management Practice
MAB681	Advanced Visualisation and Data Analysis	ITB364	Information Systems Development
NOTES:	For students commencing in 2004 onwards, the units MAB311 Advanced Calculus and MAB312 Linear Algebra are mandatory. The suggested locations can be swapped.	ITB365	Business Analysis
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.	ITB366	Information Systems Operations
NOTE:	All Mathematics units have 4 contact hours per week.	ITB370	Project
<b>IT Elective Unit List</b>		ITB705	Intelligent Systems
<b>Information Technology Elective Unit List</b>		ITB702	Algorithms and Data Structures
ITB001	Problem Solving and Programming	ITB706	Systems Programming
ITB002	IT Professional Studies	ITB712	Software Engineering Studies
ITB003	Object Oriented Programming	ITB713	Advanced Java Programming
ITB004	Database Systems	ITB716	Advanced Web Applications Development
ITB005	Systems Architecture	ITB717	Enterprise Software Architecture
ITB006	Networks	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:**

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/](http://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](mailto: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](mailto: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

#### Full-time Course Structure - Year 1, Semester 1

BEB100	Introducing Professional Learning
ITB001	Problem Solving and Programming
PCB136	Engineering Physics 1C
MAB180	Engineering Mathematics 1B
	OR
MAB131	Engineering Mathematics 1A
	*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

BEB200	Introducing Sustainability
ENB103	Electrical Engineering
ITB003	Object Oriented Programming

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MAB132 Engineering Mathematics 2A  
OR  
MAB182 Engineering Mathematics 2B  
null

BEB802 Project 2  
OR  
ITB844-2 Project  
IT Elective  
Applications Minor Selective

### Year 2, Semester 1

ENB240 Introduction To Electronics  
ITB004 Database Systems  
ITB008 Modelling Analysis and Design  
MAB233 Engineering Mathematics 3

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

### Year 2, Semester 2

ENB243 Linear Circuits and Systems  
ENB245 Introduction To Design and Professional Practice  
ITB006 Networks  
ITB007 Web Development

### 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

### Year 3, Semester 1

ENB242 Introduction To Telecommunications  
ENB340 Power Systems and Machines  
IT Elective  
IT Elective

### 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

### Year 3, Semester 2

ENB241 Software Systems Design  
ENB244 Microprocessors and Digital Systems  
ENB345 Advanced Design and Professional Practice  
IT Elective

### Year 4, Semester 1

ENB342 Signals, Systems and Transforms  
ENB343 Fields, Transmission and Propagation  
ENB350 Real-time Computer-based Systems  
IT Elective

### Year 4, Semester 2

ENB344 Industrial Electronics  
ENB346 Digital Communications  
ITB009 Core Project Management  
IT Elective

### Year 5, Semester 1

ENB301 Instrumentation and Control  
BEB801 Project 1  
OR  
ITB844-1 Project  
IT Elective  
Applications Minor Selective

### Year 5, Semester 2

BEB701 Work Integrated Learning 1

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](mailto: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 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 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

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.

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 Games & Interactive Entertainment Course structure**

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

**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**

## INFORMATION TECHNOLOGY

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
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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

### IT Elective Unit List

## INFORMATION TECHNOLOGY

### Information Technology Elective Unit List

ITB001	Problem Solving and Programming	ITB720	Internet Protocols and Services
ITB002	IT Professional Studies	ITB721	Unix Network Administration
ITB003	Object Oriented Programming	ITB722	Network Planning and Deployment
ITB004	Database Systems	ITB730	Information Security Fundamentals
ITB005	Systems Architecture		ITB731 is offered bi-annually and will be available for 2009
ITB006	Networks	ITB723	Wireless and Mobile Networks
ITB007	Web Development	ITB731	Security Technologies
ITB008	Modelling Analysis and Design	ITB746	Modelling and Animation Techniques
ITB009	Core Project Management	ITB747	Real Time Rendering Techniques
ITB010	Core Project Implementation	ITB732	Cryptology and Protocols
ITB011	CCNA 1 & 2: Network Fundamentals and Routing Protocols	ITB749	Scientific Programming
ITB012	CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN	ITB750	Computer Game Studies
ITB016	Fundamentals of Games Design	ITB751	Games Production
ITB017	Advanced Games Design		ITB761/2/3/4/5 Please check with the relevant coordinator for further information on Special Topics.
ITB218	Applications Programming		ITB762 Special Topic in 1/2008 is to be used for CCNA 1 & 2: Internetworking and Routing Basics
ITB223	Software Development with ORACLE	ITB761	Special Topic 1
ITB228	Enterprise Systems	ITB762	CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB229	Database Design	ITB763	Special Topic 3
ITB230	Project	ITB764	Special Topic 4
ITB233	Enterprise Systems Applications	ITB765	Special Topic 5
ITB239	Enterprise Data Mining	ITB847	Computational Intelligence for Control and Embedded Systems
ITB254	Interaction Design	MAB281	Mathematics for Computer Graphics
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		

#### Potential Careers:

Animator, Computer Game Programmer, Computer Games Developer, Computer Systems Engineer, Multimedia Designer, Programmer, Project Developer, Project Manager, Software Engineer, Technical Officer, Web Designer.

## **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**

#### **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
	Block B or Block C or Block D 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
ITB009	Core Project Management

#### **Year 2, Summer**

# INFORMATION TECHNOLOGY

ITB020 Project

## Year 3, Semester 1

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  
 ITN Honours Elective

## Year 3, Semester 2

ITN100 Introduction to Research  
 Honours Dissertation 1  
 ITN Honours Elective  
 ITN Honours Elective

## Year 3, Summer

Honours Dissertation 2  
 Honours Dissertation 3  
 Honours Dissertation 4

### 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

#### 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

## INFORMATION TECHNOLOGY

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:

Animator, Computer Game Programmer, Computer Games Developer, Multimedia Designer, Programmer, Software Engineer, Web Designer.

## **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

**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](mailto: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 Ôgo for IT gURLÕ 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

## INFORMATION TECHNOLOGY

BSB115	Management, People and Organisations
ITB363	Project Management Practice
ITB364	Information Systems Development Block B Unit

### Year 2, Semester 1

ITB365	Business Analysis
ITB366	Information Systems Operations
MGB223	Entrepreneurship and Innovation Block B Unit

### Year 2, Semester 2

BSB126	Marketing
ITB823	Web Sites For Electronic Commerce Block B Unit Block B Unit

### Year 3, Semester 1

ITB233	Enterprise Systems Applications
ITB264	Information Systems Consulting Block B Unit Block B Unit

### Year 3, Semester 2

ITB298	Business Process Modelling
ITB370	Project Block B Unit Block B Unit

### 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

ITB365	Business Analysis
	For additional units see below
ITB264	Information Systems Consulting
ITB298	Business Process Modelling
ITB363	Project Management Practice

### 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

## INFORMATION TECHNOLOGY

ITB750	Computer Game Studies	ITB009	Core Project Management
ITB751	Games Production	ITB264	Information Systems Consulting
	For additional units see below	ITB363	Project Management Practice
ITB001	Problem Solving and Programming		For additional units see below
ITB017	Advanced Games Design	ITB010	Core Project Implementation

### Games Technology (Faculty of IT)

ITB001	Problem Solving and Programming
ITB003	Object Oriented Programming
ITB008	Modelling Analysis and Design
ITB702	Algorithms and Data Structures
ITB712	Software Engineering Studies
ITB746	Modelling and Animation Techniques
ITB749	Scientific Programming
MAB281	Mathematics for Computer Graphics

### Human Resource Management (Faculty of Business)

MGB207	Human Resource Issues and Strategy
MGB211	Organisational Behaviour
MGB314	Organisational Consulting and Change
MGB331	Learning and Development in Organisations

### Information Systems (Faculty of IT)

ITB002	IT Professional Studies
ITB004	Database Systems
ITB228	Enterprise Systems
ITB229	Database Design
	For additional units see below
ITB233	Enterprise Systems Applications
ITB264	Information Systems Consulting
ITB322	Information Resources

### Information Technology Management (Faculty of IT)

ITB002	IT Professional Studies
ITB264	Information Systems Consulting
ITB361	Socio-technical Systems
ITB363	Project Management Practice
ITB364	Information Systems Development
ITB366	Information Systems Operations

### International Studies (QUT Carseldine)

HHB110	Introduction To International And Global Studies
HHB111	Issues In International And Global Studies
HHB107	World Regions
HHB223	Islam and Islamic Societies
HHB263	Politics Of Globalisation

### Information Technology Project Management (Faculty of IT)

ITB002	IT Professional Studies
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ITB009	Core Project Management
ITB264	Information Systems Consulting
ITB363	Project Management Practice
	For additional units see below
ITB010	Core Project Implementation
ITB230	Project
ITB370	Project

### Law (Faculty of Law)

LWB141	Legal Institutions and Method
LWB142	Law, Society and Justice
LWB144	Laws and Global Perspectives
LWB136	Contracts A
LWB137	Contracts B
LWB482	Internet Law
LWB484	Electronic Commerce and Technology Contracts

### Management (Faculty of Business)

MGB210	Managing Operations
MGB211	Organisational Behaviour
MGB220	Management Research Methods
MGB222	Managing Organisations
MGB309	Strategic Management
MGB334	Managing in a Changing Environment

### Marketing (Faculty of Business)

AMB200	Consumer Behaviour
AMB201	Marketing and Audience Research
AMB240	Marketing Planning and Management
AMB241	E-Marketing Strategies
AMB341	Strategic Marketing

### Public Health (Faculty of Health)

PUB251	Contemporary Public Health
PUB326	Epidemiology
PUB329	Foundations of Health Studies and Health Behaviour
PUB406	Health Promotion Strategies

### Justice Studies (Faculty of Law)

JSB272	Theories of Crime
JSB273	Crime Research Methods
JSB372	Youth Justice
JSB373	Crime and Punishment
JSB378	Drugs and Crime

### IT Elective Unit List

#### Information Technology Elective Unit List

ITB001	Problem Solving and Programming
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## INFORMATION TECHNOLOGY

ITB002	IT Professional Studies	ITB730	Information Security Fundamentals
ITB003	Object Oriented Programming		ITB731 is offered bi-annually and will be available for 2009
ITB004	Database Systems	ITB723	Wireless and Mobile Networks
ITB005	Systems Architecture	ITB731	Security Technologies
ITB006	Networks	ITB746	Modelling and Animation Techniques
ITB007	Web Development	ITB747	Real Time Rendering Techniques
ITB008	Modelling Analysis and Design	ITB732	Cryptology and Protocols
ITB009	Core Project Management	ITB749	Scientific Programming
ITB010	Core Project Implementation	ITB750	Computer Game Studies
ITB011	CCNA 1 & 2: Network Fundamentals and Routing Protocols	ITB751	Games Production
ITB012	CCNA 3&4: LAN SWITCHING/WIRELESS AND ACCESSING THE WAN		ITB761/2/3/4/5 Please check with the relevant coordinator for further information on Special Topics.
ITB016	Fundamentals of Games Design		ITB762 Special Topic in 1/2008 is to be used for CCNA 1 & 2: Internetworking and Routing Basics
ITB017	Advanced Games Design		
ITB218	Applications Programming	ITB761	Special Topic 1
ITB223	Software Development with ORACLE	ITB762	CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB228	Enterprise Systems	ITB763	Special Topic 3
ITB229	Database Design	ITB764	Special Topic 4
ITB230	Project	ITB765	Special Topic 5
ITB233	Enterprise Systems Applications	ITB847	Computational Intelligence for Control and Embedded Systems
ITB239	Enterprise Data Mining	MAB281	Mathematics for Computer Graphics
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		

### 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 1, Semester 2**

BSB115	Management, People and Organisations
ITB363	Project Management Practice
ITB364	Information Systems Development Block B Unit

#### **Year 2, Semester 1**

ITB365	Business Analysis
ITB366	Information Systems Operations
MGB223	Entrepreneurship and Innovation Block B Unit

#### **Year 2, Semester 2**

ITB823	Web Sites For Electronic Commerce Block B Unit
BSB126	Marketing Block B Unit

#### **Year 2, Summer**

ITB370	Project
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#### **Year 3, Semester 1**

ITB233	Enterprise Systems Applications
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ITB264 Information Systems Consulting  
Block B Unit  
Block B Unit  
Honours Coursework Elective

### Year 3, Semester 2

ITN100 Introduction to Research  
Honours Coursework Elective  
Honours Coursework Elective

ITN191 Honours Dissertation 1

### Year 3, Summer

ITN192 Honours Dissertation 2  
ITN193 Honours Dissertation 3  
ITN194 Honours Dissertation 4

### 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
	IT Unit - See Appendix 4

### **Year 3, Semester 2**

ITB264	Information Systems Consulting
	IT Elective
	IT Unit - See Appendix 4
	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**

ITB002	IT Professional Studies
ITB360	Corporate Systems
ITB750	Computer Game Studies
DEB101	Introducing Design

#### **Year 1, Semester 2**

BSB115	Management, People and Organisations
ITB001	Problem Solving and Programming
ITB363	Project Management Practice
ITB751	Games Production

#### **Year 2, Semester 1**

ITB361	Socio-technical Systems
ITB362	Organisational Databases
	Games & Interactive Entertainment Major Unit
	Games & Interactive Entertainment Major Unit

#### **Year 2, Semester 2**

ITB364	Information Systems Development
ITB823	Web Sites For Electronic Commerce
	Games & Interactive Entertainment Major Unit
	Games & Interactive Entertainment Major Unit

#### **Year 3, Semester 1**

ITB365	Business Analysis
ITB366	Information Systems Operations
	Games & Interactive Entertainment Major Unit
	Games & Interactive Entertainment Major Unit

#### **Year 3, Semester 2**

MGB223	Entrepreneurship and Innovation
ITB009	Core Project Management
	Games & Interactive Entertainment Major Unit
	Games & Interactive Entertainment Major Unit

#### **Year 4, Semester 1**

BSB126	Marketing
ITB233	Enterprise Systems Applications
ITB264	Information Systems Consulting
ITB370	Project
	or
	General Elective Unit
	ITS010 Co-op Education replaces either ITB370 or General Elective unit

#### **Year 4, Semester 2**

ITB298	Business process Modelling
	Games & Interactive Entertainment Major Unit
ITB020	Project
	null

### **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

## 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

UnivDiplInfTech

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

### IT10 - University Diploma in InfoTech (Full-time course

structure)

#### Semester One

ITD001	Problem Solving and Programming
ITD004	Database Systems
ITD005	Systems Architecture
QCD120	Professional Communication 1

#### Semester Two

ITD002	IT Professional Studies
ITD003	Object Oriented Programming
ITD006	Networks
QCD220	Professional Communication 2

### Potential Careers:

Academic, Computer Games Developer, Computer Salesperson/Marketer, Computer Systems Engineer, Data Communications Specialist, Database Manager, Digital Composer, Educator, Electronic Commerce Developer, Information Security Specialist, Internet Professional, Multimedia Designer, Network Administrator, Network Manager, Programmer, Public Servant, Secondary School Teacher, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer, Systems Trainer, TAFE Teacher, Teacher, Technical Officer, Trainer, Web Designer.

## **Bachelor of Information Technology (FOR CONTINUING STUDENTS ONLY) (IT21)**

**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](mailto: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**

**Block 1: Common First Year (8 Units)**

**Block 2: Major (12 Units)**

Data Communications

# INFORMATION TECHNOLOGY

Electronic Commerce  
Information Systems  
Software Engineering

ITB229 Database Design  
ITB260 E-Commerce Site Development  
ITB720 Internet Protocols and Services  
ITB730 Information Security Fundamentals

## Block 2: Major (14 Units)

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

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

## IT21 - Emerging Technologies Major

### Emerging Technologies Major

OR

ITB712 Software Engineering Studies  
ITB009 Core Project Management  
MGB218 Managing Business Growth

OR

MGB223 Entrepreneurship and Innovation

Ten (10) Major Elective Units to be chosen from the IT Elective List

## IT21 - Information Systems Major

### Information Systems Major

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

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

## IT21 - Software Engineering Major

### Software Engineering Major

ITB009 Core Project Management  
ITB712 Software Engineering Studies  
ITB720 Internet Protocols and Services

ITB008 must be completed prior to completing ITB712

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

## IT21 - Data Communications & Information Systems Major

### Data Communications & Information Systems Major

ITB007 Web Development  
ITB228 Enterprise Systems  
ITB229 Database Design  
ITB720 Internet Protocols and Services  
ITB721 Unix Network Administration  
ITB723 Wireless and Mobile Networks  
ITB730 Information Security Fundamentals

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

## IT21 - Data Communications & 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

### Common First Year

ITB001 Problem Solving and Programming  
ITB002 IT Professional Studies  
ITB003 Object Oriented Programming  
ITB004 Database Systems  
ITB005 Systems Architecture  
ITB006 Networks  
ITB008 Modelling Analysis and Design  
IT Elective Unit

## IT21 - Data Communications Major

### Data Communications Major

ITB720 Internet Protocols and Services  
ITB721 Unix Network Administration  
ITB722 Network Planning and Deployment  
ITB723 Wireless and Mobile Networks  
ITB730 Information Security Fundamentals  
Five (5) Major Elective Units to be chosen from the IT Elective List

## IT21 - Electronic Commerce Major

### Electronic Commerce Major

BSB213 Governance Issues in E-Business  
ITB007 Web Development  
ITB228 Enterprise Systems



## 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](mailto: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 Ógo for IT gURLÓ 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

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.

### New heading

New text

## Bachelor of Information Technology

### 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

## INFORMATION TECHNOLOGY

Coordinator.

### 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 3, Semester 1

ITB010	Core Project Implementation
	Block B or Block C Unit
	Block B or Block C Unit
	Block B or Block C Unit

#### Year 3, Semester 2

Block B or Block C Unit  
 Block B or Block C Unit  
 Block B or Block C Unit  
 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.

[http://www.studentservices.qut.edu.au/pdfs/IT\\_elective\\_list.pdf](http://www.studentservices.qut.edu.au/pdfs/IT_elective_list.pdf)

### IT Elective Unit List

#### Information Technology Elective Unit List

ITB001	Problem Solving and Programming
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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

**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
	null

**Potential Careers:**

Business Analyst, Computer Game Programmer, Computer Games Developer, Computer Systems Engineer, Data Communications Specialist, Database Manager, Electronic Commerce Developer, Information Security Specialist, Internet Professional, Multimedia Designer, Network Administrator, Network Manager, Programmer, Project Manager, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer, Web Designer.

## **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 [adentry.qut.com](http://adentry.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'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.

### **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

**Year 2, Semester 2**

- ITB009 Core Project Management
- 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
- ITN Unit

**Year 3, Semester 2**

- ITN100 Introduction to Research
- ITN Elective
- ITN Elective
- ITN150-1 Honours Dissertation

**Year 3, Summer**

- 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

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

**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

### **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.

### **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.

### **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.

### **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 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.

#### **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.

### **Further Information**

For further information contact the course coordinator Shlomo Geva on [fit.enquiry@qut.edu.au](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/researchdegrees.jsp](http://www.fit.qut.edu.au/courses/researchdegrees.jsp)

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

#### **FULL TIME**

##### **Year 1, Semester 1**

ITN100	Introduction to Research
	Elective
	Elective

ITN191	Honours Dissertation 1
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##### **Year 1, Semester 2**

ITN192	Honours Dissertation 2
ITN193	Honours Dissertation 3
ITN194	Honours Dissertation 4
	Elective

#### **PART TIME**

##### **Year 1, Semester 1**

## INFORMATION TECHNOLOGY

ITN100	Introduction to Research
ITN191	Honours Dissertation 1

### Year 1, Semester 2

ITN192	Honours Dissertation 2 Elective
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### Year 2, Semester 1

ITN193	Honours Dissertation 3 Elective
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### Year 2, Semester 2

ITN194	Honours Dissertation 4 Elective null
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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

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:

Computer Games Developer, Data Communications Specialist, Database Manager, Electronic Commerce Developer, Internet Professional, Journalist, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer, Web Designer.

## **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

### Year 3, Semester 2\*

Elective

### Year 3, Semester 3

ITN100	Introduction to Research
ITN191	Honours Dissertation 1
ITN192	Honours Dissertation 2

### Year 4, Semester 1

ITN193	null
ITN194	null

Elective  
Elective  
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.

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

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:

Academic, Business Analyst, 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, Multimedia Designer, Network Administrator, Network Manager, Systems Analyst, Systems Manager, Systems Programmer, Systems Trainer.

## 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

Applicants who wish to gain entry into this course, based on IT work experience, are encouraged to complete a Graduate Equivalency Proforma .

### Course Structure

To graduate from the Graduate Diploma in IT, students are required to have completed 8 units, including:

1 x Compulsory Unit - ITN272 IT Project Management

A minimum of 5 x Advanced Level 1 Units

A minimum of 1 x Advanced Level 2 Units

Students may also gain credit for one or more graduate certificate awards while completing the Grad Dip or Masters program.

Graduate Certificates in Information Technology consist of 4 designated units which highlight career specialisations. Graduate certificate awards are available in Computer Networks, Information Security, Enterprise Wide Software, Electronic Commerce, Management of Information Technology, Multimedia and Component Software and Web Services.

### 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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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

## INFORMATION TECHNOLOGY

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 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
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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

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, 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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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  
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 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 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

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 Ñ with associated nested graduate diploma and graduate certificates Ñ 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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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

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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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 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

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

## 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: Full fee tuition \$12,960;

**International Fees (per semester):** 2008: \$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](mailto:fit.enquiry@qut.edu.au) or visit

[www.fit.qut.edu.au/courses/postgradcourse](http://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

ITN362	Organisational Databases
ITN363	Project Management Practice
ITN364	Information Systems Development
ITN365	Business Analysis
ITN366	Information Systems Operations

## 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](http://www.fit.qut.edu.au), email [infotech.research@qut.edu.au](mailto:infotech.research@qut.edu.au), or phone +61 7 3138 9485

### Course structure

#### Full-time Course Structure

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)

#### Part-time Course Structure

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)

### 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 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 - Part time only

**International Entry:** February

**Assumed knowledge:** See Entry Requirements

**Total credit points:** 144

**Course coordinator:** Acting - Helen Partridge

**Campus:** Gardens Point

### 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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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

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

#### Year 1, Semester 2

ITN275	Information Organisation
ITN276	Information Services
ITN266	Information Management
ITN319	Records Systems
ITN280-3	Professional Practice
ITN280-4	Professional Practice

#### Year 2, Semester 1

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
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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

**Potential Careers:**

Librarian.

### 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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://www.fit.qut.edu.au/courses/postgradcourse).

### IT73 Graduate Certificate in Information Management (Library Studies)

#### Core Units

ITN279 Information Literacy Education

ITN370 Project

#### Choose two (2) units from the following:

ITN276 Information Services

ITN316 Digital Library Systems

ITN274 Management Issues for Info Professionals

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## 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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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](http://www.fit.qut.edu.au), email [infotech.research@qut.edu.au](mailto: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.

Students should discuss their program with the Course Coordinator.

#### Year 1, Semester 1

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

Students construct an integrated research proposal.

#### Year 2, Semester 1

ITR400-1 Thesis 4

ITR400-2 Thesis 4

#### Year 2, Semester 2

ITR400-3 Thesis 4

ITR400-4 Thesis 4

#### Year 3, Semester 1

ITR400-5 Thesis 4

ITR400-6 Thesis 4

#### Year 3, Semester 2

ITR400-7 Thesis 4

ITR400-8 Thesis 4

### 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.

#### Year 1, Semester 1

ITNXXX PG coursework elective unit

- 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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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

### 4 Units to be completed

ITN720	Internet Protocols and Services
ITN721	Computer Network Administration
ITN723	Wireless and Mobile Networks
ITN771	Advanced Network Management

### **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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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](http://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

### 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

#### 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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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

### **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

#### **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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://www.fit.qut.edu.au/courses/postgradcourse).

## **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

Data Communications Specialist, Internet Professional, Network Administrator, Network Manager, Programmer, Software Engineer, Systems Analyst, Systems Manager, Systems Programmer.

### **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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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

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.

### **Potential Careers:**

## **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

### **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

### **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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://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**

### IT97 Graduate Certificate in IT

ITN200	Database Systems
ITN201	Enterprise Architectures
ITN700	Programming Principles
OR	null
ITB001	Problem Solving and Programming
ITN701	Networks and Systems

### 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

ITN257      Multimedia Systems

ITN259      Advanced Multimedia Systems

### **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](mailto:fit.enquiry@qut.edu.au) or visit [www.fit.qut.edu.au/courses/postgradcourse](http://www.fit.qut.edu.au/courses/postgradcourse).

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

Four (4) units to be selected from the following

ITN007      Web Development

ITB254      Interaction Design

## **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](http://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](http://www.fit.qut.edu.au/courses/postgradcourse).

### **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

## **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](mailto: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](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](http://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](mailto:educationenq@qut.edu.au)

Faculty of Information Technology  
Phone: +61 7 3864 2782  
Fax: +61 7 3864 2703  
Email: [enquiry.fit@qut.edu.au](mailto:enquiry.fit@qut.edu.au)

### **Course structure**

#### **Year 1, Semester 1**

ITB001	Problem Solving and Programming
EDB001	Teaching and Learning Studies 1: Teaching in New Times
ITB002	IT Professional Studies
ITB004	Database Systems

#### **Year 1, Semester 2**

ITB003	Object Oriented Programming
ITB005	Systems Architecture
ITB006	Networks

## INFORMATION TECHNOLOGY

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  
 Second Teaching Area Unit

### Year 3, Semester 1

ITB009 Core Project Management  
 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

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

## INFORMATION TECHNOLOGY

	AND ACCESSING THE WAN		coordinator for further information on Special Topics.
ITB016	Fundamentals of Games Design		
ITB017	Advanced Games Design		ITB762 Special Topic in 1/2008 is to be used for CCNA 1 & 2: Internetworking and Routing Basics
ITB218	Applications Programming		
ITB223	Software Development with ORACLE	ITB761	Special Topic 1
ITB228	Enterprise Systems	ITB762	CCNA 1 & 2: INTERNETWORKING AND ROUTING BASICS
ITB229	Database Design		
ITB230	Project	ITB763	Special Topic 3
ITB233	Enterprise Systems Applications	ITB764	Special Topic 4
ITB239	Enterprise Data Mining	ITB765	Special Topic 5
ITB254	Interaction Design	ITB847	Computational Intelligence for Control and Embedded Systems
ITB257	Multimedia Systems	MAB281	Mathematics for Computer Graphics
ITB259	Advanced Multimedia Systems		
ITB260	E-Commerce Site Development		<b>Potential Careers:</b>
ITB264	Information Systems Consulting		Computer Games Developer, Computer Systems Engineer, Educator, Secondary School Teacher.
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		

## **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](mailto: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](mailto: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](mailto: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**

#### **Year 1 - Semester 1**

BEB100	Introducing Professional Learning
ITB001	Problem Solving and Programming
MAB180	Engineering Mathematics 1B OR
MAB131	Engineering Mathematics 1A
PCB136	Engineering Physics 1C

#### **Year 1 - Semester 2**

BEB200	Introducing Sustainability
ENB103	Electrical Engineering
ITB003	Object Oriented Programming
MAB132	Engineering Mathematics 2A OR
MAB182	Engineering Mathematics 2B

#### **Year 2 - Semester 1**

ENB240	Introduction To Electronics
ENB242	Introduction To Telecommunications
ITB004	Database Systems
MAB233	Engineering Mathematics 3

#### **Year 2 - Semester 2**

ENB243	Linear Circuits and Systems
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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](mailto: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/](http://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](mailto:m.hargreaves@qut.edu.au)

#### **Discipline Coordinators**

##### *Biochemistry*

Dr Perry Hartfield

Phone: +61 7 3138 2984

Email: [p.hartfield@qut.edu.au](mailto:p.hartfield@qut.edu.au)

##### *Biotechnology*

Dr Marion Bateson

Phone: +61 7 3138 1269

Email: [m.bateson@qut.edu.au](mailto:m.bateson@qut.edu.au)

##### *Chemistry*

Dr Robert Johnson

Phone: +61 7 3138 2016

Email: [ra.johnson@qut.edu.au](mailto:ra.johnson@qut.edu.au)

##### *Ecology*

Dr Ian Williamson

Phone: +61 7 3138 2779

Email: [i.williamson@qut.edu.au](mailto:i.williamson@qut.edu.au)

##### *Environmental Science*

Dr Robin Thwaites

Phone: +61 7 3138 2400

Email: [r.thwaites@qut.edu.au](mailto:r.thwaites@qut.edu.au)

*Forensic Science*

Dr Emad Kiriakous  
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 Email: e.kiriakous@qut.edu.au

*Geoscience*

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*Microbiology*

Dr Christine Knox  
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 Email: c.knox@qut.edu.au

*Physics*

Dr Greg Michael  
 Phone: +61 7 3138 1584  
 Email: g.michael@qut.edu.au top

**IX26 - Bachelor of Applied Science/Bachelor of Information Technology Course Structure**

**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

**Year 4, Semester 1**

ITB010 Core Project Implementation  
 IT Major Unit  
 Science Major Unit  
 Science Major Unit

**Year 4, Semester 2**

IT Major Unit  
 IT Major Unit  
 Science Major Unit  
 Science Major Unit

**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**

## INFORMATION TECHNOLOGY

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

### 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
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 Regulations

#### 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

## INFORMATION TECHNOLOGY

### 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

PQB502	Materials Chemistry and Characterisation
PQB531	Chemical Reactions 2

### Year 4, Semester 2

PQB631	Applied Molecular Science
PQB642	Chemical Research

### 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

NQB201	Planet Earth
NQB202	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 Environmental Science

#### 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

NQB202	History of Life on Earth
SCB123	Physical Science Applications

#### Year 3, Semester 1

NQB301	Soils and Sedimentation
NQB321	Ecology

#### Year 3, Semester 2

NQB401	Spatial Analysis of Environmental Systems
NQB421	Experimental Design

#### Year 4, Semester 1

NQB501	Environmental Modelling
NQB502	Field Mapping and Monitoring of Natural Resources

**Year 4, Semester 2**

NQB601 Sustainable Environmental Management  
 NQB602 Environmental Chemistry

**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

Plus either:

MAB101 Statistical Data Analysis 1  
 Or  
 MAB104 Introductory Quantitative Methods

**Year 2, Semester 2**

NQB202 History of Life on Earth  
 SCB222 Exploration of the Universe

**Year 3, Semester 1**

NQB301 Soils and Sedimentation  
 NQB311 Mineralogy

**Year 3, Semester 2**

NQB411 Petrology  
 NQB412 Structural Geology and Field Methods

**Year 4, Semester 1**

NQB502 Field Mapping and Monitoring of Natural Resources  
 NQB512 Stratigraphy  
 NQB513 Geophysics

**Year 4, Semester 2**

NQB602 Environmental Chemistry

**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:**

Analytical Chemist, Astrophysicist, Biochemist, Biologist, Biotechnologist, Chemist, Chemist Industrial, Coastal Scientist, Conservation Biologist, Data Communications Specialist, Ecologist, 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, Systems Analyst, Virologist.

## 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](mailto: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.

**Music:** Audition. Closed on 19 October 2007.

**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

## INFORMATION TECHNOLOGY

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

#### Year 1, Semester 1

KKB101 Creative Industries: People and Practices  
KIB101 Foundations of Communication Design 1

#### Year 1, Semester 2

KKB102 Creative Industries: Making Connections  
KIB102 Foundations of Communication Design 2

#### Year 2, Semester 1

Creative Industries Elective  
KIB103 Media Technology 1

#### Year 2, Semester 2

Creative Industries Elective  
KIB104 Media Technology 2

#### Year 3, Semester 1

KIB210 Design Studio 1: Interaction Design

#### Year 3, Semester 2

KIB211 Design Studio 2: Web Development

#### Year 4, Semester 1

KIB310 Design Studio 3: Virtual Environments

#### Year 4, Semester 2

KIB311 Design Studio 4: Tangible Media

### IX27 - Bachelor of Creative Industries/Bachelor of Information Technology Course structure

#### Year 1, Semester 1

ITB002 IT Professional Studies  
ITB005 Systems Architecture  
KKB101 Creative Industries: People and Practices  
Creative Industries Faculty Unit

#### Year 1, Semester 2

ITB004 Database Systems  
ITB006 Networks  
KKB102 Creative Industries: Making Connections  
Creative Industries Faculty Unit

#### Year 2, Semester 1

ITB001 Problem Solving and Programming  
ITB008 Modelling Analysis and Design  
Creative Industries Faculty Unit  
Creative Industries Faculty Unit

#### Year 2, Semester 2

ITB003 Object Oriented Programming  
ITB007 Web Development  
Creative Industries Faculty Unit  
Creative Industries Faculty Unit

#### Year 3, Semester 1

IT Major Unit  
IT Major Unit  
Creative Industries Faculty Unit  
Creative Industries Faculty Unit

#### Year 3, Semester 2

ITB009 Core Project Management  
IT Major Unit  
Creative Industries Faculty Unit  
Creative Industries Faculty Unit

#### Year 4, Semester 1

ITB010 Core Project Implementation  
IT Major Unit  
Creative Industries Faculty Unit  
Creative Industries Elective Unit

#### Year 4, Semester 2

IT Major Unit  
IT Major Unit  
Creative Industries Faculty Unit  
Creative Industries Elective Unit

### Interdisciplinary major

#### Year 1, Semester 1

KKB101 Creative Industries: People and Practices  
KPB101 Foundations of Film and Television Production  
OR  
KVB104 Photomedia and Artistic Practice

#### Year 1, Semester 2

KKB102 Creative Industries: Making Connections  
KCB103 Strategic Speech Communication

#### Year 2, Semester 1

KKB221 Approaching Interdisciplinarity  
SELECT: Co-Major One First Unit

#### Year 2, Semester 2

KKB222 Interdisciplinarity in Practice  
SELECT: Co-Major One Second Unit

#### Year 3, Semester 1

SELECT: Co-Major One Third Unit

SELECT: Co-Major One Fourth Unit

## Year 3, Semester 2

SELECT: Co-Major One Fifth Unit

SELECT: Co-Major One Sixth Unit

## Year 4, Semester 1

SELECT: Transitions to New Professional Environment Unit

SELECT: Co-Major One Seventh Unit

## Year 4, Semester 2

SELECT: Transitions to New Professional Environment Unit

SELECT: Co-Major One Eighth Unit

## Music major

### Year 1, Semester 1

KKB101 Creative Industries: People and Practices

KMB003 Sex Drugs Rock 'n' roll  
OR

KMB005-1 Group Music

### Year 1, Semester 2

KKB102 Creative Industries: Making Connections

KMB105 Music and Sound Technology

The following unit to be taken if KMB005-1 Group Music completed in semester 1:

KMB005-2 Group Music

### Year 2, Semester 1

KMB130 Core Musicianship 1

KMB110 Music Production 1  
OR

KMB120 Music Performance 1

### Year 2, Semester 2

KMB131 Core Musicianship 2

KMB111 Music Production 2  
OR

KMB121 Music Performance 2

### Year 3, Semester 1

Music Elective

KMB214-1 Music and Sound: Principal Study A

### Year 3, Semester 2

Music Elective

KMB214-2 Music and Sound: Principal Study A

### Year 4, Semester 1

Creative Industries Elective

Music Elective

## Year 4, Semester 2

Creative Industries Elective

Music Elective

## Sound Design major

### Year 1, Semester 1

KKB101 Creative Industries: People and Practices

KMB105 Music and Sound Technology

### Year 1, Semester 2

KKB102 Creative Industries: Making Connections

KMB106 Music and Sound for Multimedia

### Year 2, Semester 1

KMB104 Music and Sound Skills

KMB110 Music Production 1

### Year 2, Semester 2

KMB107 Sound, Image, Text

KMB111 Music Production 2

### Year 3, Semester 1

Sound Design Elective

KMB214-1 Music and Sound: Principal Study A

### Year 3, Semester 2

KMB205 Sound Media Musicianship

KMB214-2 Music and Sound: Principal Study A

### Year 4, Semester 1

Creative Industries Elective

KKB290 Supervised Group Project

### Year 4, Semester 2

Creative Industries Elective

Sound Design Elective

## 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
	null

**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

## INFORMATION TECHNOLOGY

(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.

KIB101	Foundations of Communication Design 1
KIB102	Foundations of Communication Design 2
KIB103	Media Technology 1
KIB104	Media Technology 2
KIB210	Design Studio 1: Interaction Design
KIB211	Design Studio 2: Web Development

### 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

### Dance

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
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KDB104	Dance Technique Studies 2
KDB105	Architecture of the Body
KDB106	Dance Analysis
KDB107	Choreographic Studies 1
KDB108	World Dance
KDB109	Funk, Tap and all that Jazz
KDB110	Deconstructing Dance in History
KDB204	Australian Dance
KDB205	Dance in Education
KSB225	Music Theatre Skills

### 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: The co-major offers a balance of performance theory and practice. It is designed as a learning sequence, beginning with introductory concepts and practices, through intermediate and on to advanced learning. Underpinning the co-major is a twin focus on contemporary performance-making and events management. Both of these areas are balanced by studies in theatre history and theory. Core topics include acting; directing; twentieth-century performance theory and practice; and events management.

Assumed Knowledge: There is no specific prior knowledge required as a prerequisite to undertaking this co-major.

KTB101	20th Century Performance
KTB103	Performing Skills 1: Body and Voice and Role
KTB104	Performance Innovation

## INFORMATION TECHNOLOGY

KTB106	Performing Skills 2: Style and Form
KTB204	Understanding Performance
KTB207	Staging Australia
KTB061	Creative Industries Management
KTB062	Creative Industries Events and Festivals
KTB305	The Entrepreneurial Artist
KTB306	Directing for Events and Festivals

### 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

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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

OR

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

OR

KJB280 International Journalism

KCB301 Media Audiences

KCB302 Political Communication

KCB304 Managing Communication Resources

OR

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

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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
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ITB003	Object Oriented Programming OR
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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

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### 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

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	Wonderlands: 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

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## 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

KMB108 Sound Recording and Acoustics

## 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

### 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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<p>KFB105 Fashion and Modernity Journalism Discipline</p> <p>KJB101 Journalism Information Systems</p> <p>KJB120 Newswriting</p> <p>KJB121 Journalistic Inquiry</p> <p>KJB224 Feature Writing</p> <p>KJB280 International Journalism</p> <p>KJB337 Public Affairs Reporting Music &amp; Sound Discipline</p> <p>KMB002 Music and Spirituality</p> <p>KMB003 Sex Drugs Rock 'n' roll</p> <p>KMB004 World Music</p> <p>KMB007 Introductory Ensemble</p> <p>KMB105 Music and Sound Technology</p> <p>KMB107 Sound, Image, Text</p> <p>KMB108 Sound Recording and Acoustics Film &amp; Television Discipline</p> <p>KPB103 Film Genres</p> <p>KPB104 Film and Television Production Resource Management</p> <p>KPB107 Television Genres</p> <p>KPB205 Documentary Theory and Practice</p> <p>KPB206 International Cinema Performance Studies Discipline</p> <p>KTB062 Creative Industries Events and Festivals</p> <p>KTB104 Performance Innovation</p> <p>KTB207 Staging Australia Visual Arts Discipline</p> <p>KVB103 Australian Art</p> <p>KVB104 Photomedia and Artistic Practice</p> <p>KVB108 Contemporary Asian Visual Culture</p> <p>KVB211 Post 1945 Art</p> <p>KVB306 Video Art and Culture</p> <p>KVB307 Theories of Spatial Culture Creative Writing &amp; Cultural Studies Discipline</p> <p>KWB002 Ozlit</p> <p>KWB004 Shakespeare, Then and Now</p> <p>KWB006 Popular Fictions, Popular Culture</p> <p>KWB007 Indigenous Writing</p> <p>KWB102 Media Writing</p> <p>KWB104 Creative Writing: The Short Story</p> <p>KWB105 Film and Television Scriptwriting</p> <p>KWB106 Corporate Writing and Editing</p> <p>KWB204 Creative Non-Fiction: Life Writing</p> <p>KWB206 Youth and Children's Writing</p>	<p>completed</p> <p>* KKB290, KKB357, KKB320, KKB330, KKB340-1 and KKB340-2 are only available to students enrolled in Creative Industries courses.</p> <p><b>Potential Careers:</b></p> <p>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.</p>
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### NOTES:

\* Only one Workplace Learning unit may be

## **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](mailto: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 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/](http://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](http://www.maths.qut.edu.au)

### **Contact Details**

#### **Information Technology Coordinator**

Ms Ruth Christie

Phone: +61 7 3138 2736

Email: [r.christie@qut.edu.au](mailto:r.christie@qut.edu.au)

#### **Mathematics Coordinator**

Dr Gary Carter

Phone: +61 7 3138 5090

Email: [g.carter@qut.edu.au](mailto: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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### Year 2, Semester 2

ITB003	Object Oriented Programming
ITB007	Web Development
	Level 2 or 3 Maths Unit
	Level 2 or 3 Maths Unit

### Year 3, Semester 1

	IT Major Unit
	IT Major Unit
MAB311	Advanced Calculus
	Level 2 or 3 Maths unit

### Year 3, Semester 2

ITB009	Core Project Management
	IT Major Unit
	Level 2 or 3 Maths Unit
	Level 2 or 3 Maths Unit

### Year 4, Semester 1

ITB010	Core Project Implementation
	IT Major Unit
	Level 2 or 3 Maths Unit
	Level 2 or 3 Maths Unit

### Year 4, Semester 2

	IT Major Unit
	IT Major Unit
	Level 2 or 3 Maths Unit
	Level 2 or 3 Maths Unit

### 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

### Year 1, Semester 1

ITB002	IT Professional Studies
ITB005	Systems Architecture
MAB100	Mathematical Sciences 1A
MAB101	Statistical Data Analysis 1

### Year 1, Semester 2

ITB004	Database Systems
ITB006	Networks
MAB111	Mathematical Sciences 1B
MAB112	Mathematical Sciences 1C

### Year 2, Semester 1

ITB001	Problem Solving and Programming
ITB008	Modelling Analysis and Design

MAB220	Computational Mathematics 1
MAB312	Linear Algebra

### Year 2, Semester 2

ITB003	Object Oriented Programming
ITB007	Web Development
MAB210	Statistical Modelling 1
	Level 2 or 3 Maths Unit

### Year 3, Semester 1

	IT Major Unit
	IT Major Unit
MAB311	Advanced Calculus
	Level 2 or 3 Maths unit

### Year 3, Semester 2

ITB009	Core Project Management
	IT Major Unit
	Level 2 or 3 Maths Unit
	Level 2 or 3 Maths Unit

### Year 4, Semester 1

ITB010	Core Project Implementation
	IT Major Unit
	Level 2 or 3 Maths Unit
	Level 2 or 3 Maths Unit

### Year 4, Semester 2

	IT Major Unit
	IT Major Unit
	Level 2 or 3 Maths Unit
	Level 2 or 3 Maths Unit

### Mathematics Units

Students must complete at least 48 credit points from Level 3 Mathematics units

### Level 2 Units

MAB311	Advanced Calculus
MAB312	Linear Algebra
MAB313	Mathematics of Finance
MAB314	Statistical Modelling 2
MAB315	Operations Research 2
MAB413	Differential Equations
MAB414	Applied Statistics 2
MAB420	Computational Mathematics 2
MAB422	Mathematical Modelling
MAB461	Discrete Mathematics
MAB480	Introduction to Scientific Computation
MAB481	Visualisation and Data Analysis

**Level 3 Units**

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

**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.

**Intelligent Systems Major**

**Compulsory Units**

ITB239	Enterprise Data Mining
ITB740	Agent Based Software Engineering

**Elective Units**

Select two (2) units from the following list

ITB322	Information Resources
ITB742	Computational Intelligence

**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
	null

**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 rank 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](mailto: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're 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](http://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;

\*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing Association.

\*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
	IT Major Unit
BBUS	Business Faculty Major Unit
BBUS	Business Faculty Major Unit

**Year 4, Semester 1**

ITB010	Core Project Implementation
	IT Major Unit
BBUS	Business Faculty Major Unit
BBUS	Business Faculty Major Unit

**Year 4, Semester 2**

IT Major Unit

IT Major Unit

BBUS Business Faculty Major Unit

BBUS Business Faculty 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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BSB113 Economics

**Year 3 Semester 1**

AMB201 Marketing and Audience Research  
 AMB260 Public Relations Theory and Practice

**Year 3 Semester 2**

AMB261 Media Relations and Publicity  
 AMB262 Public Relations Writing

**Year 4 Semester 1**

AMB360 Corporate Communication Management  
 AMB370 Public Relations Cases

**Year 4 Semester 2**

AMB361 Public Relations Campaigns  
 AMB371 Corporate Communication Strategies

**Accountancy Major**

**Year 1 Semester 1**

BSB110 Accounting  
 BSB115 Management, People and Organisations

**Year 1 Semester 2**

BSB122 Quantitative Analysis and Finance  
 BSB114 Government, Business and Society

**Year 2 Semester 1**

BSB111 Business Law and Ethics  
 BSB113 Economics

**Year 2 Semester 2**

AYB121 Financial Accounting  
 AYB223 Law of Business Associations

**Year 3 Semester 1**

AYB225 Management Accounting  
 AYB220 Company Accounting

**Year 3 Semester 2**

AYB221 Computerised Accounting Systems  
 AYB325 Taxation Law

**Year 4 Semester 1**

AYB301 Auditing  
 AYB311 Financial Accounting Issues  
 or  
 AYB321 Strategic Management Accounting

**Year 4 Semester 2**

EFB101 Data Analysis for Business  
 EFB210 Finance 1

**Banking and Finance 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  
 BSB119 International and Electronic Business

**Year 3 Semester 1**

EFB101 Data Analysis for Business  
 EFB210 Finance 1

**Year 3 Semester 2**

EFB102 Economics 2  
 EFB307 Finance 2

**Year 4 Semester 1**

EFB200 Applied Regression Analysis  
 EFB318 Portfolio and Security Analysis

**Year 4 Semester 2**

EFB312 International Finance  
 EFB201 Financial Markets

**Economics 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  
 EFB102 Economics 2

**Year 2 Semester 2**

BSB122 Quantitative Analysis and Finance  
 BSB119 International and Electronic Business

**Year 3 Semester 1**

EFB211 Firms, Markets and Resources  
 EFB202 Business Cycles and Economic Growth

# INFORMATION TECHNOLOGY

## Year 3 Semester 2

EFB101	Data Analysis for Business
EFB328	Public Economics and Finance

## Year 4 Semester 1

BSB111	Business Law and Ethics
EFB200	Applied Regression Analysis

## Year 4 Semester 2

EFB329	Contemporary Applications of Economics Theory
EFB314	International Trade and Economic Competitiveness

## Human Resource 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
BSB119	International and Electronic Business

### Year 3 Semester 1

MGB207	Human Resource Issues and Strategy
MGB220	Management Research Methods

### Year 3 Semester 2

MGB200	Leading Organisations HRM Option Unit
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### Year 4 Semester 1

MGB221	Performance and Reward HRM Option Unit
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### Year 4 Semester 2

MGB320	Recruitment and Selection
MGB331	Learning and Development in Organisations

### HRM Option Unit List:

MGB201	Contemporary Employment Relations
MGB210	Managing Operations
MGB212	Sustainability in a Changing Environment
MGB309	Strategic Management

MGB314	Organisational Consulting and Change
MGB315	Personal and Professional Development
MGB335	Project Management

HRM students must choose two from the above list (one must be a Level 3 unit).

## 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

## 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
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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 3 Semester 2

BSB119 International and Electronic Business

MGB212 Sustainability in a Changing Environment

## Year 4 Semester 1

MGB309 Strategic Management

Management Option Unit

## Year 4 Semester 2

MGB335 Project Management

Management Option Unit

## 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

MGB315 Personal and Professional Development

MGB314 Organisational Consulting and Change

IBB205 Intercultural Communication and Negotiation

## 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

## 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
	null

### Potential Careers:

Account Executive, Accountant, Actuary, Administrator, Advertising Professional, Banker, Banking and Finance Professional, Business Analyst, Certified Practising Accountant, Computer Games Developer, Computer Salesperson/Marketer, Corporate Secretary, Database Manager, Economist, Electronic Commerce Developer, Financial Advisor/Analyst, Financial Project Manager, Funds Manager, Government Officer, Home Economist, Human Resource Manager, Information Officer, Information Security Specialist, International Business Specialist, Internet Professional, Investment Manager, Manager, Marketing Officer/Manager, Multimedia Designer, Organisational Communication Specialist, Public Relations Officer/Consultant, Publishing Professional, Risk Manager, Stockbroker, Systems Analyst, Systems Manager, Systems Programmer, Systems Trainer, Technical Officer, Trainer, Web Designer.

## **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](mailto: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**

	IT 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

# INFORMATION TECHNOLOGY

BA Major unit (elective)

BA Elective unit

## ARTS UNITS

FOR A LIST OF ARTS UNITS IN THIS DOUBLE DEGREE REFER TO QUT BACHELOR OF ARTS SINGLE DEGREE

### 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

null

### Potential Careers:

Community Worker, Diplomat, Government Officer, Higher Education Worker, Information Officer, Policy Officer, Public Servant.

## 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)

#### Y

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

#### Year 1 Semester 1

BSB110	Accounting
BSB126	Marketing
ITB360	Corporate Systems

ITB002 IT Professional Studies

#### Year 1 Semester 2

BSB122	Quantitative Analysis and Finance
BSB114	Government, Business and Society
ITB363	Project Management Practice
BSB115	Management, People and Organisations

#### Year 2 Semester 1

BSB113	Economics
BSB111	Business Law and Ethics
ITB361	Socio-technical Systems
ITB362	Organisational Databases

#### Year 2 Semester 2

AYB121	Financial Accounting
AYB223	Law of Business Associations
ITB364	Information Systems Development
ITB823	Web Sites For Electronic Commerce

#### Year 3 Semester 1

AYB220	Company Accounting
AYB225	Management Accounting
ITB365	Business Analysis
ITB366	Information Systems Operations

#### Year 3 Semester 2

AYB221	Computerised Accounting Systems
AYB325	Taxation Law
EFB101	Data Analysis for Business
ITB298	Business Process Modelling

#### Year 4 Semester 1

AYB301	Auditing
AYB311	Financial Accounting Issues
	or
AYB321	Strategic Management Accounting
ITB233	Enterprise Systems Applications
ITB264	Information Systems Consulting

#### Year 4 Semester 2

EFB210	Finance 1
	IT Faculty Choice Unit
ITB370	Project
MGB223	Entrepreneurship and Innovation

### Course structure

#### Year 1 Semester 1

BSB122	Quantitative Analysis and Finance
BSB126	Marketing
ITB360	Corporate Systems

## INFORMATION TECHNOLOGY

ITB002 IT Professional Studies

### Year 1 Semester 2

BSB110 Accounting  
 BSB111 Business Law and Ethics  
 ITB363 Project Management Practice  
 BSB115 Management, People and Organisations

### Year 2 Semester 1

BSB114 Government, Business and Society  
 BSB119 International and Electronic Business  
 ITB361 Socio-technical Systems  
 ITB362 Organisational Databases

### Year 2 Semester 2

AMB200 Consumer Behaviour  
 AMB220 Advertising Theory and Practice  
 ITB364 Information Systems Development  
 ITB823 Web Sites For Electronic Commerce

### Year 3 Semester 1

AMB221 Advertising Copywriting  
 AMB222 Media Planning  
 ITB365 Business Analysis  
 ITB366 Information Systems Operations

### Year 3 Semester 2

AMB202 Integrated Marketing Communication  
 AMB320 Advertising Management  
 BSB113 Economics  
 ITB298 Business Process Modelling

### Year 4 Semester 1

AMB321 Advertising Campaigns  
 AMB330 Advertising Strategy and Planning  
 ITB233 Enterprise Systems Applications  
 ITB264 Information Systems Consulting

### Year 4 Semester 2

AMB230 Internet Promotion  
 IT Faculty Choice Unit  
 ITB370 Project  
 MGB223 Entrepreneurship and Innovation

### Course structure

#### Year 1 Semester 1

BSB113 Economics  
 BSB122 Quantitative Analysis and Finance  
 ITB360 Corporate Systems  
 ITB002 IT Professional Studies

#### Year 1 Semester 2

BSB114 Government, Business and Society  
 BSB119 International and Electronic Business  
 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

EFB101 Data Analysis for Business  
 EFB210 Finance 1  
 ITB364 Information Systems Development  
 ITB823 Web Sites For Electronic Commerce

#### Year 3 Semester 1

EFB200 Applied Regression Analysis  
 EFB201 Financial Markets  
 ITB365 Business Analysis  
 ITB366 Information Systems Operations

#### Year 3 Semester 2

EFB307 Finance 2  
 EFB102 Economics 2  
 BSB126 Marketing  
 ITB298 Business Process Modelling

#### Year 4 Semester 1

EFB318 Portfolio and Security Analysis  
 Any Banking and Finance unit  
 ITB233 Enterprise Systems Applications  
 ITB264 Information Systems Consulting

#### Year 4 Semester 2

EFB312 International Finance  
 IT Faculty Choice Unit  
 ITB370 Project  
 MGB223 Entrepreneurship and Innovation

### Course structure

#### Year 1 Semester 1

BSB113 Economics  
 BSB122 Quantitative Analysis and Finance  
 ITB360 Corporate Systems  
 ITB002 IT Professional Studies

#### Year 1 Semester 2

BSB114 Government, Business and Society

## INFORMATION TECHNOLOGY

BSB119	International and Electronic Business
ITB363	Project Management Practice
BSB115	Management, People and Organisations

BSB122	Quantitative Analysis and Finance
ITB363	Project Management Practice
BSB115	Management, People and Organisations

### Year 2 Semester 1

BSB110	Accounting
EFB101	Data Analysis for Business
ITB361	Socio-technical Systems
ITB362	Organisational Databases

### Year 2 Semester 1

BSB119	International and Electronic Business
BSB114	Government, Business and Society
ITB361	Socio-technical Systems
ITB362	Organisational Databases

### Year 2 Semester 2

EFB102	Economics 2
EFB210	Finance 1
ITB364	Information Systems Development
ITB823	Web Sites For Electronic Commerce

### Year 2 Semester 2

MGB207	Human Resource Issues and Strategy
MGB220	Management Research Methods
ITB364	Information Systems Development
ITB823	Web Sites For Electronic Commerce

### Year 3 Semester 1

EFB211	Firms, Markets and Resources
EFB202	Business Cycles and Economic Growth
ITB365	Business Analysis
ITB366	Information Systems Operations

### Year 3 Semester 1

MGB200	Leading Organisations
MGB221	Performance and Reward
ITB365	Business Analysis
ITB366	Information Systems Operations

### Year 3 Semester 2

EFB328	Public Economics and Finance
EFB314	International Trade and Economic Competitiveness
BSB126	Marketing
ITB298	Business Process Modelling

### Year 3 Semester 2

MGB320	Recruitment and Selection HRM Option Unit
BSB126	Marketing
ITB298	Business Process Modelling

### Year 4 Semester 1

EFB200	Applied Regression Analysis
BSB111	Business Law and Ethics
ITB233	Enterprise Systems Applications
ITB264	Information Systems Consulting

### Year 4 Semester 1

	HRM Option Unit
	HRM Option Unit
ITB233	Enterprise Systems Applications
ITB264	Information Systems Consulting

### Year 4 Semester 2

EFB329	Contemporary Applications of Economics Theory IT Faculty Choice Unit
ITB370	Project
MGB223	Entrepreneurship and Innovation

### Year 4 Semester 2

MGB331	Learning and Development in Organisations IT Faculty Choice Unit
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

BSB110	Accounting
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### HRM Option Unit List:

	Plus 3 units from the following list:
MGB201	Contemporary Employment Relations
MGB210	Managing Operations
MGB212	Sustainability in a Changing Environment
MGB309	Strategic Management
MGB314	Organisational Consulting and Change
MGB315	Personal and Professional Development
MGB335	Project Management

### Course structure

# INFORMATION TECHNOLOGY

## 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
	or
IBB308	Contemporary Business in Europe
ITB233	Enterprise Systems Applications
ITB264	Information Systems Consulting

## Year 4 Semester 2

IBB217	Asian Business Development
	or
IBB317	Contemporary Business in Asia
	IT Faculty Choice Unit
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
	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:

## INFORMATION TECHNOLOGY

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

AMB352	Marketing Decision Making or
IBB213	International Marketing IT Faculty Choice Unit
ITB370	Project
MGB223	Entrepreneurship and Innovation

### 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

### 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

- AMB371 Corporate Communication Strategies  
IT Faculty Choice Unit
- ITB370 Project
- MGB223 Entrepreneurship and Innovation

**Potential Careers:**

Account Executive, Accountant, Actuary, Administrator, Advertising Professional, Banker, Banking and Finance Professional, Business Analyst, Certified Practising 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;

\*Marketing: Australian Marketing Institute, Market Research Society of Australia, Australian Institute of Management, Australian Institute of Export (Qld) Ltd, American Marketing Association.

\*Public Relations - Public Relations Institute of Australia.

### **Bachelor of Business (Study Area A)/ Bachelor of Games and Interactive Entertainment (Study Area A)**

#### **Year 1, Semester 1**

	Business Faculty Core Unit - See Appendix 1
	Business Faculty Core Unit - See Appendix 1
ITB750	Computer Game Studies
DEB101	Introducing Design

#### **Year 1, Semester 2**

	Business Faculty Core Unit - See Appendix 1
	Business Faculty Core Unit - See Appendix 1
ITB751	Games Production
ITB002	IT Professional Studies

#### **Year 2, Semester 1**

	Business Faculty Core Unit - See Appendix 1
	Business Faculty Core Unit - See Appendix 1
ITB001	Problem Solving and Programming Games & Interactive Entertain Major Unit

#### **Year 2, Semester 2**

	Business Faculty Core Unit - See Appendix
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## INFORMATION TECHNOLOGY

Business Faculty Core Unit - See Appendix  
Games & Interactive Entertain Major Unit  
Games & Interactive Entertain Major Unit

### Year 3, Semester 1

Business Faculty Major Unit - See Appendix  
Business Faculty Major Unit - See Appendix  
Games & Interactive Entertain Major Unit  
Games & Interactive Entertain Major Unit

### Year 3, Semester 2

Business Faculty Major Unit - See Appendix  
Business Faculty Major Unit - See Appendix  
Games & Interactive Entertainment Major Unit  
Games & Interactive Entertain Major Unit

### Year 4, Semester 1

Business Faculty Major Unit - See Appendix  
Business Faculty Major Unit - See Appendix  
Games & Interactive Entertainment Major Unit  
ITB009 Core Project Management  
Students who choose to complete the  
Cooperative Education Program replace a  
ITB009 with ITS010

### Year 4, Semester 2

Business Faculty Major Unit - See Appendix  
Business Faculty Major Unit - See Appendix  
ITB020 Project

### 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  
BSB113 Economics

#### Year 3 Semester 1

AMB201 Marketing and Audience Research  
AMB260 Public Relations Theory and Practice

#### Year 3 Semester 2

AMB261 Media Relations and Publicity  
AMB262 Public Relations Writing

#### Year 4 Semester 1

AMB360 Corporate Communication Management  
AMB370 Public Relations Cases

#### Year 4 Semester 2

AMB361 Public Relations Campaigns  
AMB371 Corporate Communication Strategies

### Accountancy Major

#### Year 1 Semester 1

BSB110 Accounting  
BSB115 Management, People and Organisations

#### Year 1 Semester 2

BSB122 Quantitative Analysis and Finance  
BSB114 Government, Business and Society

# INFORMATION TECHNOLOGY

## Year 2 Semester 1

BSB111 Business Law and Ethics

BSB113 Economics

## Year 2 Semester 2

AYB121 Financial Accounting

AYB223 Law of Business Associations

## Year 3 Semester 1

AYB225 Management Accounting

AYB220 Company Accounting

## Year 3 Semester 2

AYB221 Computerised Accounting Systems

AYB325 Taxation Law

## Year 4 Semester 1

AYB301 Auditing

AYB311 Financial Accounting Issues

or

AYB321 Strategic Management Accounting

## Year 4 Semester 2

EFB101 Data Analysis for Business

EFB210 Finance 1

## Banking and Finance 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

BSB119 International and Electronic Business

### Year 3 Semester 1

EFB101 Data Analysis for Business

EFB210 Finance 1

### Year 3 Semester 2

EFB102 Economics 2

EFB307 Finance 2

### Year 4 Semester 1

EFB200 Applied Regression Analysis

EFB318 Portfolio and Security Analysis

## Year 4 Semester 2

EFB312 International Finance

EFB201 Financial Markets

## Economics 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

EFB102 Economics 2

### Year 2 Semester 2

BSB122 Quantitative Analysis and Finance

BSB119 International and Electronic Business

### Year 3 Semester 1

EFB211 Firms, Markets and Resources

EFB202 Business Cycles and Economic Growth

### Year 3 Semester 2

EFB101 Data Analysis for Business

EFB328 Public Economics and Finance

### Year 4 Semester 1

BSB111 Business Law and Ethics

EFB200 Applied Regression Analysis

### Year 4 Semester 2

EFB329 Contemporary Applications of Economics Theory

EFB314 International Trade and Economic Competitiveness

## Human Resource 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

## INFORMATION TECHNOLOGY

### Year 2 Semester 2

BSB122	Quantitative Analysis and Finance
BSB119	International and Electronic Business

### Year 3 Semester 1

MGB207	Human Resource Issues and Strategy
MGB220	Management Research Methods

### Year 3 Semester 2

MGB200	Leading Organisations HRM Option Unit
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### Year 4 Semester 1

MGB221	Performance and Reward HRM Option Unit
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### Year 4 Semester 2

MGB320	Recruitment and Selection
MGB331	Learning and Development in Organisations

### HRM Option Unit List:

MGB201	Contemporary Employment Relations
MGB210	Managing Operations
MGB212	Sustainability in a Changing Environment
MGB309	Strategic Management
MGB314	Organisational Consulting and Change
MGB315	Personal and Professional Development
MGB335	Project Management
HRM students must choose two from the above list (one must be a Level 3 unit).	

### 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 3 Semester 2

BSB119	International and Electronic Business
MGB212	Sustainability in a Changing Environment

### Year 4 Semester 1

MGB309	Strategic Management Management Option Unit
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### Year 4 Semester 2

MGB335	Project Management Management Option Unit
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### 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
MGB315	Personal and Professional Development
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
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## INFORMATION TECHNOLOGY

AMB352 Marketing Decision Making

or

IBB213 International Marketing

KVB106 Foundations of Drawing for Animation 2

KKB210 Computational Arts 1

KKB211 Computational Arts 2

### 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

#### 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 Practising 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 Games & Interactive Entertain Major Unit
MAB101	Statistical Data Analysis 1
MAB312	Linear Algebra

#### **Year 2, Semester 2**

	Games & Interactive Entertain Major Unit
	Games & Interactive Entertain Major Unit
	Level 2 or 3 Maths Unit
	Level 2 or 3 Maths Unit

#### **Year 3, Semester 1**

	Games & Interactive Entertain Major
	Games & Interactive Entertain Major
MAB311	Advanced Calculus Level 2 or 3 Maths Unit

#### **Year 3, Semester 2**

	Games & Interactive Entertain Major
	Games & Interactive Entertain Major
	Level 2 or 3 Maths Unit
	Level 2 or 3 Maths Unit

#### **Year 4, Semester 1**

ITB009	Core Project Management Games & Interactive Entertain Major Level 2 or 3 Maths Unit
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Level 2 or 3 Maths Unit  
Students who choose to complete the Cooperative Education Program replace ITB009 with ITS010

ITB009 Core Project Management  
Students who choose to complete the Cooperative Education Program replace ITB009 with ITS010

### Year 4, Semester 4

ITB020 Project  
Level 2 or 3 Maths Unit  
Level 2 or 3 Maths Unit

### Completed Maths B Year 4, Sem 2

ITB020 Project  
Level 2 or 3 Maths Unit  
Level 2 or 3 Maths Unit

### Proposed structure for students entering who have completed Maths B

#### Completed Maths B Year 1, Sem 1

ITB750 Computer Game Studies  
DEB101 Introducing Design  
MAB100 Mathematical Sciences 1A  
MAB101 Statistical Data Analysis 1

#### 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

Games & Interactive Entertainment Major Unit  
Games & Interactive Entertainment Major Unit  
MAB220 Computational Mathematics 1  
MAB312 Linear Algebra

#### Completed Maths B Year 2, Sem 2

Games & Interactive Entertainment Major Unit  
Games & Interactive Entertainment Major Unit  
MAB210 Statistical Modelling 1  
Level 2 or 3 Maths Unit

#### Completed Maths B Year 3, Sem 1

Games & Interactive Entertainment Major Unit  
Games & Interactive Entertainment Major Unit  
MAB311 Advanced Calculus  
Level 2 or 3 Maths Unit

#### Completed Maths B Year 3, Sem 2

Games & Interactive Entertainment Major  
Games & Interactive Entertainment Major  
Level 2 or 3 Maths Unit  
Level 2 or 3 Maths Unit

#### Completed Maths B Year 4, Sem 1

Games & Interactive Entertainment Major  
Level 2 or 3 Maths Unit  
Level 2 or 3 Maths 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

**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**

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### **Discipline Coordinators**

#### *Biochemistry*

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#### *Biotechnology*

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#### *Microbiology*

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#### *Physics*

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**Games and Interactive Entertainment Coordinator**

Assoc Prof Ruth Christie  
 Phone: +61 7 3138 2782  
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Applied Science Unit

Applied Science Unit

ITB020 Project

**Bachelor of Applied Science(Study Area A)/Bachelor of Games and Interactive Entertain (Study Area A**

**Year 1, Semester 1**

Applied Science Unit

Applied Science Unit

ITB750 Computer Games Studies

DEB101 Introducing Design

**Year 1, Semester 2**

Applied Science Unit

Applied Science Unit

ITB751 Games Production

ITB002 IT Professional Studies

**Year 2, Semester 1**

Applied Science Unit

Applied Science Unit

ITB001 Problem Solving and Programming

Games & Interactive Entertainment Major Unit

**Year 2, Semester 2**

Applied Science Unit

Applied Science Unit

Games & Interactive Entertainment Major Unit

Games & Interactive Entertainment Major Unit

**Year 3, Semester 1**

Applied Science Unit

Applied Science Unit

Games & Interactive Entertainment Major Unit

Games & Interactive Entertainment Major Unit

**Year 3, Semester 2**

Applied Science Unit

Applied Science Unit

Games & Interactive Entertainment Major Unit

Games & Interactive Entertainment Major Unit

**Year 4, Semester 1**

Applied Science Unit

Applied Science Unit

ITB009 Core Project Management

Students who choose to complete the Cooperative Education Program replace ITB009 with ITS010

**Year 4, Semester 2**

**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

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:

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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 Regulations

## 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

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

PQB502 Materials Chemistry and Characterisation

PQB531 Chemical Reactions 2

### Year 4, Semester 2

PQB631 Applied Molecular Science

PQB642 Chemical Research

## Course structure - Major in Environmental Science

### 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

NQB202 History of Life on Earth

SCB123 Physical Science Applications

### Year 3, Semester 1

NQB301 Soils and Sedimentation

NQB321 Ecology

### Year 3, Semester 2

NQB401 Spatial Analysis of Environmental Systems

NQB421 Experimental Design

### Year 4, Semester 1

NQB501 Environmental Modelling

NQB502 Field Mapping and Monitoring of Natural Resources

### Year 4, Semester 2

NQB601 Sustainable Environmental Management

NQB602 Environmental Chemistry

## Course structure - Major in Ecology

### Year 1, Semester 1

SCB111 Chemistry 1

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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

NQB201 Planet Earth

NQB202 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

Plus either:

MAB101 Statistical Data Analysis 1

Or

MAB104 Introductory Quantitative Methods

#### Year 2, Semester 2

NQB202 History of Life on Earth

SCB222 Exploration of the Universe

#### Year 3, Semester 1

NQB301 Soils and Sedimentation

NQB311 Mineralogy

#### Year 3, Semester 2

NQB411 Petrology

NQB412 Structural Geology and Field Methods

#### Year 4, Semester 1

NQB502 Field Mapping and Monitoring of Natural Resources

NQB512 Stratigraphy

NQB513 Geophysics

#### Year 4, Semester 2

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NQB602 Environmental Chemistry

## 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

## 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:

Air Traffic Controller, Analytical Chemist, Astrophysicist, Biochemist, Biologist, Biotechnologist, Chemist, Chemist Industrial, Coastal Scientist, Conservation Biologist, Ecologist, Environmental Scientist, Exploration Geologist, Forensic Biologist, Forensic Chemist, Forensic Scientist, Geologist, Geophysicist, Geoscientist, Health Physicist, Hydrogeologist, Immunologist, Laboratory Technician (Chemistry), Marine Scientist, Medical Biotechnologist, Medical Physicist, Microbiologist, Mine Geologist, Molecular Biologist, Natural Resource Scientist, Pharmaceutical Research Scientist, Physicist, Plant Biotechnologist, Population Ecologist, Research and Development Chemist, Virologist.

## 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

#### Course Structure

IFP100	Knowledge Transfer and Research Commercialisation (Core Unit)
IFP101	Leadership and Workplace Communication
IFP102	Project Management and Research
IFP103	Public Policy and Research
IFP104	Entrepreneurial Foundations
IFP105	Principles and Practice of Research Management
IFP106	Managing Research Careers

### Potential Careers:

Academic, Administrator, Arts Administrator, Biochemist, Bioengineer, Bioinformatician, Biologist, Biomechanical Engineer, Biomedical Engineer, Biotechnologist, Biotechnologist, Biotechnology Business/Investment Analyst, Business Analyst, Business Development Officer, Cell Biologist, Civil Engineer, Contract Administrator, Financial Advisor/Analyst, Government Officer, International Business Specialist, Marine Scientist, Market Research Manager, Marketing Officer/Manager, Mathematician, Microbiologist, Policy Officer, Public Servant, Scientist, Social Scientist, Urban Designer, Visual Artist, Web Designer.

## **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