

# S326 BACHELOR OF INFORMATION TECHNOLOGY

## FACULTY OF SCIENCE, ENGINEERING AND BUILT ENVIRONMENT



FOR STUDENTS COMMENCING TRIMESTER 2 2021

Last updated 20/04/2021

When you first enrol via StudentConnect and go through the enrolment steps, you may be able to simply confirm any units that are pre-populated for you. You can also add any that you need to do, as part of your first year's enrolment – by using the information on this map and in the Handbook.

You must also complete the following compulsory zero (0) credit point units: STP050 Academic Integrity (0 credit points)  
AND STP010 Career Tools for Employability (0 credit points)  
AND SIT010 Safety Induction Program (0 credit points)

<b>YEAR 1</b> Year: 2021	Trimester 2				
	Trimester 3				
<b>YEAR 2</b> Year: 2022	Trimester 1				
	Trimester 2				
	Trimester 3				
<b>YEAR 3</b> Year: 2023	Trimester 1				
	Trimester 2				
	Trimester 3				
<b>YEAR 4</b> Year: 2024	Trimester 1				
	Trimester 2				
	Trimester 3				

Note: Students are expected to undertake SIT374 and SIT378 in consecutive trimesters. Students should seek advice from the unit chair if they are unable to complete SIT374 and SIT378 consecutively.

Students must have completed STP010 Career Tools for Employability (0-credit point unit) and SIT223 Professional Practice in IT before commencing SIT306 IT Placement.

### S326 COURSE RULES

- Must pass 24 credit points for course
- Must pass ALL units in {MIS201, SIT102, SIT103, SIT105, SIT112, SIT120, SIT124, SIT182, SIT216, SIT223, SIT317, SIT328, SIT374, SIT378}
- Must pass 1 units in {SIT306, STP301}
- Must pass ALL units in {SIT010, STP010, STP050}
- Must pass at least 14 credit points at levels {2, 3}
- Must pass at least 6 credit points at level {3}
- Must pass no more than 10 credit points at level {1}
- Must pass 1 unit set(s) in {Cyber Security (MJ-S000041), Game Design and Development (MJ-S000042), Networking and Cloud Computing (MJ-S000063), Application Development (MJ-S000085), Creative Technologies (MJ-S000086)}

OR

Must pass 1 unit set(s) in {Application Development (MN-S000001), Creative Technologies (MN-S000002), Security Management (MN-S000003), Cyber Security Network Operations (MN-S000004), Embedded Systems (MN-S000005), Game Design (MN-S000006), Network and Cloud Technologies (MN-S000007), Programming (MN-S000008), Virtual and Augmented Reality (MN-S000009)}

OR

Must pass 2 unit set(s) in {Application Development (MN-S000001), Creative Technologies (MN-S000002), Security Management (MN-S000003), Cyber Security Network Operations (MN-S000004), Embedded Systems (MN-S000005), Game Design (MN-S000006), Network and Cloud Technologies (MN-S000007), Programming (MN-S000008), Virtual and Augmented Reality (MN-S000009)}

#### FOR USE ONLY WHEN UNDERTAKING A CONSULTATION WITH A STUDENT ADVISER:

Student ID: _____		Name: _____		
Deakin email: _____		Preferred contact no: _____		
Year commenced:	Period commenced:	eCOE (if applicable):	Campus: _____	Mode: _____
Student adviser: _____				Date: _____

#### Notes

#### GENERAL INFORMATION

This course map is a guide only. You must also ensure you meet the course rules and structure as set out in the official [University Handbook](#) of the year you commenced your course. This course map has been created to be used electronically.

Not all units are available in all study periods or mode of delivery.

- Full time study is typically three to four units (or credit points) each study period.
- Part time study is typically one to two units (or credit points) each study period – part time study will extend the duration of your studies.
- Trimester 3 is typically an optional study period - unless it's your first study period and/or a compulsory study period for your course.

Unit options can be found in the '[Advanced Unit Search](#)' in the most current year's University Handbook.

If you have applied for or received credit for units as recognition of prior learning (RPL), it may alter the units you need to study.

Please seek advice from a Student Adviser in StudentCentral if you have any queries or need help understanding your course structure and unit options.

#### S326 BACHELOR OF INFORMATION TECHNOLOGY MAJOR UNIT SETS

<b>APPLICATION DEVELOPMENT (MJ-S000085)</b>
<a href="#">SIT221 Data Structures and Algorithms</a>
<a href="#">SIT232 Object-Oriented Development</a>
<a href="#">SIT305 Mobile Application Development</a>
<a href="#">SIT313 Developing Client-Server Web Applications</a>

[SIT314 Software Architecture and Scalability for Internet-Of-Things](#)

[SIT323 Cloud Application Development](#)

Completion Rule

- Must pass all unit(s) in {SIT221, SIT232, SIT305, SIT313, SIT314, SIT323}

### CREATIVE TECHNOLOGIES (MJ-S000086)

[SIT162 Introduction to Creative Technologies](#)

[SIT183 Application and Design of Virtual and Augmented Reality Systems](#)

[SIT264 Authoring of Interactive Media](#)

[SIT283 Development for Virtual Reality](#)

[SIT352 Creative Production](#)

[SIT383 Augmented Reality Systems](#)

Completion Rule

- Must pass all unit(s) in {SIT162, SIT183, SIT264, SIT283, SIT352, SIT383}

### CYBER SECURITY (MJ-S000041)

[SIT190 Introduction to Functions, Relations and Graphs](#)

[SIT192 Discrete Mathematics](#)

[SIT202 Secure Networking](#)

[SIT282 Computer Crime and Digital Forensics](#)

[SIT327 Network Forensics](#)

[SIT379 Ethical Hacking](#)

[SIT384 Cyber Security Analytics](#)

Completion Rule

- Must pass all unit(s) in {SIT190, SIT192, SIT202, SIT282, SIT327, SIT379, SIT384}

Note(s)

Students who have successfully completed Mathematical Methods 3 and 4 or equivalent may choose to replace SIT190 with an elective unit.

The trimester offering for SIT379 Ethical Hacking will change in 2023 from Trimester 1 to Trimester 2.

### GAME DESIGN AND DEVELOPMENT (MJ-S000042)

[SIT151 Game Fundamentals](#)

[SIT232 Object-Oriented Development](#)

[SIT253 Audio and Visual Production](#)

[SIT254 Game Design](#)

[SIT283 Development for Virtual Reality](#)

[SIT352 Creative Production](#)

Completion Rule

- Must pass all unit(s) in {SIT151, SIT232, SIT253, SIT254, SIT283, SIT352}

#### NETWORKING AND CLOUD COMPUTING (MJ-S000063)

[SIT113 Cloud Computing and Virtualisation](#)

[SIT192 Discrete Mathematics](#)

[SIT202 Secure Networking](#)

[SIT232 Object-Oriented Development](#)

[SIT323 Cloud Application Development](#)

[SIT325 Advanced Network Security](#)

Completion Rule

- Must pass all unit(s) in {SIT113, SIT192, SIT202, SIT232, SIT323, SIT325}

### S326 BACHELOR OF INFORMATION TECHNOLOGY MINOR UNIT SETS

#### APPLICATION DEVELOPMENT (MN-S000001)

[SIT232 Object-Oriented Development](#)

[SIT305 Mobile Application Development](#)

[SIT313 Developing Client-Server Web Applications](#)

[SIT323 Cloud Application Development](#)

Completion Rule

- Must pass all unit(s) in {SIT232, SIT305, SIT313, SIT323}

#### CREATIVE TECHNOLOGIES (MN-S000002)

[SIT162 Introduction to Creative Technologies](#)

[SIT253 Audio and Visual Production](#)

[SIT264 Authoring of Interactive Media](#)

[SIT352 Creative Production](#)

Completion Rule

- Must pass all unit(s) in {SIT162, SIT253, SIT264, SIT352}

#### CYBER SECURITY NETWORK OPERATIONS (MN-S000004)

[SIT192 Discrete Mathematics](#)

[SIT202 Secure Networking](#)

[SIT327 Network Forensics](#)

[SIT379 Ethical Hacking](#)

Completion Rule

- Must pass all unit(s) in {SIT192, SIT202, SIT327, SIT379}

#### EMBEDDED SYSTEMS (MN-S000005)

[SIT122 Robotics Studio](#)

[SIT123 Data Capture Technologies](#)

[SIT210 Embedded Systems Development](#)

[SIT329 Advanced Embedded Systems](#)

Completion Rule

- Must pass all unit(s) in {SIT122, SIT123, SIT210, SIT329}

#### GAME DESIGN (MN-S000006)

[SIT151 Game Fundamentals](#)

[SIT253 Audio and Visual Production](#)

[SIT254 Game Design](#)

[SIT352 Creative Production](#)

Completion Rule

- Must pass all unit(s) in {SIT151, SIT253, SIT254, SIT352}

#### NETWORK AND CLOUD TECHNOLOGIES (MN-S000007)

[SIT113 Cloud Computing and Virtualisation](#)

[SIT232 Object-Oriented Development](#)

[SIT314 Software Architecture and Scalability for Internet-Of-Things](#)

[SIT323 Cloud Application Development](#)

Completion Rule

- Must pass all unit(s) in {SIT113, SIT232, SIT314, SIT323}

#### PROGRAMMING (MN-S000008)

[SIT221 Data Structures and Algorithms](#)

[SIT232 Object-Oriented Development](#)

[SIT313 Developing Client-Server Web Applications](#)

[SIT315 Concurrent and Distributed Programming](#)

Completion Rule

- Must pass all unit(s) in {SIT221, SIT232, SIT313, SIT315}

**SECURITY MANAGEMENT (MN-S000003)**

[MIS211 Information Security, Governance and the Cloud](#)

[MMH356 Change Management](#)

[MMM132 Management](#)

[SIT284 Cyber Security Management](#)

Completion Rule

- Must pass all unit(s) in {MIS211, MMH356, MMM132, SIT284}
- Must pass all unit(s) in {MIS211, MMH356, MMM132, SIT284}

**VIRTUAL AND AUGMENTED REALITY (MN-S000009)**

[SIT183 Application and Design of Virtual and Augmented Reality Systems](#)

[SIT283 Development for Virtual Reality](#)

[SIT352 Creative Production](#)

[SIT383 Augmented Reality Systems](#)

Completion Rule

- Must pass all unit(s) in {SIT183, SIT283, SIT352, SIT383}