



Student ID:		Student name:			
Deakin email:		Course code:	Contact number:		
Date:	Year commenced:	Trimester commenced	eCOE:	Campus:	

Course Map

Last updated 15/02/2018

YEAR 1 Year: <input type="text"/>	Trimester 1				
	Trimester 2				
	Trimester 3*				
YEAR 2 Year: <input type="text"/>	Trimester 1				
	Trimester 2				
	Trimester 3*				
YEAR 3 Year: <input type="text"/>	Trimester 1				
	Trimester 2				
	Trimester 3*				
YEAR 4 Year: <input type="text"/>	Trimester 1				
	Trimester 2				
	Trimester 3*				
YEAR 5 Year: <input type="text"/>	Trimester 1				
	Trimester 2				
	Trimester 3*				

*Trimester 3 is optional.

Work Integrated Learning (WIL) units are included for demonstrative purposes only. These can be taken in other trimesters.

This course map is for illustrative purposes only. Students must meet the course rules and unit requirements as set out in the Handbook (deakin.edu.au/handbook/D371). Deakin University reserves the right to alter, amend or delete details of the course offerings and other information published herein. Students are advised to check the relevant Handbook online (at the above link) for the most up-to-date information relating to their course structure and available units.

KEY

- B Melbourne Burwood Campus
- S Geelong Waterfront Campus
- G Geelong Waurn Ponds Campus
- W Warrnambool Campus
- X Cloud Campus

eCOE electronic confirmation of enrolment

See page 2 for Course Progress Check instructions

D371 BACHELOR OF INFORMATION SYSTEMS/BACHELOR OF INFORMATION TECHNOLOGY T2 2018

Course Progress Check

- 1 Please indicate what year you want to complete your degree by:
At the end of which Trimester: 1 2 3
- 2 Please indicate whether you would like to study in Trimester 3: No Yes
If yes, please indicate number of units: Please indicate the year you intend to commence Trimester 3:
- 3 Submit this form to the Faculty Student Centre or send it via email to buslaw@deakin.edu.au

A Student Adviser will check your units and will confirm your course plan or provide advice as needed.

For course rules please visit: deakin.edu.au/handbook/D371

Student signature:

Course adviser:

D371 COURSE RULES

A total of 32 credit points, including:
16 credit points from the Bachelor of Info. Systems
14 Commerce Core units
2 credit points of elective units
MIS010 Academic Introduction for the Bachelor of Information Systems (0 credit point)
16 credit points from the Bachelor of Info. Technology
8 credit points of core IT units
2 credit points of elective units
a 6 credit point IT major sequence (see pages 3 & 4)
SIT010 Safety Induction Program (0 credit point compulsory unit)
STP010 Introduction to Work Placements (0 credit point compulsory unit)
STP050 Academic Integrity (0-credit-point compulsory unit)

Work Integrated Learning (WIL)
MWL202 Team Projects
MWL203 Work Based Learning
MWL301 Team Internship
MWL303 Business Internship
MWL311 Industry Based Learning (3 months)
web: www.deakin.edu.au/buslaw/wil email: bl-wil@deakin.edu.au

Unspecified and specified credits

Level 1:
Level 2:
Level 3:

CORE INFO SYSTEMS UNITS

MIS171 Business Analytics
MIS201 Business Requirements Analysis
MIS202 Managing Data and Information
MIS203 Making Sense of Information
MIS211 IS Services, Infrastructure and the Cloud
MIS271 Business Intelligence and Data Warehousing
MMM276 Design Thinking
MWL201 Community Based Volunteering
MIS312 Social Media and Mobile Strategies
MIS313 Strategic Supply Chain Management
MIS352 Business Process Management
MIS372 Predictive Analytics
MIS398 Project Management
Work Integrated Learning Unit (excluding MWL312)

CORE INFO TECHNOLOGY UNITS

SIT102 Introduction to Programming
SIT103 Data and Information Management
SIT105 Thinking Technology and Design
SIT202 Networks and Communications
SIT223 Professional Practice in a Digital World
SIT216 User Centred Design (available from 2019)
SIT302 Project Delivery
SIT317 Enterprise, Entrepreneurship and Innovation (available from 2020)

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D371 BACHELOR OF INFORMATION SYSTEMS/BACHELOR OF INFORMATION TECHNOLOGY T2 2018

INFORMATION TECHNOLOGY MAJOR SEQUENCES

Application Development MJ-S000085)
SIT120 Introduction to Responsive Web Apps
SIT122 Robotics Studio
SIT221 Data Structures and Algorithms
SIT232 Object-Oriented Development
SIT305 Android and iOS Mobile Programming
SIT313 Developing Client-Server Web Applications

Cloud Computing MJ-S000063)
SIT113 Cloud Computing and Virtualisation
SIT232 Object-Oriented Development
SIT272 Enterprise Network Construction
SIT277 Enterprise Network Management
SIT322 Cloud Systems
SIT323 Cloud Application Development

Creative Technologies MJ-S000086)
SIT122 Robotics Studio
SIT162 Introduction to Creative Technologies
SIT254 Game Design
SIT264 Authoring of Interactive Media
SIT361 Interactive Technology Application
SIT352 Creative Production*

* available from 2020

Game Development MJ-S000042)
SIT151 Game Fundamentals
SIT190 Introductory Mathematical Methods **
SIT192 Discrete Mathematics
SIT232 Object-Oriented Development
SIT255 Game Development Patterns
SIT352 Creative Production *
SIT383 Augmented Reality Systems

*available from 2020

**NOTE: students who have successfully completed Mathematical Methods 3 and 4 or equivalent may choose to replace SIT190 with an elective unit

Cyber Security MJ-S000041)
SIT182 Real World Practices for Cyber Security
SIT192 Discrete Mathematics
SIT281 Cryptography
SIT284 Cyber Security Management
SIT382 System Security
SIT384 Data Analytics for Cyber Security

Virtual and Augmented Reality MJ-S000084)
SIT162 Introduction to Creative Technologies
SIT183 Application and Design of Virtual and Augmented Reality Systems
SIT253 Audio and Visual Production
SIT283 Development for Virtual Reality
SIT352 Creative Production*
SIT383 Augmented Reality Systems**

* available from 2020

** available from 2019