

Student ID:		Student name:			
Deakin email:			Preferred contact number:		
Date:	Year commenced:	eCOE:		Campus:	

2019 SAMPLE COURSE MAP

Last updated 27/08/2018

SIT010 Safety Induction Program (0 credit points) and STP050 Academic Integrity (0 credit points)

YEAR 1 Year: Year	Trimester 1	SIT105 Thinking Technology and Design	SIT124 Exploring IT	Elective	Major
	Trimester 2	SIT102 Introduction to Programming	SIT103 Database and Information Management	Elective	Major
	Trimester 3*				

STP010 Introduction to Work Placements – 0 credit point compulsory unit

YEAR 2 Year: Year	Trimester 1	SIT216 User Centred Design	SIT223 Professional Practice in IT	Elective	Major
	Trimester 2	SIT202 Networks and Communications	Elective (level 2 or 3)	Elective (level 2 or 3)	Major
	Trimester 3*				

YEAR 3 Year: Year	Trimester 1	SIT374 Project Design	SIT306 IT Placement Or STP301 Industry Based Learning	Elective Unit (level 2 or 3)	Major
	Trimester 2	SIT302 Project Delivery	SIT317 Enterprise, Entrepreneurship and Innovation (available from 2020)	Elective (level 2 or 3)	Major
	Trimester 3*				

*Trimester 3 is optional.

^ Must have completed STP010 Introduction to Work Placements (0 credit point unit) and SIT223 Professional Practice in IT.

~ Note: Students are expected to undertake SIT374 and SIT302 in consecutive trimesters. Students should seek advice from the unit chair if they are unable to complete SIT374 and SIT302 consecutively.

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). Deakin University reserves the right to alter, amend or delete details of 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.

Student signature:
Course adviser:

KEY

B Melbourne Burwood Campus	E Enrolled/planned
WF Geelong Waterfront Campus	P Passed
WP Geelong Waurm Ponds Campus	Cr Credit
WB Warrnambool Campus	
C Cloud Campus	

See page 2 for Course Progress Check instructions

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 Mark the check boxes of any units you intend to study (enrolled/planned), have passed or received credit for.
 Each unit should only be ticked once.
- 4 Submit this form to Student Central or send it via email to: enquire@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

S326 Course Rules

The course comprises a total of 24 credit points, which must include the following:

- 11 core IT units (which includes a compulsory internship unit)
- completion of STP050 Academic Integrity (0-credit-point compulsory unit)
- completion of SIT010 Safety Induction Program (0-credit-point compulsory unit)
- completion of STP010 Introduction to Work Placements (0-credit-point compulsory unit)
- at least one IT Major Sequence
- 7 electives (which may be used to complete a second major study)
- level 1 - maximum of 10 credit points
- levels 2 and 3 - minimum of 14 credit points over both levels
- level 3 - minimum of 6 credit points of which at least 4 must be SIT units.

Unspecified and specified credits

Level 1:
Level 2:
Level 3:

Non-IT units

Notes

KEY

B	Melbourne Burwood Campus	E	Enrolled/planned
WF	Geelong Waterfront Campus	P	Passed
WP	Geelong Waurn Ponds Campus	Cr	Credit
WB	Warrnambool Campus		
C	Cloud Campus		

Major Sequences

Unit	Unit Title	Offered	Prerequisite
Application Development (unit set code MJ-S000085) <i>Burwood (Melbourne), Cloud (online)</i>			
SIT122	Robotics Studio	1	Nil
SIT120	Introduction to Responsive Web Apps	2	Nil
SIT232	Object-Oriented Development	1	One of SIT102, SIT153 or SIT172
SIT221	Data Structures and Algorithms	2	SIT131 or SIT232
SIT305	Android and iOS Mobile Programming	1	SIT206 and SIT207 From 2020: SIT232 and SIT221
SIT313	Developing Client-Server Web Applications	2	One of SIT202, SIT207 or SIT206
Cloud Computing (unit set code MJ-S000063) <i>Burwood (Melbourne), Waurn Ponds (Geelong)</i>			
SIT113	Cloud Computing and Virtualisation	1	Nil
SIT232	Object-Oriented Development	1	One of SIT102, SIT153 or SIT172
SIT272	Enterprise Network Construction	1	Nil
SIT277	Enterprise Network Management	2	SIT272
SIT322	Cloud Systems	1	SIT221 or SIT232
SIT323	Cloud Application Development	2	One of SIT113, SIT131, SIT153, SIT232 or SIT251 From 2020: SIT113 and SIT232
Creative Technologies (unit set code MJ-S000086) <i>Burwood (Melbourne), Cloud (online)</i>			
SIT122	Robotics Studio	1	Nil
SIT162	Introduction to Creative Technologies	2	Nil
SIT254	Game Design	1	Nil
SIT264	Authoring of Interactive Media	2	2 SIT-coded units or 2 ADD/ADT coded units
SIT361	Interactive Technology Application	1	Two SIT coded units (excluding mathematics units coded SIT19-, SIT29-, SIT39-)
SIT352	Creative Production (from 2020)	2	8 SIT Coded Units
Cyber Security (unit set code MJ-S000041) <i>Burwood (Melbourne), Cloud (online), Waurn Ponds (Geelong)</i>			
SIT182	Real World Practices for Cyber Security	1	Nil
SIT192	Discrete Mathematics	1, 2	Nil
SIT281	Cryptography	2	SIT192
SIT284	Cyber Security Management	2	SIT182
SIT379	Ethical Hacking	1	SIT102, SIT103, SIT182 and SIT202
SIT382	System Security	2	SIT182 and SIT202
SIT190 Introductory Mathematical Methods is a highly recommended elective unit (Tri-1, Tri-2)			

Game Development (unit set code MJ-S000042)			
<i>Burwood (Melbourne), Cloud (online)</i>			
SIT151	Game Fundamentals	1	Nil
SIT190**	Introductory Mathematical Methods	1, 2	Students who have successfully completed VCE Maths Methods 3 and 4 and/or Specialist Maths 3 and 4 are not normally eligible to enrol in this unit.
SIT192	Discrete Mathematics	1	Nil
SIT232	Object-Oriented Development	1	One of SIT102, SIT153 or SIT172
SIT255	Game Development Patterns	2	SIT153, SIT102 or SIT232 From 2020: SIT232
SIT352	Creative Production (from 2020)	2	8 SIT Coded Units
SIT383	Augmented Reality Systems	1	SIT283 or SIT255
**NOTE: students who have successfully completed Mathematical Methods 3 and 4 or equivalent may choose to replace SIT190 with an elective unit			
Virtual and Augmented Reality (unit set code MJ-S000084)			
<i>Burwood (Melbourne)</i>			
SIT162	Introduction to Creative Technologies	2	Nil
SIT183	Application and Design of Virtual and Augmented Reality Systems	1	Nil
SIT283	Development for Virtual Reality	1	Nil
SIT253	Audio and Visual Production	2	Must have completed a minimum of two SIT coded units
SIT383	Augmented Reality Systems	1	SIT283 or SIT255
SIT352	Creative Production (from 2020)	2	8 SIT Coded Units