

# S406 BACHELOR OF COMPUTER SCIENCE (HONOURS)

## FACULTY OF SCIENCE, ENGINEERING AND BUILT ENVIRONMENT



FOR STUDENTS COMMENCING TRIMESTER 1 2024

Last updated 01/09/2023

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: [DAI001 Academic Integrity Module](#) (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: 2024	Trimester 1				
	Trimester 2				
	Trimester 3				

<b>YEAR 2</b> Year: 2025	Trimester 1				
	Trimester 2				
	Trimester 3				

<b>YEAR 3</b> Year: 2026	Trimester 1				
	Trimester 2				
	Trimester 3				

<b>YEAR 4</b> Year: 2027	Trimester 1				
	Trimester 2				
	Trimester 3				

### S406 COURSE RULES

- Must pass 32 credit points for course
- Must pass ALL units in {DAI001, SIT010, SIT102, SIT103, SIT111, SIT112, SIT192, SIT202, SIT215, SIT221, SIT223, SIT232, SIT292, SIT315, SIT320, STP010}
- Must pass ALL units in {SIT306, SIT374, SIT378} OR Must pass 1 units in {SIT344}
- Must pass 1 units in {SIT723}
- Must pass 1 units in {SIT724, SIT746}
- Must pass 14 credit points at levels {2, 3}
- Must pass 6 credit points at level {3}

- Must pass 4 credit points at level {7}
- (Must pass 1 unit set(s) in {Data Science (MJ-S000087), Robotics (MJ-S000088), Internet of Things (MJ-S000089), Computational Mathematics (MJ-S000097)}  
OR  
Must pass 1 unit set(s) in {Embedded Systems (MN-S000005), Game Design (MN-S000006), Virtual and Augmented Reality (MN-S000009), Cloud Technologies (MN-S000011), Full Stack Development (MN-S000012), Information Technologies Research (MN-S000018), Computational Mathematics (MN-S000026)}  
OR  
Must pass 2 unit set(s) in {Embedded Systems (MN-S000005), Game Design (MN-S000006), Virtual and Augmented Reality (MN-S000009), Cloud Technologies (MN-S000011), Full Stack Development (MN-S000012), Information Technologies Research (MN-S000018), Computational Mathematics (MN-S000026)})

**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.

**S406 BACHELOR OF COMPUTER SCIENCE (HONOURS) MAJOR UNIT SETS**

<b>COMPUTATIONAL MATHEMATICS (MJ-S000097)</b>
<a href="#">SIT190 Introduction to Functions, Relations and Graphs</a>
<a href="#">SIT191 Introduction to Statistics and Data Analysis</a>
<a href="#">SIT194 Introduction to Mathematical Modelling</a>

[SIT281 Cryptography](#)

[SIT291 Mathematical Methods for Information Modelling](#)

[SIT316 Optimisation and Constraint Programming](#)

[SIT334 Numerical Methods in Mathematics](#)

Completion Rule

- Must pass 1 credit points in {SIT190, SIT191}
- Must pass 5 credit points in {SIT194, SIT281, SIT291, SIT316, SIT334}

## DATA SCIENCE (MJ-S000087)

[SIT191 Introduction to Statistics and Data Analysis](#)

[SIT199 Applied Algebra and Statistics](#)

[SIT220 Data Wrangling](#)

[SIT307 Machine Learning](#)

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

[SIT319 Deep Learning](#)

[SIT330 Natural Language Processing](#)

Completion Rule

- Must pass all unit(s) in {SIT220, SIT307, SIT314, SIT319, SIT330}
- Must pass 1 credit points in {SIT191, SIT199}

## INTERNET OF THINGS (MJ-S000089)

[SIT210 Embedded Systems Development](#)

[SIT225 Data Capture Technologies](#)

[SIT307 Machine Learning](#)

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

[SIT329 Advanced Embedded Systems](#)

[SIT331 Full Stack Development: Secure Backend Services](#)

Completion Rule

- Must pass all unit(s) in {SIT210, SIT225, SIT307, SIT314, SIT329, SIT331}

## ROBOTICS (MJ-S000088)

[SIT122 Robotics Studio](#)

[SIT210 Embedded Systems Development](#)

[SIT225 Data Capture Technologies](#)

[SIT310 Robotics Application Development](#)

[SIT315 Concurrent and Distributed Programming](#)

[SIT332 Robotics, Computer Vision and Speech Processing](#)

Completion Rule

- Must pass all unit(s) in {SIT122, SIT210, SIT225, SIT310, SIT315, SIT332}

## S406 BACHELOR OF COMPUTER SCIENCE (HONOURS) MINOR UNIT SETS

### CLOUD TECHNOLOGIES (MN-S000011)

[SIT226 Cloud Automation Technologies](#)

[SIT233 Cloud Computing](#)

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

[SIT323 Cloud Native Application Development](#)

Completion Rule

- Must pass all unit(s) in {SIT226, SIT233, SIT314, SIT323}

### COMPUTATIONAL MATHEMATICS (MN-S000026)

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

[SIT194 Introduction to Mathematical Modelling](#)

[SIT281 Cryptography](#)

[SIT291 Mathematical Methods for Information Modelling](#)

[SIT292 Linear Algebra for Data Analysis](#)

[SIT316 Optimisation and Constraint Programming](#)

[SIT334 Numerical Methods in Mathematics](#)

Completion Rule

- Must pass 1 credit points in {SIT190, SIT194}
- Must pass 2 credit points in {SIT281, SIT291, SIT292}
- Must pass 1 credit points in {SIT316, SIT334}

### EMBEDDED SYSTEMS (MN-S000005)

[SIT122 Robotics Studio](#)

[SIT210 Embedded Systems Development](#)

[SIT225 Data Capture Technologies](#)

[SIT329 Advanced Embedded Systems](#)

Completion Rule

- Must pass all unit(s) in {SIT122, SIT210, SIT225, SIT329}

#### FULL STACK DEVELOPMENT (MN-S000012)

[SIT120 Introduction to Responsive Web Apps](#)

[SIT305 Mobile Application Development](#)

[SIT313 Full Stack Development: Secure Frontend Applications](#)

[SIT331 Full Stack Development: Secure Backend Services](#)

##### Completion Rule

- Must pass all unit(s) in {SIT120, SIT305, SIT313, SIT331}

#### GAME DESIGN (MN-S000006)

[SIT151 Game Fundamentals](#)

[SIT253 Content Creation for Interactive Experiences](#)

[SIT254 Game Design](#)

[SIT283 Development for Virtual and Augmented Reality](#)

##### Completion Rule

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

#### INFORMATION TECHNOLOGIES RESEARCH (MN-S000018)

[SIT718 Real World Analytics](#)

[SIT747 Research Project \(Publication\)](#)

[SLE761 Professional Research Practice](#)

##### Completion Rule

- Must pass 4 credit points in {SIT718, SIT747, SLE761}

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

[SIT183 Interactive Application Design for Virtual and Augmented Reality](#)

[SIT253 Content Creation for Interactive Experiences](#)

[SIT283 Development for Virtual and Augmented Reality](#)

[SIT383 Assembling Virtual and Augmented Reality Experiences](#)

##### Completion Rule

- Must pass all unit(s) in {SIT183, SIT253, SIT283, SIT383}