# S464 BACHELOR OF SOFTWARE ENGINEERING (HONOURS)
## FACULTY OF SCIENCE, ENGINEERING AND BUILT ENVIRONMENT

FOR STUDENTS COMMENCING TRIMESTER 1 2025

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 and Respect at Deakin (0 credit points)
AND STP010 Career Tools for Employability (0 credit points)
AND SIT010 Safety Induction Program (0 credit points)

| YEAR 1 Year: 2025 | | | | |
|---|---|---|---|---|
| | Trimester 1 | | | |
| | Trimester 2 | | | |
| | Trimester 3 | | | |

| YEAR 2 Year: 2026 | | | | |
|---|---|---|---|---|
| | Trimester 1 | | | |
| | Trimester 2 | | | |
| | Trimester 3 | | | |

| YEAR 3 Year: 2027 | | | | |
|---|---|---|---|---|
| | Trimester 1 | | | |
| | Trimester 2 | | | |
| | Trimester 3 | | | |

| YEAR 4 Year: 2028 | | | | |
|---|---|---|---|---|
| | Trimester 1 | | | |
| | Trimester 2 | | | |
| | Trimester 3 | | | |

NOTE: Students must have successfully completed STP010 Career Tools for Employability (0 credit point unit) before commencing SEL703 Professional Practice.

NOTE: All students must complete SEL703 Professional Practice. SEL703 Professional Practice is available in Trimester 1, Trimester 2 and Trimester 3. Students are encouraged to complete this unit in Trimester 3 of the third year of study.

NOTE: Entry to SIT746 Research Project (Advanced) is subject to specific unit entry requirements.

## S464 COURSE RULES

- Must pass 32 credit points for course

- Must pass ALL units in {DAI001, SIT010, STP010}

- Must pass ALL units in {SEJ104, SEL703, SET111, SIT102, SIT103, SIT111, SIT192, SIT202, SIT210, SIT217, SIT221, SIT223, SIT225, SIT232, SIT310, SIT313, SIT314, SIT315, SIT329, SIT331, SIT333, SIT723, SIT732}

- Must pass 1 units in {SIT724, SIT746}

- Must pass one of: A minor (4 credit points) or 4 elective units (4 credit points)

## 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.

## S464 BACHELOR OF SOFTWARE ENGINEERING (HONOURS) MINOR UNIT SETS

| ARTIFICIAL INTELLIGENCE (MN-S000013) |
|---|
| SIT112 Introduction to Data Science and Artificial Intelligence |
| SIT215 Computational Intelligence |
| SIT292 Linear Algebra for Data Analysis |
| SIT330 Natural Language Processing |
| SIT332 Robotics, Computer Vision and Speech Processing |

Completion Rule

- Must pass all unit(s) in {SIT112, SIT215, SIT292}

- Must pass 1 unit(s) in {SIT330, SIT332}

## 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}

Note: For students in S464: Must pass ALL units in {SIT194, SIT291, SIT292, SIT334}

## CYBER SECURITY (MN-S000015)

SIT182 Real World Practices for Cyber Security

SIT218 Secure Coding

SIT284 Cyber Security Management

SIT379 Ethical Hacking

Completion Rule
- Must pass all unit(s) in {SIT182, SIT218, SIT284, SIT379}

## DATA SCIENCE (MN-S000014)

SIT199 Applied Algebra and Statistics

| SIT292 Linear Algebra for Data Analysis |
| --- |
| SIT307 Machine Learning |
| SIT319 Deep Learning |

Completion Rule
- Must pass all unit(s) in {SIT199, SIT292, SIT307, SIT319}

| 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}