

## RECOMMENDED STUDY PLAN

Mid-Year Entry **2021**

DEGREE [Bachelor of Information Technology](#) MINOR [Human-Computer Interaction and Games Design \(HCI\)](#)

NAME \_\_\_\_\_

To assist you with subject information, we recommend you consult with your CSE Course/Major Advisor and refer to [Subject Search](#). If you would prefer a part-time study plan, please adjust the below planner, reviewing subject prerequisites to ensure you are on track for course completion.

Year 1	MID-YEAR ENTRY	Study Period 2 - SP2
		Degree Core: <a href="#">CP1403</a> Design Thinking
		Degree Core: <a href="#">CP1401</a> Problem Solving and Programming I
		Degree Core: <a href="#">CP1402</a> Internet Fundamentals
		Elective:

Year 2	Study Period 1 - SP1	Study Period 2 - SP2
	Degree Core: <a href="#">CP1404</a> Programming II - External PREREQ: CP1801 OR CP1401 OR CP1200 OR EG1002 OR CP2200 OR SC1201	Degree Core: <a href="#">CP2405</a> Collective Intelligence and Entrepreneurship PREREQ: 24CP OF SUBJECTS
	Degree Opt Core: <a href="#">MA1020</a> Preparatory Mathematics OR <a href="#">MA1000</a> Mathematical Foundations PREREQ: MA1020 OR MATHS B OR MATHS C	Degree Core: <a href="#">CP2406</a> Programming III PREREQ: CP1404 OR CP1804 OR CP1300
	Degree Core: <a href="#">CP1406</a> Web Design and Development	Degree Core: <a href="#">CP2408</a> Design Thinking and Creative IT Industries PREREQ: CP1403 OR CP1803 OR SC1201
	Minor Core: <a href="#">CP1405</a> Gamification	Minor Core: <a href="#">CP2412</a> Game Design and Technologies PREREQ: 6CP OF CP SUBJECTS

Year 3	Study Period 1 - SP1	Study Period 2 - SP2
	<b>Degree Core:</b> <u>CP2403</u> Information Processing and Visualisation <b>PREREQ:</b> 12CP OF SUBJECTS	<b>Degree Core:</b> <u>CP3401</u> e-Strategic Management <b>PREREQ:</b> 24CP OF SUBJECTS
	<b>Degree Core:</b> <u>CP2404</u> Database Modelling	<b>Degree Core:</b> <u>CP3404</u> Information Security <b>PREREQ:</b> 6CP OF CP SUBJECTS AND 12CP OF SUBJECTS
	<b>Degree Core:</b> <u>CP2414</u> Network Security <b>PREREQ:</b> 12CP OF SUBJECTS	<b>Degree Core:</b> <u>CP3405</u> Design Thinking and Project Management <b>PREREQ:</b> <u>CP2408</u>
	<b>Minor Core:</b> <u>CP2411</u> 3D Modelling and Animation <b>PREREQ:</b> 6CP OF CP SUBJECTS	

Trimester 2 (Jun-Oct)
<b>Degree Opt Core:</b> <u>CP3102</u> Multidisciplinary Project <b>PREREQ:</b> 36CP OF CP SUBJECTS <b>OR</b> <u>CP3101</u> Professional Internship (SP10) <b>PREREQ:</b> 36CP OF CP SUBJECTS <b>OR</b> <u>CP3103</u> Independent Project (SP1) <b>PREREQ:</b> 36CP OF CP SUBJECTS

Year 4	Study Period 1 - SP1	MID-YEAR COMPLETION
	<b>Degree Core:</b> <u>CP3402</u> Content Management Systems <b>PREREQ:</b> (CP1404 OR CP1804 AND CP1406 OR CP1806) OR CP2010, AND 24CP OF CP SUBJECTS	
	<b>Degree Core:</b> <u>CP3403</u> Data Mining <b>PREREQ:</b> 6CP OF CP SUBJECTS AND 12CP OF SUBJECTS	
	<b>Degree Core:</b> <u>CP3406</u> Mobile Computing <b>PREREQ:</b> CP1404 OR CP1804 AND 18CP OF CP SUBJECTS	
	<b>Minor Core:</b> <u>CP3408</u> Game Engine and Simulation <b>PREREQ:</b> (CP1404 OR CP1804) AND 18 CP OF CP SUBJECTS	

#### PROFESSIONAL ACCREDITATION STATUS

This course is accredited by the Australian Computer Society (ACS). The ACS is the authority responsible for the accreditation of professional ICT education programs in Australia. The ACS is also a signatory to the Seoul Accord (<https://www.seoulaccord.org/>). The Accord signatories accord mutual recognition to their respective accreditation schemes.

Graduates are eligible to become an Associate Member of the Society immediately and a full Professional Member after they have been certified as a Certified Technologist or Certified Professional and satisfy the Society that they have acquired the Core Body of Knowledge through demonstrated equivalence and adhere to the ACS Code of Ethics. However, the course is accredited as a whole course and the accreditation may not apply when students are granted advanced standing, credit(s) or exemption(s) by the institution. A course undertaken by a student granted advanced standing, credit(s) or exemption(s) will only be regarded as the accredited course where, in the opinion of the Society, credit(s) or exemption(s) are given for equivalent subjects (particularly in terms of Information Technology content) taken at an equivalent educational level in an institution of appropriate academic standing.

#### ADDITIONAL INFORMATION

[Bachelor of Information Technology course handbook](#)

[Human-Computer Interaction and Games Design minor handbook](#)