Bachelor of Games and Interactive Entertainment - Dean's Scholars Program (IT04)

Year offered: 2011
Admissions: Yes
CRICOS code: 059710E
Course duration (full-time): 3 years
Domestic Fees (indicative): 2011: CSP $3,878 (indicative) per semester
International Fees (indicative): 2011: $11,375 (indicative) per semester
Domestic Entry: February: Fixed closing date - 26th November, 2010
International Entry: February: Fixed closing date - 26th November, 2010. This course is only available to international students completing Year 12 in Australia
QTC code: 418002
Past OP cut-off: 97 plus successful questionnaire and interview. Please refer to Additional Entry Requirements.
Past OP cut-off: 2 plus successful questionnaire and interview. Please refer to Additional Entry Requirements.
Assumed knowledge: English (4, SA) and Maths A, B or C (4, SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.qut.edu.au/assumed-knowledge
Course coordinator: Richard Thomas
Campus: Gardens Point

Why Choose This Course
This course is a collaboration between the Faculties of Science and Technology, and Creative Industries, allowing you to be taught design and technology skills from the experts in their field. Queensland is leading the video game industry with figures showing the State earns more than any other from interactive entertainment. The State’s game developers generate approximately $55 million per year; a 40 per cent slice of Australia’s video games earnings, according to an Australian Bureau of Statistics report. Queensland game companies also employ almost half of the video game industry’s workforce, with Brisbane becoming a hub of games talent, producing games for a worldwide audience.

Popular games titles produced in Queensland include Hellboy, the children’s game Viva Pinata Party Animals and Star Wars: The Force Unleashed.

Course Structure
The 24-unit degree comprises:

- seven (7) core units including a 24 credit-point final-year project
- eight units in your chosen major
- four units in a secondary area of study, also known as your minor
- four optional units where you can choose units from across QUT to complement your studies.

MAJORS
Choose your primary area of study, also known as your major, from:

- **Animation** This major includes foundation studies in the production of animation and motion graphics; history of animation practices; and programming which includes object orientation, 3D computer graphics and computer generated art. You will develop skills enabling you to work in areas such as computer games, interactive media arts, web applications, sound design, adaptive music and interactive public art works.

- **Digital Media** This major will prepare you for careers as digital game designers, developers and multimedia architects, making use of the rapid convergence of mixing graphics, video, animation and sound to meet the increasingly complex world of digital entertainment. Organisations are also interested in the strategies that multimedia architects contribute to achieving maximum efficiency and competitiveness such as integrating multimedia content with information in enterprise software systems and organisations’ websites.

- **Game Design** This major provides you with hands-on game design experience, as well as knowledge of narrative and immersion (drawing the player into the game), architecture and interior design to encourage the creation of interesting and unique models within the virtual environment.

- **Software Technologies** This major will prepare you for careers in the game and simulation industries such as software tester, video game tester, game programmer and software tools developer. You will study technological aspects of computer games, games engine and tools development. Companies used to provide “in-house” training for programming skills, however they are now turning to tertiary institutions to provide appropriately qualified graduates.

MINORS
- **Animation**
- **Advanced Animation**
- **Digital Media**
- **Entrepreneurship**
• Game Design
• Legal Issues
• Marketing
• Mathematics for Games
• Mobile and Network Technologies
• Physics for Games
• Software Technologies
• Advanced Software Technologies\(^{\text{v}}\)
• Sound Design

#Requirement for this major is an SA or better in Queensland Maths B (or equivalent).
Only available to those undertaking the animation major.
\(^{\text{v}}\)Only available to those undertaking the software technologies major.

career outcomes
Depending on your specialisation, graduates may find employment as a games/digital media programmer, game designer, simulation developer or designer, animator, film and television special effects developer, games/digital media reviewer, video game tester, sound designer, mobile entertainment and communications developer, web developer, digital product strategist, computer systems engineer, multimedia designer, software engineer, or technical officer.

professional recognition
As a graduate of the Dean's Scholars Program you will be qualified for professional accreditation and employment in fields relevant to your specialisation.

Your course

Year 1
In your first year you will undertake five core units, consisting of:

• Computer Games Studies
• Building IT Systems
• Industry Insights
• Introducing Design
• Games Production

You will also undertake three units within your chosen major or minor.

Year 2
Second year consists of units within your chosen major and minor together with electives chosen from anywhere in the University.

Year 3
In your final year, you will extend your professional and technical skills by participating in a major group project to produce a significant piece of digital work using PC, mobile devices, consoles or virtual reality. You will also undertake a special topic. You will complete your units for your chosen major, minor and electives.

Note:
The Faculty may wish to make your project or thesis work available to other students undertaking Honours studies as an exemplar. As the copyright owner of the work you have created, the Faculty will respect your rights and will seek your authorisation to share your work.

 prerequisites
Must be a current Year 12 student or a student returning from a gap year who completed their Year 12 education in Australia; successful questionnaire; interview.

Financial Support
Domestic students offered a place in the Dean's Scholars Program will have their undergraduate HECS paid by the Faculty and those proceeding to Honours will also receive full HECS support.

International students will have one-third of their tuition fees paid by the faculty for the undergraduate and honours programs.

Students are responsible for all other costs associated with their program.

OP Guarantee
The OP Guarantee does not apply to this program.

Cooperative Education Program
The Cooperative Education Program gives students the opportunity of 10-12 months paid industry placement during your course where they can integrate real experience with what they are learning in their degree. Companies that QUT's Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNiTAB, RACQ and many Queensland Government departments.

Students participating in this program enrol in INS011 Cooperative Education 1 and INS012 Cooperative Education 2 in the second semester of the program. The cooperative education program and its mentoring and assessment requirements make up the required contact and assessment of both units. Eligibility criteria apply. International students are not eligible due to visa restrictions.

Part-time students who are working in a professional position related to the BGIE may be able to use their current
employment to meet the criteria for completing INS011 Cooperative Education 1, after completion of 168 credit points in the Bachelor of Games and Interactive Entertainment, subject to meeting eligibility criteria. Further information about this option is available from Student Services, Level 3, O Block Podium, Gardens Point Campus.

Find out more about the Cooperative Education Program.

Unit Incompatibility/Translation Information
Details on the translation and incompatibility of old and new units is located here:
Undergraduate Translation Table
If you have completed the unit(s) listed under the "Translation Unit Codes" column you are not permitted to enrol in the listed new code.

Limits on grades of 3
A new policy concerning grades of 3 came into effect from 1 January 2009 (QUT MOPP C/5.2). With effect from this date grades of 3 are no longer considered a conceded or low pass but are classified as a fail grade. Any grades of 3 awarded prior to 1 January 2009 retain the conceded pass status and will be counted for graduation purposes up to the maximum number of grades of 3 permitted for your course. Grades of 3 incurred in units that commence after 1 January 2009 will not count towards your degree. Further information is available on the Student Services website.

Further Information
For further information about this course, please contact the following:

Michael Docherty
Phone: +61 7 3138 2782
Email: enquiry.scitech@qut.edu.au

Bachelor of Games and Interactive Entertainment - Dean's Scholars Program

The course consists of four blocks of studies
- Block A: Core Studies (7 units including a 24 credit point Project)
- Block B: Major (8 units) selected from Animation; Digital Media; Games Design; Software Technologies
- Block C: Minor (4 units)
- Block D: Electives (4 units)

Year 1, Semester 1
INB180 Computer Games Studies
INB104 Building IT Systems
INB103 Industry Insights
INB182 Introducing Design

Year 1, Semester 2
INB181 Introduction to Games Production
INB182 Introducing Design
INB379 Game Project Design

Year 2, Semester 1
Block B or Block C Unit or Block D Unit
Block B or Block C Unit or Block D Unit
Block B or Block C Unit or Block D Unit
Block B or Block C Unit or Block D Unit

Year 2, Semester 2
Block B or Block C or Block D Unit
Block B or Block C or Block D Unit
Block B or Block C or Block D Unit
Block B or Block C or Block D Unit

Year 3, Semester 1
INN700 Introduction To Research
INN701 Advanced Research Topics
INN401 Honours Dissertation 1
Postgraduate IT Elective

Year 3, Semester 2
INN402 Honours Dissertation 2
INN403 Honours Dissertation 3
INN404 Honours Dissertation 4

Year 3, Summer
INN404 Honours Dissertation 4
Postgraduate IT Units

Unit List:
INN210  Databases
INN220  Business Analysis
INN221  Technology Management
INN250  Foundations of Computer Science
INN251  Networks
INN255  Security
INN270  Programming
INN271  The Web
INN272  Interaction Design
INN280  Fundamentals of Game Design
INN281  Advanced Game Design
INN282  Games Level Design
INN311  Enterprise Systems
INN312  Enterprise Systems Applications
INN313  Electronic Commerce Site Development
INN320  Business Process Modelling
INN321  Business Process Management
INN322  Information Systems Consulting
INN323  Smart Services
INN330  Information Management
INN331  Management Issues for Information Professionals
INN332  Information Retrieval
INN333  Information Programs
INN334  Information Issues and Values
INN335  Information Resources
INN340  Database Design
INN341  Software Development With Oracle
INN342  Enterprise Data Mining
INN343  Advanced Data Mining and Data Warehousing
INN344  Search Engine Technology
INN345  Mobile Devices
INN346  Enterprise 2.0
INN347  Web 2.0 Applications
INN350  Internet Protocols and Services
INN351  Unix Network Administration
INN352  Network Planning
INN353  Wireless and Mobile Networks
INN355  Cryptology and Protocols
INN365  Systems Programming
INN370  Software Development
INN371  Data Structures and Algorithms
INN372  Agile Software Development
INN373  Web Application Development
INN374  Enterprise Software Architecture
INN381  Modelling and Animation Techniques
INN382  Real Time Rendering Techniques
INN383  AI for Games
INN385  Multimedia Systems
INN386  Advanced Multimedia Systems
INN500  PRINCE2 (R) Project Management
INN530  Web Content Reliability
INN531  Information Services
INN532  Information Literacy Education
INN533  Information Organisation
INN540  User Experience
INN546  Major Issues in Health Technology
INN550  Computer Forensics
INN570  Internationalisation of Software
INN600  Advanced Readings 1
INN601  Advanced Readings 2
INN602  Advanced Readings 3
INN605  Advanced Research 1
INN606  Advanced Research 2
INN607  Advanced Research 3
INN610  Case Studies in Business Process Management
INN650  Advanced Network Management
INN651  Security Technologies
INN652  Advanced Cryptology
INN690  Minor Project 1
INN691  Minor Project 2
INN692  Minor Project 3
INN693  Project
INN694-1  Project 1
INN694-2  Project
INN695  Major Project
INN696-1  Major Project 1
INN696-2  Major Project 2

Potential Careers:
UNIT SYNOPSES

INB103 INDUSTRY INSIGHTS
This unit aims to develop your awareness of the career possibilities in the ICT industry and to equip you with some of the essential skills required of an ICT professional. The unit helps you to derive a roadmap for your career; to enable you to identify the qualities, skills and interests you need to possess, to plan your career path. The unit will also introduce you the inter-disciplinary nature of ICT careers.

Equivalents: ITB002  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2011 SEM-1 and 2011 SEM-2

INB104 BUILDING IT SYSTEMS
Today's modern integrated technology is built on IT systems which run in a range of contexts (e.g. mobile computing, robotics, and web-based systems) using a range of technological solutions such as programming and scripting, databases, web development and network programming. This unit is an integrated introduction to information technology designed to engage, inspire and inform and will demonstrate the important role that technical system design and development plays in achieving robust operation of a large variety of technological solutions. This unit will give you substantial hands-on, practical learning experiences and will motivate you through engagement in the creative, explorative and meaningful development of technological artefacts that operate in real world contexts.

Equivalents: ITB001  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2011 SEM-1 and 2011 SEM-2

INB180 COMPUTER GAMES STUDIES
This unit is designed to give you a clear understanding of the socio-cultural issues that affect the computer game industry. Through critical review of games and games industry literature, playing games and actively participating in classroom discussion you will develop your capacity to join in the discourse about the design, impact and future direction of computer games in our society.

Antirequisites: INN180, ITB750  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2011 SEM-1

INB181 INTRODUCTION TO GAMES PRODUCTION
This subject will provide you with knowledge and skills in games production. By gaining an overview of the production process, you will learn how the technology and the people involved integrate into a coherent and efficient manufacturing process. By the end of this subject you will have the knowledge to conceive, create, integrate and optimise tools and personnel into a complete games production system.

Antirequisites: INN181  Equivalents: ITB751, ITN751  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2011 SEM-1 and 2011 SEM-2

INB182 INTRODUCING DESIGN
Please note: this unit is only available to BGIE (Bachelor of Games and Interactive Entertainment) students. The act of designing is a common link between many disciplines such as game design, software design, animation and character design, architecture, industrial design, etc. This unit offers a broad and generic introduction to the act of designing in a discipline context free environment.

This unit is designed to expose you to a range of experiences not possible within the confines of the usual university routine. It also calls upon you to exert physical and mental efforts that may be different in degree and nature to your usual coursework. Through these opportunities this unit seeks to introduce to you the ways of thinking like a designer.

Antirequisites: DEB101  Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2011 SEM-1

INB379 GAME PROJECT DESIGN
INB379 BGIE Game Project Design (P1) extends your work on the role, design, and plan of a computer game concept. The unit covers the conceptualisation and game design stages up to the game design pitch. If the project is given a green light by the assessment panel, it may be developed later in the P2 unit.

Prerequisites: Completion of 144 credit points of study  Antirequisites: ITB009  Assumed knowledge: Completion of at least 144 credit points of IT04 units, including including all first year core units is assumed  Credit points: 12  Contact hours: 1 hour lecture - 2 hour supervisor meetings  Campus: Gardens Point  Teaching period: 2011 SEM-1 and 2011 SEM-2

INB380 GAMES PROJECT
This unit seeks to give you the opportunity to apply, under appropriate guidance, the knowledge and skills gained in your course to date and to execute a substantial related project. The unit also aims to allow you to develop the
critical professional skills of working within a cross-disciplinary team and, through implementation of your project, develop the understanding of the role of careful planning, scope control and task management in ensuring that the project is successful.

**Prerequisites:** INB379 or INB305  
**Antirequisites:** ITB020  
**Assumed knowledge:** Students undertaking this unit must be enrolled in the Bachelor of Games and Interactive Entertainment  
**Credit points:** 24  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2

**INN210 DATABASES**

Databases and database systems are essential items that support many aspects of everyday life in modern society. All graduates from a course in Information Technology will be expected by employers to understand the concepts and terminology of databases. The aim of this unit is to introduce you to the structure and role of databases in modern organisations.

**Antirequisites:** INB210  
**Equivalents:** ITN200  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INN220 BUSINESS ANALYSIS**

This unit aims to give you an introduction to the role, knowledge, and skills required of a business analyst. This unit focuses on both the trades—tools and methods used by a business analyst, as well as the soft skills—creativity and communication, both of which are critical to successful business and requirements analysis. Through lectures, cases studies and role playing activities, you will develop basic knowledge and skills required for introductory business analysis (BA).

**Antirequisites:** INB220  
**Equivalents:** ITB222, ITB365, ITN365  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INN221 TECHNOLOGY MANAGEMENT**

This unit presents operational, tactical and strategic insights that support the activities central to the leadership and management of technology. These insights include project management, organisational leadership, outsourcing, planning, governance and millennium technologies. Such insights are used to inform decision-making - the core skill of any manager. Technology managers must understand the factors influencing any decision point. This unit equips students for the challenges of management and to contribute to the decision-making faced by managers and the staff who advise on these issues.

**Antirequisites:** ITN241, ITN251, ITN366, INB221  
**Assumed knowledge:** INB103, ITB002 or ITB360 is assumed knowledge  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INN250 FOUNDATIONS OF COMPUTER SCIENCE**

Contemporary computer-based systems are built from a wide range of technologies working at different levels of abstraction, from microprocessor hardware, to operating system and application software, to entire communications networks. At each abstraction level different techniques are needed to understand emergent properties of the system. This unit introduces some of the foundational principles commonly used to reason about the behaviour of computer-dependent systems at different levels of abstraction. Most of the techniques are derived from the field of Discrete Mathematics and are the foundation of the discipline called Computer Science.

**Antirequisites:** INB250  
**Assumed knowledge:** Basic familiarity with set theory (Venn diagrams and set operators), elementary algebra (polynomial and summation expressions, exponents and logarithms, etc) and simple probability concepts (permutations and combinations).  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INN251 NETWORKS**

Computer systems and communications networks are essential to the activities of modern organisations. When you graduate from a course in Information Technology, employers expect you to have a sound understanding of the terminology and concepts of computer systems, communications networks, and network services. This unit provides you with an introductory study of communications network technologies and network applications. The unit serves as an entry point to further specialised studies in the field of computer network systems.

**Antirequisites:** INB251  
**Equivalents:** ITN701  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INN255 SECURITY**

This unit aims to give you an understanding of the major issues in information security. You will be able to identify critical information security concepts and determine the information security implications of interactions between entities. You will have knowledge of a range of techniques for protecting information, and understand the limitations of these techniques. You will be aware of international information security management standards.

**Antirequisites:** INB255, ITB161, ITB523, ITB623, ITB730  
**Equivalents:** ITN161, ITN511, ITN523, ITN663, ITN730  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:**
Gardens Point  **Teaching period:** 2011 SEM-1

**INN270 PROGRAMMING**
This unit aims to give you a positive introduction to the skills required in solving computational problems and implementing solutions in a programming or scripting language. Although some theoretical aspects of computer programming are introduced briefly, the overall emphasis of the unit is programming practice. The unit emphasises generic programming concepts and related problem-solving strategies. The skills you learn in this unit will be applicable to a wide variety of commonly-used, industrially-significant programming and scripting languages.

**Antirequisites:** INB270  **Equivalents:** ITN700  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1 and 2011 SEM-2

**INN271 THE WEB**
The aims of the unit are to give you a thorough understanding of what the web is, how it works and what it has to offer. Additionally, the unit aims to give you a general understanding and basic skills in developing dynamic web applications, including an appreciation of the variety of implementation technologies available. Through an understanding of how web technologies have evolved to date, you will appreciate the necessity for lifelong learning and become an insightful predictor of future developments in this area. You will learn to critically analyse technological alternatives in order to adapt to and innovate with technologies that presently do not exist. You will appreciate the business or organizational context within which web applications exist and be skilled in communicating within that environment. You will appreciate the social and ethical issues relating to web based systems including accessibility, globalization, privacy, and piracy.

**Antirequisites:** INN373, INB373  **Assumed knowledge:** Basic programming and database knowledge is assumed.  **Equivalents:** ITB007, ITB227, ITN007  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1

**INN272 INTERACTION DESIGN**
The aim of this unit is to provide you with an understanding of the theory, practices and challenges associated with the development of creative interactive design and human computer interaction.

**Antirequisites:** INB272  **Equivalents:** ITN254  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-2

**INN280 FUNDAMENTALS OF GAME DESIGN**
Modern games production is a complex process involving various businesses and organisations, working with budgets in the tens of millions. One of the roles within a game production team is that of the game designer. It is crucial that a game designer understands how to create a game world, the rules that govern game play and other high level design tasks. This subject provides an introduction to game design, by starting with high level conceptual design tasks before moving to more concrete tasks.

**Antirequisites:** ITB016 and INB280  **Equivalents:** ITN016  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-2

**INN281 ADVANCED GAME DESIGN**
This unit will provide you with theoretical and practical knowledge of advanced games design concepts; that is, specific activities undertaken by game designers and their purpose. By the end of this unit you will have the knowledge to identify problems and suggest solutions for innovative game designs, as well as understand how to carry out the process of designing a game yourself. You will possess practical and theoretical knowledge of game design issues such as: how to design a game level, how to design a task and reward a player for completing it, how to ensure that the player knows how to progress through the game and how to design characters whose behaviour and dialogue provide clues and prompts to the player.

**Prerequisites:** INN280  **Antirequisites:** ITB017 and INB281  **Equivalents:** ITN017  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1

**INN282 GAMES LEVEL DESIGN**
**Prerequisites:** INN281  **Antirequisites:** INB282  **Credit points:** 12  **Teaching period:** 2011 SEM-1

**INN311 ENTERPRISE SYSTEMS**
The unit presents and discusses the Enterprise Systems Lifecycle model, orienting students to the requirements of addressing total cost of ownership, change management requirements and process modelling requirements in order to achieve business benefits. Concepts of Enterprise Systems success and associated enablers and barriers are also introduced. This unit introduces the technical architecture of complex 3-tiered client server environments. It seeks to show how an integrated complex database environment meets common business needs, and yet fails to meet the total Information Systems requirements.

**Antirequisites:** INB311  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-2

Published on: 13 June 2012
INN312 ENTERPRISE SYSTEMS APPLICATIONS
The aim of this unit is to introduce one of the more complex and comprehensive Enterprise Systems applications. This unit introduces the business perspective and application processes of modules (such as FI, CO, PP, MM and S&D) and investigates the support provided by these systems and the integration between modules by following some of the major processes in a business. The unit enables you to experience both the business analyst view and the user's view of the system across a number of business processes.

Antirequisites: INB312, ITB233    Equivalents: ITN233
Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2011 SEM-1

INN313 ELECTRONIC COMMERCE SITE DEVELOPMENT
This unit will enable you to specify, design, implement and maintain effective e-commerce applications. You will obtain a broad understanding of the potential of e-commerce and how it can be employed to benefit an organisation. You will get direct experience of creating an e-commerce storefront following a business to business (B to B) or business to consumer (B to C) model. You will also have an understanding of the computer systems that underpin e-commerce including payment systems and secure transactions.

Antirequisites: INB313 and ITB260    Equivalents: ITN260
Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2011 SEM-2

INN320 BUSINESS PROCESS MODELLING
The aim of this unit is to introduce you to modern methodologies of business process modelling. A main objective is to increase your awareness of the conceptual foundation of modelling and for the capabilities of BPMN and available tools. You will learn how to use grammars and tools to build, maintain and communicate practically relevant process models.

Antirequisites: ITB298 and ITB320    Equivalents: ITN301
Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2011 SEM-2

INN321 BUSINESS PROCESS MANAGEMENT
The aim of this unit is to introduce you to modern methodologies of Business Process Management. A main objective is to increase your awareness of the close link between business requirements and IT capabilities, and the related fundamental role of business processes. This unit also seeks to develop logical thinking, an appreciation for conceptual models, and the capability to understand and deal with complex systems.

Antirequisites: INB330    Equivalents: ITN266    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point

INN322 INFORMATION SYSTEMS CONSULTING
The aim of the unit is to develop your skills in the consulting engagement process. This unit will give you an appreciation of the management of consulting practices and an understanding of the consulting sector generally. This unit presents the tactical and strategic issues involved in management consulting, and in particular: client engagement. In the unit there is an emphasis on Information Systems (IS) related work. IS constitutes a substantial portion of consulting activity and cuts across all areas of business expertise. The unit examines the dynamics of IS consulting within the context of large consulting firms and familiarises students with the consulting engagement lifecycle.

Antirequisites: INN335, ITN332, INB322    Assumed knowledge: Good knowledge of professional oral and written communication practices and team work processes is assumed. Equivalents: ITN273
Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2011 SEM-1

INN323 SMART SERVICES
This unit gives you the opportunity to apply, under appropriate guidance, the knowledge and skills gained in your course to date and to execute a substantial development project. The ability to apply technical knowledge and skills to real-life situations is essential for information technology professionals. A substantial project, under academic supervision, will develop your initiative and ability to apply your knowledge and skills in a professional capacity. Completing the project will also enable you to appreciate the complementary nature of the course material in total, particularly the need for careful project management.

Antirequisites: INB323    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point

INN330 INFORMATION MANAGEMENT
The aim of this unit is to provide you with an awareness of the activities in which IM professionals are engaged within various organisational contexts. You will use case studies and introduce yourself to the strategic and analytic elements that comprise information management activities. These activities include the alignment of enterprise information and business planning, enterprise information policy, evaluation of information resources & systems and applications of the information inventory.

Antirequisites: INB330    Equivalents: ITN266    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point

INB313 BUSINESS PROCESS MANAGEMENT
INN331 MANAGEMENT ISSUES FOR INFORMATION PROFESSIONALS
The overall aim is to enable you to identify and resolve selected key management issues within a particular type of organisation of your choice. Using an integrated approach the subject draws from the field of organisational behaviour, business management literature, IT-management, and other readings appropriate to your interest. A further emphasis will be on case studies of actual practices in the type of organisation or enterprise environment setting that you have chosen to investigate.

Antirequisites: INB331   Equivalents: ITN274   Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2011 SEM-2

INN332 INFORMATION RETRIEVAL
The ability to quickly learn and expertly use new information resources and concepts is a vital skill for the modern day library and information professional. This unit will help you to understand the structure of the information environment, to reflect upon the information resources you discover, and to develop the ability to find appropriate information for future problem solving. You will develop your skills in identifying, accessing, evaluating and retrieving information resources to meet specific needs. The unit will also help you develop skills in teamwork and oral and written communication.

Antirequisites: INN335, ITN322   Equivalents: ITN273   Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2011 SEM-1

INN333 INFORMATION PROGRAMS
The unit encompasses the planning, implementation and evaluation of an information product or service for a particular community of use. The community may be anything from a specialised professional or business group, to community members with special needs etc. Emphasis is on identification of user needs, creating an information product or program and marketing or promoting its use. The unit also explores the impact of web 2.0 technologies (e.g. blogs, wikis, facebook, YouTube, flickr) and concepts such as creative commons and open access on program and product design and delivery are explored.

Antirequisites: ITN330   Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2011 SEM-2

INN334 INFORMATION ISSUES AND VALUES
The overall aim is to enable you to identify and critically discuss key issues (i.e. social, economic, political, cultural, legal, psychological) that impact upon the role and use of information and IT in different contexts of the information society (i.e. academic, professional, personal). You will critically consider the role of information and IT professionals in dealing ethically and legally with the many issues evolving within the emerging information society. The unit draws from the fields of psychology, business, library and information science, IT, education, sociology and law.

Antirequisites: INB334   Equivalents: ITN330   Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point

INN335 INFORMATION RESOURCES
This unit will help you to understand the structure of the information environment, to reflect upon the information resources you discover, and to develop the ability to find appropriate information for future problem solving. You will develop your skills in identifying, accessing, evaluating and retrieving information resources to meet specific information needs. The unit will also help you develop skills in teamwork and oral and written communication.

Antirequisites: INB335, INN332, ITN273   Equivalents: ITN332   Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2011 SEM-2

INN340 DATABASE DESIGN
The aim of this unit is to help you develop your knowledge, understand a formal specification tool (ORM) for modelling information systems unambiguously and to apply this formal technique to conceptualise information systems found in many real world application domains.

Antirequisites: INB340   Assumed knowledge: INN210 or ITN200 is assumed knowledge   Equivalents: ITN229   Credit points: 12   Campus: Gardens Point   Teaching period: 2011 SEM-1

INN341 SOFTWARE DEVELOPMENT WITH ORACLE
This unit aims to develop a sound understanding of database creation, installation, administration, management, security, back up/recovery and application development. The unit aims to develop practical skills in each of these elements, using appropriate Oracle software.

Antirequisites: INN210 or ITN200 or INN122 or ITB004   Equivalents: INB341, ITB223   Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2011 SEM-2

INN342 ENTERPRISE DATA MINING
This unit will provide a comprehensive theoretical coverage of various topics in data and web mining. In addition there
will be a significant practical component using hands on tools to solve real-world problems. Specifically, we will consider techniques from machine learning, data mining, text mining, and information retrieval to extract useful knowledge from data which are used for business intelligence, document databases, site management, personalization, and user profiling. This unit will first cover a detailed overview of the mining process and techniques, and then concentrate on applications of these techniques to web, e-commerce, document databases and data from advanced applications.

**Prerequisites:** INN210 or INN340 or INN122  
**Antirequisites:** ITB239, INB342  
**Equivalents:** ITN239  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INN343 ADVANCED DATA MINING AND DATA WAREHOUSING**

Data warehousing and mining have been well recognized as the dominating techniques for using databases in the future. This unit discusses the concepts, structures and algorithms of data warehousing and mining, e.g., data architecture and quality, data warehouse and data mart, data cubes, OLAP, patterns, association rules and decision tables. Through this study, students will be able to demonstrate knowledge and skills of designing, developing and implementing data warehousing components in SQL environments. It also enables students to design systems and tools that provide services to data management and analysis, such as data warehouses, data mining tools, business intelligence based systems, smart information use systems, and data processing systems.

**Prerequisites:** INN210  
**Antirequisites:** INN343  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INN344 SEARCH ENGINE TECHNOLOGY**

**Antirequisites:** INB344  
**Assumed knowledge:** Intermediate programming experience with intermediate-level knowledge of data structures and algorithms  
**Credit points:** 12  
**Campus:** Gardens Point

**INN345 MOBILE DEVICES**

This unit provides the opportunity for exploring new and emerging mobile devices and wireless technology including iPhone, Netbook, 3G, WiMax, and RFID. Students will critically review and understand how they can be used for current contexts such as government, business, education and social community, as well as emerging ‘wilderness’ environments with no power and wired communication. Students will appreciate the impacts of these devices and be inspired for the current and future opportunities in ICT usage trends.

**Antirequisites:** INB345  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INN346 ENTERPRISE 2.0**

This unit will help you to acquire the skills and knowledge required to critically explore and utilise applications within diverse contexts and organisations.  

**Antirequisites:** INB346  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INN347 WEB 2.0 APPLICATIONS**

Web 2.0 applications enable the user to be control. The unit will provide the opportunity for students to explore web 2.0 applications including blogs, wikis, social networking, social tagging, podcasts, gaming, storytelling and virtual worlds such as second life. Students will critically consider the many and varied web applications and how they can be used in different contexts such as government, small and medium size businesses, non-profit organisations, educational institutions and community groups.

**Antirequisites:** INB347  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INN350 INTERNET PROTOCOLS AND SERVICES**

An understanding of the theoretical and practical concepts of network protocols and services is highly useful and relevant to network engineers and others working in the Information Processing industries. This unit introduces you to Internet protocols and the design, implementation and operation of network based applications. Theory and practical skills taught in this unit will be useful if you intend undertaking further networking units.

**Antirequisites:** INB350, ITB624, ITB629, ITB720, ITN524, ITN529, ITN667  
**Assumed knowledge:** INN251 is assumed knowledge.  
**Equivalents:** ITN720  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INN351 UNIX NETWORK ADMINISTRATION**

The aim of this unit is to provide students with a working knowledge of the technical aspects and theory of network administration and management. The unit uses the Unix environment as the learning platform for attaining technical skills and for the development of problem solving skills necessary to be a successful networking professional.

**Prerequisites:** INN350  
**Antirequisites:** INB351  
**Equivalents:** ITN525, ITN535, ITN721  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point
INN352 NETWORK PLANNING
The unit draws together subject matter from a number of different networking-related areas. The aim of the unit is to assemble the previously acquired knowledge and techniques and apply it in a cohesive fashion to the task of network planning.

Prerequisites: INN270 or ITB003 or INB270
Antirequisites: ITB706, ITB745, ITB365
Assumed knowledge: Fundamentals of computer architecture; high level programming languages (such as C, C++, C#, Java, python) is assumed knowledge
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-2

INN353 WIRELESS AND MOBILE NETWORKS
This unit provides you with the skills to be able to design and understand the issues involved with different types of wireless communications systems. It develops your knowledge of Wide Area Networks (WANs), Local Area Networks (LANs) and Personal Area Networks (PANs) as well as skills in programming for mobile handsets. You will also develop knowledge of the different types of wireless communications technologies available and when each is most applicable in a particular situation.

Prerequisites: INB352, ITN722, ITN551, ITB628, ITB551, ITB722, ENN523
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-2

INN355 CRYPTOLOGY AND PROTOCOLS
Cryptographic techniques are widely used to implement computer and network security. As an IT security professional you may be required either to evaluate or implement information systems using cryptographic algorithms and protocols. This elective unit covers the main cryptographic technical concepts including encryption, digital signatures and cryptographic protocols.

Prerequisites: INB355
Assumed knowledge: Maths B or equivalent (e.g. MAB105) is assumed knowledge.
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-1

INN365 SYSTEMS PROGRAMMING
Systems programming is an essential part of any computer science education. This unit uses operating system concepts to teach the foundations of systems programming and advanced concepts for producing softwares that provide services to computer hardware. Through this study, you will be able to demonstrate knowledge of the principles and techniques of process management, memory and file management, protection & security, and distributed systems.

Prerequisites: INN270 or ITB003 or INB270
Antirequisites: ITB706, ITB745, ITB365
Assumed knowledge: Fundamentals of computer architecture; high level programming languages (such as C, C++, C#, Java, python) is assumed knowledge
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-2

INN370 SOFTWARE DEVELOPMENT
Understanding software development is an integral part of the IT industry for software engineers. Software development relies on object technologies, programming techniques and numerous code libraries provided by language developers and third party vendors. Integrated Development Environments, unit testing frameworks, automated and continuous build tools and versioning systems are all becoming part of the tool set modern software developers must be familiar with. This unit is designed to introduce these technologies and techniques to show how software can be rapidly developed.

Prerequisites: INB370
Assumed knowledge: INN251 is assumed knowledge.
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-1

INN371 DATA STRUCTURES AND ALGORITHMS
The purpose of this unit is to ensure that you have a sound knowledge of modern programming techniques and their use in providing medium-scale software solutions. This unit will teach you to decompose a problem and produce a modular solution to a programming task. The principles to analyse algorithms for efficiency will also be introduced. In addition, you will acquire the necessary skills for you to use the tools available in common development environments, such as Microsoft Visual Studio.

Prerequisites: INN270 or INB270
Antirequisites: INB371, INB372, TB702, ITB711, ITN711
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-1

INN372 AGILE SOFTWARE DEVELOPMENT
This unit examines the theory, techniques, and technologies associated with the specification, design, construction and testing of software systems. It integrates specialist knowledge from previous units to prepare you to become a professional software engineer. By the end of this unit, you will have a firm understanding of the principles of software development processes, and the detailed practices of a modern agile methodology. This will extend and refine your knowledge of the traditional software development lifecycle and testing, and putting your new knowledge into practice.
You will work together in small teams of four to six people to build a project using an agile methodology and using test-driven development strategies. You will thus be well-prepared to become a member of a professional development team.

**Prerequisites:** INN370  
**Antirequisites:** INB372, ITB712, ITN662, ITN712, ITB612  
**Assumed knowledge:** Good programming, debugging, testing and software development skills.  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INN373 WEB APPLICATION DEVELOPMENT**

This unit will provide you with an understanding of the issues, structure and technologies used for developing web-based systems. The unit will provide you with the theoretical and practical skills needed to develop enterprise critical applications designed with an n-tier architecture using state of the art technologies. A comparative technology approach is taken, including an analysis of how web technologies have evolved to date, in order to identify common themes and to better enable you to comprehend and critically evaluate future web technology offerings.

**Prerequisites:** INN271  
**Antirequisites:** INB373  
**Assumed knowledge:** INN271 is assumed knowledge.  
**Equivalents:** ITB716, ITN716  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INN374 ENTERPRISE SOFTWARE ARCHITECTURE**

This unit introduces you to the field of enterprise and component-based architecture. It provides a grounding in the knowledge and skills required by a software architect to address the future needs of business IT systems. These include a solid understanding of the IT challenges currently facing medium to large organizations, the theory and technologies used to address them, and an appreciation of the business needs that motivate their use. To enable you to address these challenges you will be exposed to system design methods, and the current technologies, that allow the resulting systems to be adaptive to changing business needs.

**Prerequisites:** INN270, INB270, ITN700, or ITB003  
**Antirequisites:** INB374 and ITB717  
**Equivalents:** ITN717  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INN381 MODELLING AND ANIMATION TECHNIQUES**

The development of computer graphics tools is a significant application within the IT, Games and related industries, relying heavily on software engineering methodologies. These tools, such as CAD systems, 3D modelling systems and games engines, are used in such industries as advertising, engineering, manufacturing, simulation for education and training, computer games, film special effects, etc. Modelling techniques are intrinsic to a 3D graphics system, especially one used for real time animation. With increased CPU and GPU power, the ability to animate in real time is allowing more sophisticated interaction and the merger of games/simulation and film. The unit will provide you with the knowledge and skills to use an industry standard graphics API to implement graphics applications and to develop a basic real time animation system using an industry standard language.

**Prerequisites:** (INB371 or INN371) and (MAB281 or MAN281)  
**Antirequisites:** INB381, ITB441, ITB460, ITB648, ITB649, ITB746  
**Equivalents:** ITN440, ITN460, ITN746  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INN382 REAL TIME RENDERING TECHNIQUES**

This unit will provide you with knowledge and skills in basic to advanced techniques in real-time rendering using shading languages. You will be able to implement a high-quality real-time rendering system in an industry standard API.

**Prerequisites:** INN381 and MAB281  
**Antirequisites:** INB382  
**Equivalents:** ITN747  
**Credit points:** 12  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INN383 AI FOR GAMES**

The aim of this unit is to provide students with an intermediate to advanced level course in computer game AI, involving algorithmic and utility-based approaches to solving a wide range of problems in the interactive entertainment and game industries. You will gain both practical and theoretical knowledge about a range of AI techniques applied in computer games. You will be able to identify and explain different types of AI agents, describe their algorithms using a pseudo code convention, identify and explain different structures and algorithms used to represent and solve a range of problems in computer game AI.

**Antirequisites:** INB383  
**Assumed knowledge:** MAN281, INN371 or equivalent is assumed knowledge  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INN385 MULTIMEDIA SYSTEMS**

This unit will explore the concepts underpinning multimedia systems and the role played by these technologies in the overall knowledge of a computer professional. You will learn to: design and develop different kinds of interactive multimedia applications; understand the bank of knowledge in cultural developments surrounding the emergence of multimedia technologies; analyse design and processes that contribute to the production of a creative work, using contemporary hardware and software technologies; develop
the creative potential of temporal media forms and their placement and use within new media works; understand principles and conventions associated with the interpretation and production of meaning through interactive visual representation.

**Antirequisites:** INB385  **Assumed knowledge:** INN271 is assumed knowledge. INN272 should be enrolled in the same teaching period.  **Equivalents:** ITN257, ITB257  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1

**INN386 ADVANCED MULTIMEDIA SYSTEMS**

This advanced level unit will give you high level design and development skills in some of the current and emerging areas of the new media. Web delivered applications, stand-alone systems and installations will be included. It will endeavour to give you an in-depth understanding of interactive Multimedia Systems. You will be given the theoretical basis and practical skills to motivate you in the design and creation of a state-of-the-art system in this discipline. In the process it will encourage a professional team approach appropriate to the industry environment.  **Prerequisites:** INN385  **Antirequisites:** INB386 and ITB259  **Equivalents:** ITN259  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-2

**INN401 HONOURS DISSERTATION 1**

Research is about contributing to scientific knowledge. You will be expected to make such a contribution in your honours dissertation, although the size of that contribution will probably be relatively small as this is likely to be your first research project. The principle aim, however, is to provide you with basic research skills that you will be able to apply again in the future in other contexts, be they in a higher research degree, or applied to real-world problems in an industry setting. You will learn the types of processes, creativity and analytical thinking that leads to such scientific advances and how to communicate such findings in a rigorous scientific manner.  **Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**INN402 HONOURS DISSERTATION 2**

Research is about contributing to scientific knowledge. You will be expected to make such a contribution in your honours dissertation, although the size of that contribution will probably be relatively small as this is likely to be your first research project. The principle aim, however, is to provide you with basic research skills that you will be able to apply again in the future in other contexts, be they in a higher research degree, or applied to real-world problems in an industry setting. You will learn the types of processes, creativity and analytical thinking that leads to such scientific advances and how to communicate such findings in a rigorous scientific manner.  **Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**INN403 HONOURS DISSERTATION 3**

Research is about contributing to scientific knowledge. You will be expected to make such a contribution in your honours dissertation, although the size of that contribution will probably be relatively small as this is likely to be your first research project. The principle aim, however, is to provide you with basic research skills that you will be able to apply again in the future in other contexts, be they in a higher research degree, or applied to real-world problems in an industry setting. You will learn the types of processes, creativity and analytical thinking that leads to such scientific advances and how to communicate such findings in a rigorous scientific manner.  **Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**INN404 HONOURS DISSERTATION 4**

Research is about contributing to scientific knowledge. You will be expected to make such a contribution in your honours dissertation, although the size of that contribution will probably be relatively small as this is likely to be your first research project. The principle aim, however, is to provide you with basic research skills that you will be able to apply again in the future in other contexts, be they in a higher research degree, or applied to real-world problems in an industry setting. You will learn the types of processes, creativity and analytical thinking that leads to such scientific advances and how to communicate such findings in a rigorous scientific manner.  **Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**INN500 PRINCE2 (R) PROJECT MANAGEMENT**

The majority of information technology (IT) initiatives, such as systems developments and implementations, are introduced into organizations through projects, and the success of these projects depends on their effective management. This unit covers the integration of the multi-disciplinary skills that students would have acquired at stage in the course required to manage IT projects successfully. Specifically, it covers the administrative, technical, communication and socio-political demands placed on modern IT project managers. The unit covers practical, relevant and topical IT project management issues delivered through workshops and lectures.  **Prerequisites:** Completion of 36 credit points of
Postgraduate units (INN% or PUN% or GSN%)

**Antirequisites:** INB123, ITB365, ITB272  
**Equivalents:** ITN272  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2

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**INN530 WEB CONTENT RELIABILITY**

The primary aim of this unit is a capstone experience for you, to prepare you for entry to your profession. While the primary aim is the development of your professional skills, you will also have the opportunity to listen to and learn from real world work experiences from industry experts working in this field. You will have the opportunity to reflect on how your studies or previous life experiences have prepared you for this type of work. Through this observation and reflection process you will develop an introductory knowledge of the principles of web content management as they are applied in organisations today. You will develop an appreciation of the tasks, issues, practices, principles and policies required for dynamic forms of web architecture, and you will begin to explore the development of skills required to work with and manage content management systems.

**Prerequisites:** INN330  
**Equivalents:** ITN278  
**Credit points:** 12  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

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**INN531 INFORMATION SERVICES**

This unit seeks to develop your understanding of the key issues involved in developing and managing a contemporary and innovative information service. In particular you will be given the opportunity to become familiar with the methods and tools used in the selection and acquisition of information resources and the creation of information programmes to meet the specific needs of a community or client group. You will also be developing a working knowledge of the skills and techniques essential for critically evaluating the resources and programmes created. The unit further seeks to develop your oral and written communication skills, critical thinking, teamwork skills and project management abilities.

**Equivalents:** ITN276  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point

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**INN532 INFORMATION LITERACY EDUCATION**

This unit aims to develop your understanding of information literacy and information literacy education and how these concepts can be applied according to the needs of client group(s) of your choice. As a professional you may engage in policy development, advocacy, research, developing and implementing instruction programs or managing staff who undertake these activities. New professionals and other educators can become heavily involved in teaching information literacy and skills to learners in a range of environments including academic, workplace or community programs. This unit provides the opportunity for theoretical and practical work in contexts of your choice to suit your individual interests.

**Equivalents:** ITN279  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

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**INN533 INFORMATION ORGANISATION**

The aim of this unit is to develop an understanding of the principles and practices of information organisation as applied to description and classification of knowledge contained in a range of information resources utilised in different contexts.

**Equivalents:** ITN275  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

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**INN540 USER EXPERIENCE**

Understanding users and their experiences is a vital dimension of IT professionals’ competence and ethical awareness. People experience information and technology in a wide range of contexts, increasingly digital environments on a daily basis. Understanding people’s experience provides an important foundation for design and evaluation of a wide range of technologies and user contexts. This subject provides an opportunity for you to explore your own experience as user and also the experience of others. You will explore the experience of others, through engaging with them directly or via technology, and by engaging with a wide range of resources that inform us about users’ experiences. The aim of this unit is to introduce students to understanding and investigating users’ experiences in contexts that interest them, with particular emphasis on digital environments.

**Assumed knowledge:** 24 credit points of INN units  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

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**INN546 MAJOR ISSUES IN HEALTH TECHNOLOGY**

This unit introduces health practitioners, health technologists and information specialists to major issues related to managing Health Technology enabling better health outcomes in the sector and the community. Technology types covered will include, inter alia, user devices, clinical and administrative systems, and diagnostic and treatment systems across modalities as well as support systems such as asset management, tracking, and logistics.

**Credit points:** 12  
**Campus:** Gardens Point

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**INN550 COMPUTER FORENSICS**
This unit aims to give you instruction in the principles of Computer Forensics, and the principles that need to be observed by the computer forensic investigator in order to successfully identify, secure, analyse and present digital evidence. In this advanced level elective unit we focus on the principles which direct the collection, analysis and presentation of the electronic or digital evidence available to a forensic investigator, and the techniques that are used in order to ensure that those principles are met for evidentiary requirements.

**Assumed knowledge:** INN255 is assumed knowledge. INN250 and INN251 should be enrolled in the same teaching period. **Equivalents:** ITN774

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1

**INN570 INTERNATIONALISATION OF SOFTWARE**

Software is now a global market, and developers need to be able to produce applications that can be used in many different cultures and nations. There is a significant body of enabling technology that allows efficient and cost effective development of applications that can be used in diverse contexts. Understanding the principles and the technologies involved in internationalisation and localisation is essential for companies seeking to go global or that are already global.

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point

**INN600 ADVANCED READINGS 1**

The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  

**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**INN601 ADVANCED READINGS 2**

The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  

**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**INN602 ADVANCED READINGS 3**

The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  

**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

**INN605 ADVANCED RESEARCH 1**

The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of 48 credit points of Postgraduate IT units is assumed knowledge.  

**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1 and 2011 SEM-2

**INN606 ADVANCED RESEARCH 2**

The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of 48 credit points of Postgraduate IT units is assumed knowledge.  

**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2011 SEM-1 and 2011 SEM-2

**INN607 ADVANCED RESEARCH 3**

The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.
Assumed knowledge: Completion of 48 credit points of Postgraduate IT units is assumed knowledge. Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-1 and 2011 SEM-2

INN610 CASE STUDIES IN BUSINESS PROCESS MANAGEMENT
This unit seeks to develop business process analysts capable of working as consultants. It seeks to develop the generic skills expected in graduates and in particular to develop better interpersonal skills, better written and oral communication skills, skills in conflict resolution, negotiation, project planning and project management. You will learn to identify, analyse and consider interdependencies. You will increase your awareness for the challenges of teamwork. The projects also allow you to apply the theoretical knowledge gained in the pre-requisite unit to real practical problems. Overall, you will get insights into the skills, tools and services of consultants.

Prerequisites: INN320 or INN321 with a grade of 6 and a GPA of at least 6  Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-2

INN650 ADVANCED NETWORK MANAGEMENT
Computer networks are an essential component of modern civilization. Students undertaking this unit will have previously learned the fundamental theory and practical aspects of network administration and management. This unit builds upon that foundation and extends the knowledge and skills to enterprise wide networks which are significantly more complex than small networks. Security of enterprise wide networks is an important issue in this unit, along with network management systems.

Prerequisites: INB351 or INN351  Assumed knowledge: INB351, INN351, ITN721 or ITB721 is assumed knowledge.  Equivalents: ITN771  Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-1

INN651 SECURITY TECHNOLOGIES
This unit aims to provide you with the knowledge to investigate and determine the security requirements for computer systems and networks and to understand the underlying issues and problems. In addition, this unit aims to enable you to investigate, evaluate and select the most appropriate security technologies for specific situations.

Antirequisites: ITB731, ITN731  Assumed knowledge: It is an advantage that the student has knowledge of the basic principles and technologies for information security, such as those taught in INN255 Security.  Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-2

INN652 ADVANCED CRYPTOLOGY
Cryptology forms a core discipline in the study of information security. This unit concentrates on the latest developments in cryptology. This is a specialised unit that prepares postgraduate students for research in cryptology. The aim of the unit is to explore and understand recent developments in the theory and practice of cryptology. The unit provides fundamental knowledge for students seeking to undertake postgraduate research or work in the area of information security, especially involving cryptology.

Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-2

INN690 MINOR PROJECT 1
The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INN691 MINOR PROJECT 2
The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INN692 MINOR PROJECT 3
The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INN693 PROJECT
The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.
Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.

Credit points: 24  Campus: Gardens Point  Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INN694 PROJECT 1
This unit enables you to carry out an independent or group project addressing a research question or practical problem in theoretical or practical information technology. It provides an opportunity to individualise your studies by concentrating on a specific problem. The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge. Students must enrol in INN694-2 to receive a result.

Other requisites: Students must complete INN694-2 to receive a grade for this unit  Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INN695 MAJOR PROJECT
This unit enables you to carry out an independent or group project addressing a research question or practical problem in theoretical or practical information technology. It provides an opportunity to individualise your studies by concentrating on a specific problem. The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Prerequisites: INN694-1  Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge. Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INN696 MAJOR PROJECT
The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.

Credit points: 48  Campus: Gardens Point  Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INN696 MAJOR PROJECT 1
The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.

Credit points: 48  Campus: Gardens Point  Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INN700 INTRODUCTION TO RESEARCH
This unit is aimed at students undertaking a major research project (see corequisites above). In order to pursue such a project, you must have some insight into the range of possible approaches to research available. Before commencing the research proper, it is necessary to review related literature in depth and prepare a detailed proposal outlining the research question, design and project plan. Quality control and good project management must be exercised throughout the research project. Main items of assessment pertain to each student's unique, research project being pursued in parallel. This unit aims to give you insight into the range of possible approaches to research, to develop the skills needed to prepare your literature review and research proposal and to assist you in planning and managing time and resources.

Assumed knowledge: Must be con-currently enrolled in either full-time or part-time Higher Research Degree (i.e. PhD, ProDoc, Research Masters, or Honours) or, if coursework masters then a 48cp research project. In all instances, must have a formal Principle Supervisor.

Equivalents: ITN100  Other requisites: Unit Coordinator Approval and a course GPA of at least 5.5 is required to enrol. Credit points: 12  Campus: Gardens Point  Teaching period: 2011 SEM-1 and 2011 SEM-2

INN701 ADVANCED RESEARCH TOPICS
All research students need an appreciation of a wide variety of potential approaches to conducting research and an understanding of the key issues that bear on such...
INN701 is an advanced unit aimed at research students who are soon to complete a detailed, rigorous and defensible design of their intended research project (e.g. Stage 2). Research students, coursework masters students and honours students intending undertaking a major research project should pursue INN701 either subsequent to, or in parallel with INN700.

Prerequisites: INN700 which can be studied in the same teaching period as INN701

Assumed knowledge: INN700 may be waived for invited, advanced, high-performing undergrads

Equivalents: ITN269

Other requisites: GPA of at least 5.5 is required to enrol

Credit points: 12

Campus: Gardens Point

Teaching period: 2011 SEM-1 and 2011 SEM-2