Bachelor of Corporate Systems Management/Bachelor of Games and Interactive Entertainment (IT09)

Year offered: 2010
Admissions: Yes
CRICOS code: 063029K
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,890 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester
Domestic Entry: February
International Entry: February
QTAC code: 416912
Past rank cut-off: 74
Past OP cut-off: 13
Assumed knowledge: English, Maths A, B or C
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp
Course coordinator: Dr Peta Wyeth, Taizan Chan
Discipline coordinator: Dr Taizan Chan (BCSM); Ruth Christie (BGIE)
Campus: Gardens Point and Kelvin Grove

Course overview
In this double degree students complete the requirements for two separate degrees in four years. The course consists of units in both corporate systems management and games and interactive entertainment. In the corporate systems management component students are taught the interrelationship between information, technology, business and people. This component develops the knowledge and skills needed to understand and communicate business needs, select the right systems and integrate these systems to improve business performance. In the games and interactive entertainment component students complete core units in the basics of design, games studies, professional skills and programming and then choose a major from the list below. In final year, students participate in a major group project to produce a significant piece of work using PC, mobile devices, consoles or virtual reality. Full time students can take part in the Cooperative Education Program, offering one year paid industry placement during your course where you can integrate real experience with what you’re learning in your 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. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

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

Course Coordinator
ASPRO Ruth Christie
Phone:(07)3138 2782
Email: enquiry.scitech@qut.edu.au

IT09 Course Structure 2010

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Cooperative Education Program
The School of IT’s Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you’re learning in your 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. The Coop Ed Program is available to Australian citizens and permanent residents only.

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Year 3, Semester 1
INB220  Business Analysis
INB221  Technology Management  
Games & Interactive Entertainment Major Unit
Games & Interactive Entertainment Major Unit

Year 3, Semester 2
MGB223  Entrepreneurship and Innovation
INB301  The Business of IT  
Games & Interactive Entertainment Major Unit
Games & Interactive Entertainment Major Unit

Year 4, Semester 1
INB379  Game Project Design
INB322  Information Systems Consulting
INB312  Enterprise Systems Applications
INB325  Corporate Systems Management Project  
Or
IT Elective Unit

Year 4, Semester 2
INB380  Games Project
INB320  Business Process Modelling  
Games & Interactive Entertainment Major Unit
INB313  Electronic Commerce Site Development

Bachelor of Games & Interactive Entertainment Majors
Course structure (Block B)

Animation
KIB102  Visual Interactions
INB345  Mobile Devices
INB386  Advanced Multimedia Systems
KIB309  Embodied Interactions
KIB230  Interface and Information Design
INB385  Multimedia Systems
KIB314  Tangible Media

Game Design
INB280  Fundamentals of Game Design
INB272  Interaction Design
KIB201  Concept Development for Game Design and Interactive Media
KIB202  Enabling Immersion
INB281  Advanced Game Design
KIB214  Design for Interactive Media
AND Two units selected from the following:
DAB110  Architectural Design 1
DEB201  Digital Communication
DTB101  Interior Design 1
DNB101  Industrial Design 1

Software Technologies*
* Requirements for this Major is a SA or better in Queensland Maths B (or equivalent)
INB270  Programming
MAB281  Mathematics for Computer Graphics
INB210  Databases
INB250  Systems Architecture
INB370  Software Development
INB371  Data Structures and Algorithms
INB381  Modelling and Animation Techniques
INB382  Real Time Rendering Techniques
OR
INB383  AI for Games

IT09 Course Structure 2009

Year 1, Semester 1
INB120  Corporate Systems
INB103  Industry Insights
INB180  Computer Games Studies
INB204  Special Topic 1

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<td>ITB363 Project Management Practice</td>
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<td>ITB366 Information Systems Operations Games &amp; Interactive Entertainment Major Unit</td>
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<td>ITB233 Enterprise Systems Applications</td>
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<td>ITB264 Information Systems Consulting</td>
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<td>ITB370 Project or General Elective Unit</td>
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ITS010 Co-op Education replaces either ITB370 or General Elective unit
UNIT SYNOPSISES

**BSB115 MANAGEMENT, PEOPLE AND ORGANISATIONS**
The unit provides an introduction to the theories and practice of management and organisations. Emphasis is on the conceptual and people skills that are needed in all areas of management and in all areas of organisational life. The unit acknowledges that organisations exist in an increasingly international environment where the emphasis will be on knowledge, the ability to learn, to change and to innovate. Organisations are viewed from individual, group, corporate and external environmental perspectives.

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point and Carseldine  **Teaching period:** 2008 SEM-1, 2008 SEM-2 and 2008 SUMMER  **Incompatible with:** BSB115, CTB115

**BSB115 MANAGEMENT**
The unit provides an introduction to the theories and practice of management and organisations. Emphasis is on the conceptual and people skills that are needed in all areas of management and in all areas of organisational life. The unit acknowledges that organisations exist in an increasingly international environment where the emphasis will be on knowledge, the ability to learn, to change and to innovate. Organisations are viewed from individual, group, corporate and external environmental perspectives.

**Antirequisites:** BSB115  **Equivalents:** CTB115  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point and Caboolture  **Teaching period:** 2010 SEM-1, 2010 SEM-2 and 2010 SUM

**BSB126 MARKETING**
This introductory subject examines the role and importance of marketing to the contemporary organisation. Emphasis is placed on understanding the basic principles and practices of marketing such as the marketing concept, market segmentation, management information systems and consumer behaviour. The unit explores the various elements of the marketing mix, with special reference to product, price, distribution, and promotion, including advertising and public relations. By way of introduction only, key issues relating to services marketing, e-marketing and strategic marketing are also canvassed.

**Contact hours:** 4 per week  **Campus:** Gardens Point and Carseldine  **Teaching period:** 2008 SEM-1, 2008 SEM-2 and 2008 SUMMER  **Incompatible with:** BSB116, CTB126

**BSB126 MARKETING**
This introductory subject examines the role and importance of marketing to the contemporary organisation. Emphasis is placed on understanding the basic principles and practices of marketing such as the marketing concept, market segmentation, management information systems and consumer behaviour. The unit explores the various elements of the marketing mix, with special reference to product, price, distribution, and promotion, including advertising and public relations. By way of introduction only, key issues relating to services marketing, e-marketing and strategic marketing are also canvassed.

**Antirequisites:** BSB116  **Equivalents:** CTB126  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Gardens Point and Caboolture  **Teaching period:** 2010 SEM-1, 2010 SEM-2 and 2010 SUM

**DAB110 ARCHITECTURAL DESIGN 1**
This unit offers a broad introduction to the field of design as applied to architecture. It uses developmental exercises to enhance student perceptions of the built environment in a problem based learning environment. Analysis of the constructed environment leads to a number of design projects that engage with issues of context, tectonics, planning, form, and spatial quality. Orthogonal drawing exercises, freehand sketching, presentation graphics and model making all form part of the unit content. Teaching and learning activities are spread across lectures, tutorials, and studio based activities.

**Prerequisites:** DEB103 or DLB130 or DNB101 or DTB101. DEB103 can be studied in the same teaching period as DAB110  **Equivalents:** ADB001  **Credit points:** 12  **Contact hours:** 4 per week  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1
DEB101 INTRODUCING DESIGN

Please note: this unit is only available to First Year DE40 and IT04 students.

This unit offers a uniquely broad introduction to the field of design as applied across the design disciplines. It uses exercises to enhance student perceptions of the natural and human made environments in a problem based learning context. The unit is block taught over several weeks during the semester and will include students from a range of design disciplines participating in a four day field trip (students unable to attend participate in an alternative program). Students work individually and in cross-disciplinary teams in a stimulating and immersive environment. This unit covers content of problem solving, team work, visualisation and communication, and environmental awareness.

Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2008 SEM-1

DEB201 DIGITAL COMMUNICATION

This unit introduces students to the foundational aspects of digital design communication, placing generic design in context and focusing on multidisciplinarity in the stages of the design process. This unit is an approach to the theory and practice of digital media, exploring the translation from manual to digital media in design communication and presentation.

Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

DNB101 INDUSTRIAL DESIGN 1

Industrial design revolves around the creation of products that satisfy human needs within the constraints of industrial and commercial production. This involves the manipulation of form with an understanding of structure, function, and beauty. Through projects students will be exposed to: basic design elements and principles; introduction to product visualisation techniques including concept sketching and marker rendering; design process and concept development; basic model making techniques; design presentation.

Prerequisites: DEB103 or DAB110 or DLB130 or DTB101.
DEB103 can be studied in the same teaching period as DAB101
Equivalents: ADB201
Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

DTB101 INTERIOR DESIGN 1

This unit provides foundational material for the study of interior design. Students will be introduced to design theory, methodology and aesthetics. Design will be explored as an interpretive process. Topics covered in the context of projects for the unit include: The studio as a way of learning; Introductory design exercises exploring two and three dimensional elements as they relate to the interior design context; Freehand sketching, principles of perspective; Mechanical drawing, principles of scaled drawing; Presentation and visual communication skills; Environmental issues and sustainability.

Prerequisites: DEB103 or DAB110 or DLB130 or DNB101.
DEB103 can be studied in the same teaching period as DAB101
Equivalents: ADB101
Credit points: 12
Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

INB101 IMPACT OF IT

You will gain an appreciation of the massive and positive impact that IT has had on a wide range of fields including business, science, engineering, education and health. You will learn about the benefits of increased productivity due to IT. You will consider ethical issues and possible negative impacts of IT. You will raise your awareness of the social implications of IT systems for society at the global, local and personal levels. You will develop an informed position on issues, and justify your reasoning with considered supportive arguments.

Antirequisites: ITB361, INN101
Credit points: 12
Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1 and 2010 SEM-2

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.

Prerequisite(s): Nil  Corequisite(s): Nil  Credit points:
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.

Antirequisites: INB002 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2010 SEM-1 and 2010 SEM-2

INB104 BUILDING IT SYSTEMS
This team-based 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.

Prerequisite(s): Nil Corequisite(s): Nil Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2009 SEM-1 and 2009 SEM-2
Incompatible with: ITB001 and ITB003

INB120 CORPORATE SYSTEMS
Corporate Systems Management is a growing area where people can make a difference to the way organisations and societies operate. In key business domains, such as Government, Health, Finance, Utilities and Primary Industries, Corporate Systems Managers play a vital role in directing the socio-technical systems that affect everyone's lives. This unit will help students to gain an overview of these major roles and key business domains in order to set the scene for their future studies and help them to match their emerging professional interests with potential career directions.

Antirequisites: ITB360 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2010 SEM-1

INB122 ORGANISATIONAL DATABASES
Databases are a key feature in modern organisational systems. Stores of data are the prerequisite for organisational knowledge and are the substance of technology applications. Databases underpin all technologies, platforms and application areas such as online transactions (e.g. shopping), health information systems, web services, e-government, banking and geographical information systems. Corporate Systems Managers understand how databases are used in business domains and the benefits gained from capturing, storing and retrieving quality data to assist organisational planning and decision making. Professionals who understand the privacy and legislative requirements as they pertain to database security and management are increasingly in demand.

Antirequisites: INN122 Equivalents: ITB362 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2010 SEM-1

INB122 ORGANISATIONAL DATABASES
Databases are a key feature in modern organisational systems. Stores of data are the prerequisite for organisational knowledge and are the substance of technology applications. Databases underpin all technologies, platforms and application areas such as online transactions (e.g. shopping), health information...
systems, web services, e-government, banking and geographical information systems. Corporate Systems Managers understand how databases are used in business domains and the benefits gained from capturing, storing and retrieving quality data to assist organisational planning and decision making. Professionals who understand the privacy and legislative requirements as they pertain to database security and management are increasingly in demand.

**Prerequisite(s):** Nil  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2009 SEM-1  
**Incompatible with:** ITB362

**INB123 PROJECT MANAGEMENT PRACTICE**

Successful businesses use Project Management (PM) processes to structure the implementation, upgrades and process improvement activities undertaken within organisations. This unit investigates project management processes and analyses, combines and applies the basic elements and tools of successful projects to ICT cases. With a focus on contemporary organisations, the unit covers activities such as communication and risk management, change management, recording keeping and project reporting. The unit covers practical, relevant and topical PM issues delivered as a complex project activity.

**Antirequisites:** INN500  
**Assumed knowledge:** Completion of 48 credit points of an Undergraduate study is assumed knowledge.  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 SEM-2

**INB123 PROJECT MANAGEMENT PRACTICE**

Successful businesses use Project Management (PM) processes to structure the implementation, upgrades and process improvement activities undertaken within organisations. This unit investigates project management processes and analyses, combines and applies the basic elements and tools of successful projects to ICT cases. With a focus on contemporary organisations, the unit covers activities such as communication and risk management, change management, recording keeping and project reporting. The unit covers practical, relevant and topical PM issues delivered as a complex project activity.

**Prerequisite(s):** Nil  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2009 SEM-2  
**Incompatible with:** NIL

**INB124 INFORMATION SYSTEMS DEVELOPMENT**

IT professionals work with a wide variety of information systems and are increasingly required to interact with other professionals and understand business domains. In many cases it is necessary to develop custom systems to satisfy business requirements. Problem solving and communication skills and an understanding of programming concepts and logic are required to effectively work with information systems developers. In this dynamic industry, self-managed learning is necessary to remain abreast of technology innovations.

**Prerequisite(s):** Nil  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2009 SEM-2  
**Incompatible with:** NIL

**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:** 2010 SEM-1

**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.

**Prerequisite(s):** Nil  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2009 SEM-1  
**Incompatible with:** ITB750

**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.

Prerequisite(s): Nil
Corequisite(s): Nil
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2009 SEM-2

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: 2009 SEM-2

INB182 INTRODUCING DESIGN
TBA
Antirequisites: DEB101
Credit points: 12
Contact hours: 4 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

INB204 SPECIAL TOPIC 1
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.

Prerequisite(s): Nil
Corequisite(s): Nil
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2009 SEM-1 and 2009 SEM-2
Incompatible with: Nil

INB210 DATABASES
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.

Assumed knowledge: Students are expected to have solid IT background knowledge (e.g., completion of at least 192 credit points) Equivalents: ITB004, ITB115
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

INB220 BUSINESS ANALYSIS
This unit is 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).

Prerequisite(s): Nil
Corequisite(s): Nil
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2009 SEM-1
Incompatible with: ITN272

INB221 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.

Prerequisites: INB103 or ITB002 or INB120 or ITB360
Antirequisites: ITN241, ITN251 and ITN366

Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1
INB221 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.

Prerequisite(s): ITB002 or INB103, ITB360 (or it’s equivalent) Corequisite(s): Nil Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2009 SEM-1 Incompatible with: ITB366, ITN366, ITB241, ITN241 and ITN251

INB250 SYSTEMS ARCHITECTURE
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. Such techniques are especially important in the context of safety-, security- or mission-critical systems.

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: 2010 SEM-2

INB270 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.

Prerequisites: INB104 or ENB246 Antirequisites: ITB003, ITB112, ITB411, INN270 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2010 SEM-2

INB272 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.

Prerequisites: INB103 or INB181 Equivalents: ITB254 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2010 SEM-2

INB280 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.

Prerequisites: INB180 Equivalents: ITB016, ITN016 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2010 SEM-2

INB281 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: INB280 Equivalents: ITB017 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2010 SEM-1

INB301 THE BUSINESS OF IT
This unit will prepare you for professional practice by giving you practical knowledge and skills about how to prepare a project plan and monitor its implementation. You will learn about the process of identifying a business opportunity and
how to take advantage of that opportunity. You will learn about how to create successful entrepreneurial teams. You will gain an insight into the different challenges and approaches to funding a venture. You will learn how to break a project up into manageable tasks and estimate the duration of tasks to start planning a project schedule. You will be introduced to core strategic models, discuss typical strategy tools and then apply them to the 'Business of IT'. You will be introduced to techniques for conceptualising strategy, such as Strategy Maps / Balanced Scorecard. Different governance models would be introduced, with a focus on IT governance.

Prerequisite(s): Completion of at least 120 credit points of IT units    Corequisite(s): Nil    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2009 SEM-1 and 2009 SEM-2    Incompatible with: ITB009

INB301 THE BUSINESS OF IT
As an IT professional you are more and more evaluated in terms of the business value that you produce. This unit will prepare you for professional practice by making you "business savvy," i.e. giving you the business knowledge and skills that will help you with your future career and job. In particular the unit will address three themes: (1) career planning and job applications, (2) entrepreneurship & innovation, and (3) business and IT strategy. You will be introduced to career development tools that enable you to self-manage your career and life. You will learn how to critically think about the requirements of a job and reflect upon your own experiences and learn how to communicate them. You will also learn about the entrepreneurial process of identifying a business opportunity and how to take advantage of that opportunity. In addition, you will gain an understanding of core strategic concepts and models, discuss typical strategy tools and then apply them to the 'Business of IT'.

Antirequisites: ITB009    Assumed knowledge: Completion of 120 credit points within BIT is assumed    Credit points: 12    Contact hours: 4 per week    Campus: Gardens Point    Teaching period: 2010 SEM-1 and 2010 SEM-2

INB312 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.

Prerequisite(s): Nil    Corequisite(s): Nil    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2009 SEM-1    Incompatible with: ITB233

INB312 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: ITB233, INN312    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2010 SEM-1

INB313 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.

Equivalents: ITB260    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2010 SEM-2

INB313 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.

Prerequisite(s): INB271 or INB210    Corequisite(s): Nil    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2009 SEM-2    Incompatible with: Nil
INB322 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.

Prerequisite(s): INB103 or equivalent  
Corequisite(s): Nil  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2009 SEM-1  
Incompatible with: ITB264 and ITN264
INB345 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.

Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

INB370 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: INB270 or ITB003 or INN270  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

INB371 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: INB270 or ITB003  Antirequisites: ITB711, ITB702, INN371  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 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.

Prerequisite(s): 144 cp overall of acceptable Bachelor of Games and Interactive Entertainment units
Corequisite(s): Nil  Credit points: 12  Contact hours: 1 hour lecture - 2 hour supervisor meetings  Campus: Gardens Point  Teaching period: 2009 SEM-2  Incompatible with: ITB009, INB305

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.

Antirequisites: ITB009, INB305  Assumed knowledge: Completion of at least 144 credit points of IT04 units, 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: 2010 SEM-1 and 2010 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: 2010 SEM-1 and 2010 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.

Prerequisite(s): Students undertaking this unit must be enrolled in the Bachelor of Games and Interactive
Entertainment and have completed ITB009
Corequisite(s): Nil    Credit points: 24    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2009 SEM-1 and 2009 SEM-2    Incompatible with: ITB020

INB381 MODELLING AND ANIMATION TECHNIQUES
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 and MAB281    Equivalents: ITB746    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2010 SEM-2

INB382 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: INB371, INB381 and MAB281    Antirequisites: ITB649 and ITB649    Equivalents: ITB747    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2010 SEM-2

INB383 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.

Prerequisites: INB371 or MAB281    Antirequisites: INB304 completed in semester 1 2009    Credit points: 12    Contact hours: 4 per week    Campus: Gardens Point    Teaching period: 2010 SEM-1

INB385 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.

Prerequisites: INB103 or ITB002    Antirequisites: ITB257    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2010 SEM-1

INB386 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: INB385 (Special considerations may apply)    Equivalents: ITB259, ITN259    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point    Teaching period: 2010 SEM-2

ITB001 PROBLEM SOLVING AND PROGRAMMING
This unit aims to give you a positive introduction to the analytical skills required in computer programming. It assumes you have little or no previous programming experience. The unit emphasises generic programming concepts and related problem-solving strategies. The skills you learn in the unit will be applicable to a wide variety of commonly-used, industrially-significant programming and scripting languages.

Prerequisite(s): Nil    Corequisite(s): Nil    Credit points: 12    Contact hours: 4    Campus: Gardens Point    Teaching period: 2008 SEM-1 and 2008 SEM-2    Incompatible with: ITB111

ITB002 IT PROFESSIONAL STUDIES
This unit aims to develop your professional skills and capabilities by providing theoretical and practical opportunities in the following areas: how IT teams operate, effective oral and written communication, team meeting processes and procedures, ethical and social responsibilities of the IT professional, information literacy and traits for life long learning. Demonstrable competency in these areas will be an expectation in subsequent units and will be developed further in them.

Prerequisite(s): Nil    Credit points: 12    Contact hours: 3    Campus: Gardens Point and Carseldine
period: 2008 SEM-1 and 2008 SEM-2  Incompatible with: ITB116

ITB009 CORE PROJECT MANAGEMENT
This unit extends your development of the professional, technical and teamwork skills required by IT professionals in practise. It enables you to understand the process of project initiation and to build on this base in the following ITB010 Project 2 (or your Co-op appointment the following year).
Prerequisite(s): 144 cp overall including 96 cp of IT units
Credit points: 12  Contact hours: 3  Campus: Gardens Point  Teaching period: 2008 SEM-1 and 2008 SEM-2
Incompatible with: ITB613, ITB240

ITB020 PROJECT
The ability to apply knowledge and skills to real-life situations is essential for employment in the games industry. A substantial multi-discipline team-based project, under academic supervision will develop student initiative and ability to apply knowledge and skills in a professional capacity. Completing the project will enable students to appreciate the complementary nature of the different subjects that make up the Computer Games and Interactive Entertainment degree and provide the opportunity for the sharing of expertise between students from different specialist areas within the degree.
Prerequisite(s): ITB009  Credit points: 24  Campus: Gardens Point  Teaching period: 2008 SEM-2

ITB233 ENTERPRISE SYSTEMS APPLICATIONS
The aim of this unit is to introduce you to one of the more complex and comprehensive applications available to organisations (Enterprise Systems). This unit introduces the student to the business perspective of each module (FI, CO, PP, MM, SD and HR) 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 students to experience both the business analyst view and the user¿s view of the system across a number of business processes which includes elements of the configuration activities.
Prerequisite(s): ITB002/ITB116, Business: BSB119  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2008 SEM-1

ITB264 INFORMATION SYSTEMS CONSULTING
The aim of the unit is to give you consulting skills, an appreciation of the management of consulting practices and an understanding of the consulting sector generally.
Prerequisite(s): ITB002  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2008 SEM-1

ITB360 CORPORATE SYSTEMS
Corporate Systems Management is a growing area where people can make a difference to the way organisations and societies operate. In key business domains, such as Government, Health, Finance, Utilities and Primary Industries, Corporate Systems Managers play a vital role in directing the socio-technical systems that affect everyone's lives. This unit will help students to gain an overview of these major roles and key business domains in order to set the scene for their future studies and help them to match their emerging professional interests with potential career directions.
Prerequisite(s): Nil  Corequisite(s): Nil  Credit points: 12  Contact hours: 3  Campus: Gardens Point  Teaching period: 2008 SEM-1

ITB361 SOCIO-TECHNICAL SYSTEMS
Corporate Systems Managers employ a wide range of technical devices, such as servers, network devices and cross communication devices as well as PDAs, laptops and mobile phones, to meet the needs of their organisation and the communities they serve. The overall design or architecture that determines the role these devices play is vital to the successful functioning of organisations and holds the key to future innovations in serving the community. This unit provides students with a foundation in the principles that determine the design of these systems, the way they interconnect; how they serve specific clients and purposes and how people and devices interact.
Prerequisite(s): Nil  Credit points: 12  Contact hours: 3  Campus: Gardens Point  Teaching period: 2008 SEM-1

ITB362 ORGANISATIONAL DATABASES
Prerequisite(s): Nil  Credit points: 12  Contact hours: 3  Campus: Gardens Point  Teaching period: 2008 SEM-1

ITB363 PROJECT MANAGEMENT PRACTICE
Successful businesses use Project Management (PM) processes to structure the implementation, upgrades and process improvement activities undertaken within organisations. This unit investigates project management processes and analyses, combines and applies the basic elements and tools of successful projects to ICT cases. With a focus on contemporary organisations, the unit covers activities such as communication and risk management, change management, recording keeping and project reporting. The unit covers practical, relevant and topical PM issues delivered as a complex project activity.
Prerequisite(s): ITB002  Credit points: 12  Contact hours: 3  Campus: Gardens Point  Teaching period: 2008 SEM-2

ITB364 INFORMATION SYSTEMS DEVELOPMENT
IT professionals work with a wide variety of information systems and are increasingly required to interact with other professionals and understand business domains. In many
cases it is necessary to develop custom systems to satisfy business requirements. Problem solving and communication skills and an understanding of programming concepts and logic are required to effectively work with information systems developers. In this dynamic industry, self-managed learning is necessary to remain abreast of technology innovations.

**Prerequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3  
**Campus:** Gardens Point  
**Teaching period:** 2008 SEM-2

**ITB365 BUSINESS ANALYSIS**

Bridging the gap between business needs and IT solutions has always been a key issue in organisations seeking to improve their business. This is often due to the lack of appreciation and knowledge of IT solutions by business on the one hand, and a lack of clear understanding of the business domain and needs by IT professionals on the other. A business analyst is one who has a good understanding of both business and technical domains, and is equipped to identify areas that could be improved through effective IT solutions. Furthermore they are able to develop and communicate business cases and plans for realising these solutions.

**Prerequisite(s):** TBA  
**Credit points:** 12  
**Contact hours:** 3  
**Campus:** Gardens Point  
**Teaching period:** 2008 SEM-1

**ITB366 INFORMATION SYSTEMS OPERATIONS**

This unit presents operational, tactical and strategic insights and tools that support the activities central to the operational management of an information technology department. These observational insights and tools include, project management, procurement and business processes, outsourcing, planning (from strategic to daily) and enterprise systems. Such insights and tools are used to inform decision making - the core skill of any operations manager. Operations managers must understand the factors impacting any decision point and most importantly, their interaction with each other in a specific context. This unit equips graduates to meet the challenges of operational management and to contribute to the decision making faced by IT managers and the IT staff who advise on these issues.

**Prerequisite(s):** ITB361 and ITB362  
**Credit points:** 12  
**Contact hours:** 3  
**Campus:** Gardens Point  
**Teaching period:** 2008 SEM-1

**ITB370 PROJECT**

The ability to apply knowledge and skills to real-life situations is essential for information systems 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 management.

**Prerequisite(s):** ITB363 and completion of 180cps  
**Credit points:** 12  
**Contact hours:** 3  
**Campus:** Gardens Point  
**Teaching period:** 2008 SEM-1, 2008 SEM-2 and 2008 SUMMER

**ITB750 COMPUTER GAME 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.

**Prerequisite(s):** ITB002 or equivalent  
**Credit points:** 12  
**Contact hours:** 3  
**Campus:** Gardens Point  
**Teaching period:** 2008 SEM-1

**ITB751 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.

**Prerequisite(s):** Nil  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3  
**Campus:** Gardens Point  
**Teaching period:** 2008 SEM-2

**ITB823 WEB SITES FOR ELECTRONIC COMMERCE**

This unit aims to provide you with an understanding of the entire process for building a successful Electronic Commerce website. It addresses both the business and technical aspects of site development so that you will gain an appreciation of the issues involved.

**Prerequisite(s):** BSB212  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2008 SEM-2

**KIB101 VISUAL COMMUNICATION**

Communication Design deals with visual communication and the creation of meaning through images. This unit will introduce you to the principles, production and presentation of visual design and communication.

**Equivalents:** KIB801  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-1 and 2010 SEM-2

**KIB102 VISUAL INTERACTIONS**

This unit further develops interface design skills for communications technologies including design priorities, interaction, visual systems, refinement of concepts, project analysis and problem solving through
KIB203 INTRODUCTION TO 3D COMPUTER GRAPHICS
The field of 3D computer graphics has grown from being a highly specialist field, supported by large film studios, into a vast and growing industry. Throughout film and television, scientific visualization, industrial and architectural design, physical modelling, animation and gaming; 3D visualisation has become a significant contributor to the construction of virtual worlds and the simulation of physical environments. This unit provides an introduction to the world of 3D graphics, paying particular attention to pre-production techniques, project management, 3D modelling techniques, and designing virtual environments. It establishes a foundation for advanced study in subsequent units on Real-time Computer Graphics and Virtual Environments. Theoretical understandings gained through lectures will be supplemented with technical skills in workshops, and applied to the production of 3D environments in design studios.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KIB214 DESIGN FOR INTERACTIVE MEDIA
Designing for contemporary media requires a sophisticated understanding of how we effectively interact with new technologies, software applications, displays and environments. This unit focuses on the field of interaction design and user experience design. It develops an understanding of the theories, methods, and processes employed by Interaction Designers through a series of lectures and tutorials. These principles are then applied to authentic design briefs within design studios.

Prerequisites: KIB102 or KIB202 or KIB802 or KIP402

Equivalents: KIB210  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KIB220 ANIMATION PRODUCTION
Animation employs a studio-based production process that introduces you to workflows, practice-based investigations, critical thinking and problem-based learning. Animation: Studio Production will support you to build animation studio production skills by introducing design briefs, networking, teamwork and collaboration. This unit will focus particular attention on image-based solutions for the production of animated work. It will allow you to advance your skills and techniques in matte painting, image-based modeling, terrain and environment modeling, particle systems for environments, and 3D object creation and shading, as you develop an area of specialisation through personal investigation and self-directed inquiry.

Prerequisites: KIB105 and KVB106  Credit points: 12  Contact hours: 6 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KIB201 CONCEPT DEVELOPMENT FOR GAME DESIGN AND INTERACTIVE MEDIA
This unit addresses theoretical issues associated with non-linear story structures and interactive narratives through the analysis of game structures, the creation of original game ideas and the application of techniques of information design to the structuring of non-narrative content. Addressing the creative and analytical roles of writers, conceptual designers and information designers in the context of interactive digital media and the Creative Industries.

Equivalents: KIB816  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KIB202 ENABLING IMMERSION
As creative practitioners within a highly networked technological society, it is important to develop a critical understanding of how the application of technology influences modes of communication, production processes and creative practices, particularly within the Creative Industries. This unit provides an introductory overview of the philosophies underlying applications of technology, and critically examines current applications in order to explore creative visions of future technology.

Prerequisites: KIB201  Equivalents: KIB814  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-2

KIB105 ANIMATION AND MOTION GRAPHICS
This unit provides an introduction to animation and motion graphics concepts and practices, with an emphasis on principles of design in motion.

Equivalents: KIB804  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-2

KIB108 ANIMATION HISTORY AND PRACTICES
The unit is an introductory examination of the development of animation. It addresses social, cultural, economic and technological themes that have shaped notable practitioners and established animation as a significant medium for the expression of popular culture, artistic experiment and philosophical, social and political comment.

Equivalents: KIB825  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

Contact hours: 6 per week  Campus: Kelvin Grove  
Teaching period: 2010 SEM-1

KIB203 INTRODUCTION TO 3D COMPUTER GRAPHICS
The field of 3D computer graphics has grown from being a highly specialist field, supported by large film studios, into a vast and growing industry. Throughout film and television, scientific visualization, industrial and architectural design, physical modelling, animation and gaming; 3D visualisation has become a significant contributor to the construction of virtual worlds and the simulation of physical environments. This unit provides an introduction to the world of 3D graphics, paying particular attention to pre-production techniques, project management, 3D modelling techniques, and designing virtual environments. It establishes a foundation for advanced study in subsequent units on Real-time Computer Graphics and Virtual Environments. Theoretical understandings gained through lectures will be supplemented with technical skills in workshops, and applied to the production of 3D environments in design studios.

Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  
Teaching period: 2010 SEM-1

KIB202 INTRODUCTION TO 3D COMPUTER GRAPHICS
The field of 3D computer graphics has grown from being a highly specialist field, supported by large film studios, into a vast and growing industry. Throughout film and television, scientific visualization, industrial and architectural design, physical modelling, animation and gaming; 3D visualisation has become a significant contributor to the construction of virtual worlds and the simulation of physical environments. This unit provides an introduction to the world of 3D graphics, paying particular attention to pre-production techniques, project management, 3D modelling techniques, and designing virtual environments. It establishes a foundation for advanced study in subsequent units on Real-time Computer Graphics and Virtual Environments. Theoretical understandings gained through lectures will be supplemented with technical skills in workshops, and applied to the production of 3D environments in design studios.

Credit points: 12  Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1

KIB201 CONCEPT DEVELOPMENT FOR GAME DESIGN AND INTERACTIVE MEDIA
This unit addresses theoretical issues associated with non-linear story structures and interactive narratives through the analysis of game structures, the creation of original game ideas and the application of techniques of information design to the structuring of non-narrative content. Addressing the creative and analytical roles of writers, conceptual designers and information designers in the context of interactive digital media and the Creative Industries.

Equivalents: KIB816  Credit points: 12  Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1

KIB202 ENABLING IMMERSION
As creative practitioners within a highly networked technological society, it is important to develop a critical understanding of how the application of technology influences modes of communication, production processes and creative practices, particularly within the Creative Industries. This unit provides an introductory overview of the philosophies underlying applications of technology, and critically examines current applications in order to explore creative visions of future technology.

Prerequisites: KIB201  Equivalents: KIB814  Credit points: 12  Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-2

KIB205 ANIMATION AND MOTION GRAPHICS
This unit provides an introduction to animation and motion graphics concepts and practices, with an emphasis on principles of design in motion.

Equivalents: KIB804  Credit points: 12  Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-2

KIB208 ANIMATION HISTORY AND PRACTICES
The unit is an introductory examination of the development of animation. It addresses social, cultural, economic and technological themes that have shaped notable practitioners and established animation as a significant medium for the expression of popular culture, artistic experiment and philosophical, social and political comment.

Equivalents: KIB825  Credit points: 12  Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1

KIB214 DESIGN FOR INTERACTIVE MEDIA
Designing for contemporary media requires a sophisticated understanding of how we effectively interact with new technologies, software applications, displays and environments. This unit focuses on the field of interaction design and user experience design. It develops an understanding of the theories, methods, and processes employed by Interaction Designers through a series of lectures and tutorials. These principles are then applied to authentic design briefs within design studios.

Prerequisites: KIB102 or KIB202 or KIB802 or KIP402

Equivalents: KIB210  Credit points: 12  Contact hours: 3 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1

KIB220 ANIMATION PRODUCTION
Animation employs a studio-based production process that introduces you to workflows, practice-based investigations, critical thinking and problem-based learning. Animation: Studio Production will support you to build animation studio production skills by introducing design briefs, networking, teamwork and collaboration. This unit will focus particular attention on image-based solutions for the production of animated work. It will allow you to advance your skills and techniques in matte painting, image-based modeling, terrain and environment modeling, particle systems for environments, and 3D object creation and shading, as you develop an area of specialisation through personal investigation and self-directed inquiry.

Prerequisites: KIB105 and KVB106  Credit points: 12  Contact hours: 6 per week  
Campus: Kelvin Grove  
Teaching period: 2010 SEM-1
KIB225 CHARACTER DEVELOPMENT, CONCEPTUAL DESIGN AND ANIMATION LAYOUT
This unit emphasizes production in practice. By considering type and generic attributes within a technological context, you will be guided through the key concepts involved in the development of working drawings and final artworks.
Prerequisites: KIB203 or KIB107  Equivalents: KIB106, KIB807  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-2

KIB230 INTERFACE AND INFORMATION DESIGN
With the advent of new technologies for communication, graphical user interfaces have become fundamental to the design of effective communication, and a key factor in the uptake, ease of use and experience of technology systems. This unit builds upon knowledge and skills acquired in units on visual communication and Web design to establish the knowledge and skills required to design and produce effective visual interfaces for technology applications such as Web, small screens in mobile media, and interactive displays. It will cover theories and principles of visual communication, information architecture and user experience design, which will be applied in the production of interfaces for interactive media and digital projects. The unit will be taught through a combination of lectures, tutorials and practical classes, in which skills and knowledge will be applied.
Prerequisites: KIB101 or KIB801  Equivalents: KIB211  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KIB309 EMBODIED INTERACTIONS
Interaction with technology has advanced beyond the desktop paradigm of mouse and keyboard to embodied interfaces that incorporate video tracking, audio input, and gestural interaction techniques. Applications range from wearable technology to tangible media installations. This unit introduces an experimental field of interactive media design through the practical application of the processes and techniques of tangible media applications. Lectures, which provide the theoretical grounding of the study area, methodologies and examples of the application of tangible media are complemented by practical classes which extend the technical skills acquired in Programming for Designers and Artists and support the development of tangible media outcomes within design studios.
Prerequisites: KIB205 or INB385  Equivalents: KIB311  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KIB314 TANGIBLE MEDIA
This unit extends the understandings of tangible media interfaces and applications gained in the embodied media unit. In this unit students will develop a tangible media project from concept through to design, production, evaluation, and exhibition. Theoretical understandings on tangible media object design, interaction and installation gained through lectures will be supplemented with production skills in workshops, and applied to the development of tangible media works in design studios. Finished works will be displayed in a final exhibition where members of the public will interact with them.
Prerequisites: KIB309  Equivalents: KIB311  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-2

KIB325 REAL-TIME 3D COMPUTER GRAPHICS
This unit provides the opportunity for extending the principles of 3D computer graphics into the emerging field of virtual environments that respond to interaction in real time. In this unit you will cover the principals of real-time modeling; texture acquisition for real-time environments and interaction design in the 3D context. This unit provides an opportunity where students studying 3D computer graphics can apply animation and interactive design principles to real-time spaces. These principles can be applied to the fields of game design and interactive 3D environments.
Prerequisites: KIB225  Equivalents: KIB310, KIB821  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-2

KVB105 DRAWING FOR DESIGN
This is a studio based unit that introduces you to media, processes, strategies and traditions of drawing and associated imagery for use in animated media. The development of critical/reflective frameworks of traditional and contemporary practice underpins studio development.
Equivalents: KVB755  Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1

KVB106 DRAWING FOR ANIMATION
This unit develops individual knowledge, concepts and skills to enable you to articulate and present capabilities of motion through drawing for contemporary animation practices.
Equivalents: KVB756  Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-2

MAB281 MATHEMATICS FOR COMPUTER GRAPHICS
This unit introduces students to the mathematics involved in computer graphics, computer games and virtual reality. It is heavily reliant on analytic, Euclidean and projective geometries in 2D and 3D, elementary trigonometry, elementary linear algebra and elementary calculus. The unit will develop the mathematical concepts and where practicable show how these concepts are then applied in the field of computer graphics. Students must have
completed four semesters of Senior Mathematics B with an exit level of Sound Achievement, or have passed MAB105 (or equivalent).  

Assumed knowledge: Grade of at least Sound Achievement in Senior Mathematics B (or equivalent) or MAB105 is assumed knowledge.  

Credit points: 12  

Contact hours: 4 per week  

Campus: Gardens Point  

Teaching period: 2010 SEM-2

CTB223  

Credit points: 12  

Contact hours: 3 per week  

Campus: Gardens Point and Caboolture  

Teaching period: 2010 SEM-1 and 2010 SEM-2

MGB223 ENTREPRENEURSHIP AND INNOVATION

This unit deals with the development of a business plan for the potential launch of student business ideas. The unit is designed for those individuals interested in creating a new venture or working in industries as employees of venture owners or those that serve this sector. Students build a comprehensive plan of their business concept.

Prerequisite(s): BSB115 or CTB115  

Credit points: 12  

Contact hours: 3 per week  

Campus: Gardens Point  

Teaching period: 2008 SEM-1 and 2008 SEM-2  

Incompatible with: CTB223

MGB223 ENTREPRENEURSHIP AND INNOVATION

This unit introduces students to the nature and characteristics of entrepreneurship and innovation and explores the inter-relationship between the two within contemporary economies from managerial perspective. Learning will be directed towards developing the theoretical and applied knowledge, skills, and attitudes that will support and enhance innovation and enterprise creation activity, through the development of a business plan. The unit is designed for those individuals interested in creating a new venture or working in industries as employees of venture owners or those that serve this sector. Students will have opportunity to build a comprehensive plan of their business concept.

Prerequisite(s): BSB115 or CTB115  

Credit points: 12  

Contact hours: 3 per week  

Campus: Gardens Point  

Teaching period: 2009 SEM-1 and 2009 SEM-2  

Incompatible with: CTB223

MGB223 ENTREPRENEURSHIP AND INNOVATION

This unit introduces students to the nature and characteristics of entrepreneurship and innovation and explores the inter-relationship between the two within contemporary economies from managerial perspective. Learning will be directed towards developing the theoretical and applied knowledge, skills, and attitudes that will support and enhance innovation and enterprise creation activity, through the development of a business plan. The unit is designed for those individuals interested in creating a new venture or working in industries as employees of venture owners or those that serve this sector. Students will have opportunity to build a comprehensive plan of their business concept.

Prerequisites: BSB115 or CTB115  

Equivalents: