Bachelor of Information Technology (IT22)

Year offered: 2011
Admissions: No
CRICOS code: 012656E
Course duration (full-time): 3 years
Course duration (part-time): 6 years
Domestic Fees (indicative): 2011: CSP $3,886 (indicative) per semester
International Fees (indicative): 2011: $11,375 (indicative) per semester
QTAC code: 416801
Past rank cut-off: 74
Past OP cut-off: 13
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
Total credit points: 288
Course coordinator: Mr Richard Thomas
Campus: Gardens Point

Course Information
From semester one, 2009 this course will not be available for commencing students. IT22 will only be available for continuing students. New students - please refer to IT23.

Course Requirements
Block A: IT Core Studies
All students undertake ten core units over the duration of their course.

Block B: IT Major
Students who started their IT22 degree in 2008 must choose an IT Major consisting of six designated units from one of the following 4 Majors:

- Information Systems (ISY)
- Network Systems (NET)
- Software Architecture (SOA)
- Generic – No Major (XYZ)

Students who started their IT22 degree before 2008 must choose an IT Major consisting of six designated units from one of the following 13 Majors:

- Business Systems Engineering (BSE)
- Databases (DTB)
- Electronic Business (EBI)
- Games Technology (GAM)
- Information and Knowledge Management (ITK)
- Information Systems (ISY)
- Information Technology Management (IMG)
- Intelligent Systems (ITS)
- Interactive Media (IAM)
- Network Systems (NET)
- Security (SEC)
- Software Architecture (SOA)
- Web Services and Applications (WSA)

Block C: Complementary Studies
Students choose the composition of the third block of the course. The choice may include one from the following suggestions:

- A six unit set (which may be chosen from the IT Majors) and two electives, or
- An approved unit set (four units) available from the list of University Wide Unit Sets http://www.courses.qut.edu.au/cgi-bin/WebObjects/Courses.woa/wa/selectFacultyFromMain?faculty=IT and four electives, or
- Eight specified electives as approved by the Course Coordinator

Note: A maximum of 4 units of professional certification permissible towards complementary studies. This includes CISCO, Microsoft, etc.

Cooperative Education Program
The Faculty’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.

Find out more about the Cooperative Education Program.

Professional Recognition
Graduates of the Bachelor of Information Technology meet the knowledge requirement for admission to the Australian Computer Society (ACS) as members.

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:

**Course Co-Ordinator**
Mr Richard Thomas
Phone: +61 7 3138 2782
Email: enquiry.scitech@qut.edu.au

Bachelor of Information Technology

**Course Structure**

<table>
<thead>
<tr>
<th>Year 1, Semester 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB250 Foundations of Computer Science</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Year 2, Semester 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB270 Programming</td>
</tr>
<tr>
<td>INB251 Networks</td>
</tr>
<tr>
<td>INB271 The Web</td>
</tr>
<tr>
<td>Block B or Block C Unit</td>
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<tr>
<td>Block B or Block C Unit</td>
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<td>Block B or Block C Unit</td>
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<table>
<thead>
<tr>
<th>Year 2, Semester 2</th>
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</thead>
<tbody>
<tr>
<td>INB301 The Business of IT</td>
</tr>
<tr>
<td>Block B or Block C Unit</td>
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<tr>
<td>Block B or Block C Unit</td>
</tr>
<tr>
<td>Block B or Block C Unit</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Year 3, Semester 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB302 IT Capstone Project</td>
</tr>
<tr>
<td>Block B or Block C Unit</td>
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<tr>
<td>Block B or Block C Unit</td>
</tr>
<tr>
<td>Block B or Block C Unit</td>
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</table>

<table>
<thead>
<tr>
<th>Year 3, Semester 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Block B or Block C Unit</td>
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<tr>
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<tr>
<td>Block B or Block C Unit</td>
</tr>
<tr>
<td>Block B or Block C Unit</td>
</tr>
</tbody>
</table>

**No Major Options**

Students can choose any 6 INB--- units (subject to prerequisite eligibility) from the Information Technology Undergraduate Elective/Options List as found at the below URL:


**Information Systems Major**

**Compulsory Units**

| INB311 Enterprise Systems |
INB340 Database Design
INB220 Business Analysis

IS Elective Units
INB312 Enterprise Systems Applications
INB342 Enterprise Data Mining and Data Analysis
INB313 Electronic Commerce Site Development
INB322 Information Systems Consulting
INB320 Business Process Modelling
INB124 Information Systems Development
INB221 Technology Management

Network Systems Major

Compulsory Units
INB350 Internet Protocols and Services
INB351 Unix Network Administration
INB352 Network Planning
INB255 Security

Electives
INB312 Enterprise Systems Applications
INB365 Systems Programming
INB353 Wireless and Mobile Networks
INB355 Cryptology and Protocols

Software Architecture Major

Compulsory Units
INB340 Database Design
INB371 Data Structures and Algorithms
INB372 Agile Software Development

Electives
Choose 3 Electives
INB341 Software Development With Oracle
INB311 Enterprise Systems
INB312 Enterprise Systems Applications
INB272 Interaction Design
INB313 Electronic Commerce Site Development
INB322 Information Systems Consulting
INB320 Business Process Modelling
INB365 Systems Programming
INB370 Software Development

INB373 Web Application Development
INB374 Enterprise Software Architecture
INB381 Modelling and Animation Techniques
INB382 Real Time Rendering Techniques
MAB281 Mathematics for Computer Graphics
MAB281 is only to be used as a prereq for INB381

Intermediate Level Electives

Intermediate Level Electives
INB120 Corporate Systems
INB220 Business Analysis
INB255 Security
INB272 Interaction Design
OR
an INB300 level unit as approved by the course coordinator

IT Elective List

IT Elective Units
INB123 Project Management Practice
INB221 Technology Management
INB311 Enterprise Systems
INB313 Electronic Commerce Site Development
INB374 Enterprise Software Architecture
INB386 Advanced Multimedia Systems
INB320 Business Process Modelling
INB321 Business Process Management
INB322 Information Systems Consulting
INB323 Smart Services
INB330 Information Management
INB331 Management Issues for Information Professionals
INB334 Information Issues and Values
INB335 Information Resources
INB340 Database Design
INB341 Software Development With Oracle
INB342 Enterprise Data Mining and Data Analysis
INB350 Internet Protocols and Services
INB351 Unix Network Administration
INB352 Network Planning
INB353 Wireless and Mobile Networks
INB370  Software Development
INB371  Data Structures and Algorithms
INB372  Agile Software Development
INB374  Enterprise Software Architecture
INB204  Special Topic 1
INB205  Special Topic 2
INB300  Professional Practice in IT
INB305  Special Topic 4
INB304  Special Topic 3
INS350  CCNA 1&2 Network Fundamentals and Routing
INS352  CCNP1: Building Scalable Internetworks
INS351  CCNA 3&4 Lan Switching
INS353  CCNP 2: Building Multi Layered Switched Networks
INS354  CCNP3: Building Multi Layered Switched Networks
INS355  CCNP 4: Optimising Converged Networks
INB306  Project 1
INB307  Project 2
INB308  Project 3
INB365  Systems Programming
INB355  Cryptology and Protocols
INB860  Computational Protocols
INB340  Database Design
INB341  Software Development With Oracle
INB321  Business Process Management
INB322  Information Systems Consulting

INB370  Software Development
INB371  Data Structures and Algorithms
INB372  Agile Software Development
INB374  Enterprise Software Architecture
INB204  Special Topic 1
INB205  Special Topic 2
INB300  Professional Practice in IT
INB305  Special Topic 4
INB304  Special Topic 3
INS350  CCNA 1&2 Network Fundamentals and Routing
INS352  CCNP1: Building Scalable Internetworks
INS351  CCNA 3&4 Lan Switching
INS353  CCNP 2: Building Multi Layered Switched Networks
INS354  CCNP3: Building Multi Layered Switched Networks
INS355  CCNP 4: Optimising Converged Networks
INB306  Project 1
INB307  Project 2
INB308  Project 3
INB365  Systems Programming
INB355  Cryptology and Protocols
INB860  Computational Protocols
INB340  Database Design
INB341  Software Development With Oracle
INB321  Business Process Management
INB322  Information Systems Consulting

Databases Major (pre 2008)

Core units

INB340  Database Design
INB341  Software Development With Oracle
INB342  Enterprise Data Mining

Elective units

Choose 3 Elective units from the following list:

INB306  Project 1
INB311  Enterprise Systems
INB312  Enterprise Systems Applications
INB313  Electronic Commerce Site Development
INB320  Business Process Modelling
INB330  Information Management
INB335  Information Resources
INB343  Advanced Data Mining and Data Warehousing

Electronic Business Major (pre 2008)

Compulsory Units

INB312  Enterprise Systems Applications
INB313  Electronic Commerce Site Development
INB342  Enterprise Data Mining
BSB212  Electronic Business Applications
BSB213  Governance Issues in E-Business
BSB314  E-Business Intelligence

Games Technology Major (pre 2008)

Compulsory Units

INB370  Software Development
INB381  Modelling and Animation Techniques
INB371  Data Structures and Algorithms
INB382  Real Time Rendering Techniques
INB383  AI for Games
MAB281  Mathematics for Computer Graphics

Information Systems Major
## Compulsory Units

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB311</td>
<td>Enterprise Systems</td>
</tr>
<tr>
<td>INB340</td>
<td>Database Design</td>
</tr>
<tr>
<td>INB220</td>
<td>Business Analysis</td>
</tr>
</tbody>
</table>

## IS Elective Units

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB312</td>
<td>Enterprise Systems Applications</td>
</tr>
<tr>
<td>INB342</td>
<td>Enterprise Data Mining</td>
</tr>
<tr>
<td>INB313</td>
<td>Electronic Commerce Site Development</td>
</tr>
<tr>
<td>INB322</td>
<td>Information Systems Consulting</td>
</tr>
<tr>
<td>INB320</td>
<td>Business Process Modelling</td>
</tr>
<tr>
<td>INB124</td>
<td>Information Systems Development</td>
</tr>
<tr>
<td>INB221</td>
<td>Technology Management</td>
</tr>
</tbody>
</table>

## Information Technology Management Major (pre 2008)

### Compulsory Units

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB221</td>
<td>Technology Management</td>
</tr>
<tr>
<td>INB335</td>
<td>Information Resources</td>
</tr>
<tr>
<td>INB322</td>
<td>Information Systems Consulting</td>
</tr>
</tbody>
</table>

### IS Elective Units

Select three (3) units from the following list:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB123</td>
<td>Project Management Practice</td>
</tr>
<tr>
<td>INB124</td>
<td>Information Systems Development</td>
</tr>
<tr>
<td>INB220</td>
<td>Business Analysis</td>
</tr>
<tr>
<td>INB341</td>
<td>Software Development With Oracle</td>
</tr>
<tr>
<td>INB306</td>
<td>Project 1</td>
</tr>
<tr>
<td>INB311</td>
<td>Enterprise Systems</td>
</tr>
<tr>
<td>INB340</td>
<td>Database Design</td>
</tr>
</tbody>
</table>

## Interactive Media Major (pre 2008)

### Compulsory Units

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB272</td>
<td>Interaction Design</td>
</tr>
<tr>
<td>INB385</td>
<td>Multimedia Systems</td>
</tr>
<tr>
<td>INB386</td>
<td>Advanced Multimedia Systems</td>
</tr>
<tr>
<td>KIB101</td>
<td>Visual Communication</td>
</tr>
<tr>
<td>KIB102</td>
<td>Visual Interactions</td>
</tr>
</tbody>
</table>

### Elective Units

Select one (1) unit from the following list:

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>KIB103</td>
<td>Introduction to Web Design and Development</td>
</tr>
<tr>
<td>KIB105</td>
<td>Animation and Motion Graphics</td>
</tr>
<tr>
<td>KIB108</td>
<td>Animation History and Practices</td>
</tr>
</tbody>
</table>

### KIB units

Only students enrolled in the IAM major may enrol in KIB*** units without the approval of the Creative Industries Faculty. These units are held at Kelvin Grove campus - class code to be KG.

## Network Systems Major (pre 2008)

### Compulsory Units

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB350</td>
<td>Internet Protocols and Services</td>
</tr>
<tr>
<td>INB351</td>
<td>Computer Network Administration</td>
</tr>
<tr>
<td>INB352</td>
<td>Network Planning and Deployment</td>
</tr>
<tr>
<td>INB353</td>
<td>Wireless and Mobile Networks</td>
</tr>
<tr>
<td>INB365</td>
<td>Systems Programming</td>
</tr>
<tr>
<td></td>
<td>IT Elective</td>
</tr>
</tbody>
</table>

## Security Major (pre 2008)

### Compulsory Units

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB350</td>
<td>Internet Protocols and Services</td>
</tr>
<tr>
<td>INB351</td>
<td>Computer Network Administration</td>
</tr>
<tr>
<td>INB355</td>
<td>Cryptology and Protocols</td>
</tr>
<tr>
<td>INB255</td>
<td>Security</td>
</tr>
<tr>
<td></td>
<td>IT Elective</td>
</tr>
<tr>
<td></td>
<td>IT Elective</td>
</tr>
</tbody>
</table>
Software Architecture Major

**Compulsory Units**

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB340</td>
<td>Database Design</td>
</tr>
<tr>
<td>INB371</td>
<td>Data Structures and Algorithms</td>
</tr>
<tr>
<td>INB372</td>
<td>Agile Software Development</td>
</tr>
</tbody>
</table>

**Electives**

Choose 3 Electives

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB341</td>
<td>Software Development With Oracle</td>
</tr>
<tr>
<td>INB311</td>
<td>Enterprise Systems</td>
</tr>
<tr>
<td>INB312</td>
<td>Enterprise Systems Applications</td>
</tr>
<tr>
<td>INB272</td>
<td>Interaction Design</td>
</tr>
<tr>
<td>INB313</td>
<td>Electronic Commerce Site Development</td>
</tr>
<tr>
<td>INB322</td>
<td>Information Systems Consulting</td>
</tr>
<tr>
<td>INB320</td>
<td>Business Process Modelling</td>
</tr>
<tr>
<td>INB365</td>
<td>Systems Programming</td>
</tr>
<tr>
<td>INB370</td>
<td>Software Development</td>
</tr>
<tr>
<td>INB373</td>
<td>Web Application Development</td>
</tr>
<tr>
<td>INB374</td>
<td>Enterprise Software Architecture</td>
</tr>
<tr>
<td>INB381</td>
<td>Modelling and Animation Techniques</td>
</tr>
<tr>
<td>INB382</td>
<td>Real Time Rendering Techniques</td>
</tr>
<tr>
<td>MAB281</td>
<td>Mathematics for Computer Graphics</td>
</tr>
</tbody>
</table>

MAB281 is only to be used as a prereq for INB381

Web Services and Applications Major (pre 2008)

**Compulsory Units**

4 Compulsory units required.

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB272</td>
<td>Interaction Design</td>
</tr>
<tr>
<td>INB313</td>
<td>Electronic Commerce Site Development</td>
</tr>
<tr>
<td>INB373</td>
<td>Web Application Development</td>
</tr>
<tr>
<td>INB374</td>
<td>Enterprise Software Architecture</td>
</tr>
</tbody>
</table>

Choose 1 of the following:

<table>
<thead>
<tr>
<th>Code</th>
<th>Course Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>INB255</td>
<td>Security</td>
</tr>
<tr>
<td>INB350</td>
<td>Internet Protocols and Services</td>
</tr>
<tr>
<td>INB370</td>
<td>Software Development</td>
</tr>
<tr>
<td>INB371</td>
<td>Data Structures and Algorithms</td>
</tr>
<tr>
<td>INB372</td>
<td>Agile Software Development</td>
</tr>
</tbody>
</table>

**Elective Units (1)**

IT Elective

Complementary Studies (Block C) (pre 2008)

Students choose the composition of the third block of the course from the following:

- A six unit set (which may be chosen from the IT Majors) and two electives, or
- An approved fours unit set and four electives, or
- Eight specified Complementary Studies Electives

In selecting Block C Complementary Studies Electives, students may choose:

- Units form other Bachelor of Information Technology majors; and/or
- Units from any degree-level course offered at QUT; and/or
- Industry Certification courses (e.g., Cisco Certified Network Professional (CCNP), Microsoft Certified Solution Developer (MCSD) etc.) up to a limit of 48 credit points in Block C units as specified. Students wishing to pursue this option should discuss this with the Course Coordinator; and/or
- With the approval of the Course Coordinator, units from any degree-level or equivalent tertiary-level course offered at other tertiary-level institutions.

**Potential Careers:**


**UNIT SYNOPSISES**

**BSB212 ELECTRONIC BUSINESS APPLICATIONS**

This unit looks at the ways in which organisations adopt and use various electronic business applications in areas of e-commerce, business-to-consumer, business-to-business and intra-business relations. Business models and their impact in various industries are analysed, enabling students to assess the underlying business case, and determine the model's viability in a competitive environment. The issues associated with front-end and back-end e-business applications are considered.

**Prerequisite(s):** BSB112 or CTB112 or BSB119 or CTB119 or equivalent

**Credit points:** 12  **Contact hours:** 3 per
This unit introduces students to a wide range of information technology governance issues which confront business professionals during the implementation and operation of e-business strategies. It aims to provide e-business and IT professionals with an understanding of current IT governance frameworks and to ensure they are familiar with risk management, fraud detection and prevention, audit and legal issues that are relevant to an organisation’s e-business operations.

**Prerequisite(s):** Business students: BSB111 or CTB111 and BSB119 or CTB119. Other students: 96 credit points of approved study

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Gardens Point

**Teaching period:** 2008 SEM-1

**Incompatible with:** AYB333, CTB212

### BSB314 E-BUSINESS INTELLIGENCE

This unit looks at corporate strategic decisions and the information technology decision support systems and e-business intelligence needed to support management in this process. Group and enterprise IT decisions systems, data warehousing and corporate portals will be examined together with e-business intelligence applications. SAS software skills for decision support and data mining and visualisation will be covered. An introduction to advanced intelligent systems, artificial intelligence and knowledge based support systems will also form part of the unit.

**Prerequisite(s):** 96 credit points of prescribed study in a degree program

**Credit points:** 12

**Contact hours:** 3 per week

**Campus:** Gardens Point

**Teaching period:** 2008 SEM-1

### 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:** 2011 SEM-1

### 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
to sit the externally provided PRINCE2® Foundation and Practitioner accreditation examinations.

**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:** 2011 SEM-1 and 2011 SEM-2

**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.

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

**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

**INB205 SPECIAL TOPIC 2**  
This unit introduces computational techniques involving numerical simulations and visualization. These skills will be applied to solve problems in a range of application areas. The programming language MATLAB will be used, along with the simulation environment NetLogo.  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2

**INB210 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:** INN210  
**Equivalents:** ITB004  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 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).

**Antirequisites:** INN220  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INB220 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).

**Prerequisite(s):** Nil  
**Corequisite(s):** Nil  
**Credit points:**
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: ITN272

INB255 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.

Prerequisite(s): Nil  
Corequisite(s): Nil  
Credit points: 12
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2009 SEM-1  
Incompatible with: ITB161, ITN161, ITB523, ITB623, ITB730

INB250 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.

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

INB270 PROGRAMMING
Published on : 13 June 2012
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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: INN270  
Equivalents: ITB003  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2011 SEM-1 and 2011 SEM-2

INB271 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.

Prerequisites: INB104  
Antirequisites: INB373 and INN373 and ITB007 and ITB227 and ITN007 and ITN227  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2011 SEM-1

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: 2011 SEM-2

INB300 PROFESSIONAL PRACTICE IN IT

In this unit you will have the opportunity to experience real world work experiences and to reflect on how your studies have prepared you for the work environment. This will give you the opportunity to plan on how to best take advantage of your remaining studies to prepare for your planned career. To help you to understand your future career you will be working in a team and/or group environments, seeing firsthand the challenges and constraints that arise during professional practice in a real world industry environment. You will develop a richer appreciation of the graduate capabilities required of all information technology professionals, particularly skills such as communication, negotiation and problem-solving strategies.

Prerequisites: INB201  
Antirequisites: IT5020, INS010, INS011, INS012, INS020  
Assumed knowledge: To be taken in your final year of the BIT. You must have completed at least 132 CPs of IT units, including at least two specialisation units. Normally you should have completed at least 192 CPs in a single degree or 288 CPs in a double degree  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

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: 2011 SEM-1 and 2011 SEM-2
INB302 IT CAPSTONE PROJECT
Students are to work together in a team of 4-5 on a project that addresses one of the following three types of problems: real business problems, real market needs, real research problems. This unit extends students' development of the professional, technical and teamwork skills required by IT professionals in practice. Students will extend their knowledge and skills in the areas of IT project management through completing professional project documentation and managing the team project. Students will also gain a greater understanding and skill level in analysis and design, and their significance in delivering successful business or research outcome. The unit also focuses on furthering students' professional skills in report writing, oral communication, and visual communication.

**Prerequisites:** INB301  
**Assumed knowledge:** Students are expected to have a solid IT background knowledge (e.g., completion of at least 192 credit points)

**Equivalents:** ITB010  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2 and 2011 SUM

INB304 SPECIAL TOPIC 3
Traditional Artificial Intelligence (AI) aims at satisfying the Turing test, that is, it aims at making computers indistinguishable from humans. Computer games AI aims at giving Non-Player Characters (NPC) behavioural artefacts that complement a game narrative. Computer game AI is a special area of study that deals with algorithmic approaches to entertainment affects in NPC. Students will develop in this unit an understanding of problems, solutions and algorithms that generally defines the current state of computer game AI. The aim of this unit is to provide students with an intermediate level course in computer game AI that involves a set of the most relevant algorithms and their applications in the interactive entertainment and game industries.

**Prerequisites:** INB210 or ITB004 or INB122  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2

INB305 SPECIAL TOPIC 4
INB305 BGIE Project Design Phase (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:** INB371  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1 and 2011 SEM-2

INB306 PROJECT 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):** Completion of at least 120 credit points of IT units.  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Incompatible with:** Nil

INB306 PROJECT 2
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.

**Prerequisites:** INB101, INB102, INB103, INB104 and INB201  
**Assumed knowledge:** As a minimum requirement you must have completed at least 132 credit points of IT units, including INB101, INB102, INB103, INB104, INB201, four breadth units, and at least two specialisation units.  
**Equivalents:** ITB230  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INB307 PROJECT 2
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.
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.

Assumed knowledge: Assumed knowledge is completion of 192cp of which at least 144cp must be IT units. Equivalents: ITB791 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INB308 PROJECT 3
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 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.

Assumed knowledge: Assumed knowledge is completion of 192 credit points of which at least 144 credit points must be for IT units. Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-1, 2011 SEM-2 and 2011 SUM

INB311 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: INN311 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-2

INB311 ENTERPRISE SYSTEMS
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Prerequisite(s): Nil Corequisite(s): Nil Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-2 Incompatible with: Nil

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.

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: 2011 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.

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

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: 2011 SEM-2

INB320 BUSINESS PROCESS MODELLING
The aim of this unit is to introduce you to modern methods and tools of business process management. These skills will be applied to the most complex, comprehensive and relevant IT applications. This unit also seeks to develop logical thinking and the capability to understand and deal with complex systems, within a business management framework. The content will focus strongly on business process modelling, as a fundamental technique to manage the complexity associated with process management tasks within various contexts.

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

INB320 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.

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

INB321 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.

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

INB321 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: INN321  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2011 SEM-1

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.

Antirequisites: ITB264, ITN264  Assumed knowledge: Completion of 96 credit points of an Undergraduate study is assumed knowledge  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2011 SEM-1

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

**INB323 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.

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

**INB330 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.

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

**INB331 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.

Equivalents: ITN274    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point

**INB334 INFORMATION ISSUES AND VALUES**
The overall aim is to enable you to identify and critically discuss key issues (ie social, economic, political, cultural, legal, psychological) that impact upon the role and use of information and IT in different contexts of the information society (ie 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: ITN330    Credit points: 12    Contact hours: 3 per week    Campus: Gardens Point

**INB335 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:** INN335  
**Equivalents:** ITB322  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INB335 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.

**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

**INB340 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.

**Prerequisite(s):** INB210 or ITB004  
**Antirequisites:** ITB229  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-1

**INB340 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.

**Prerequisite(s):** INB210 (ITB004)  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2009 SEM-1  
**Incompatible with:** ITB229

**INB341 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.

**Prerequisite(s):** INB210 and INB340 or equivalents  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2009 SEM-2  
**Incompatible with:** Nil

**INB342 ENTERPRISE DATA MINING AND DATA ANALYSIS**

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:** INB122 or INB210 or INB340 or AYT114  
**Antirequisites:** INN342  
**Equivalents:** ITB239  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2

**INB342 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.

Prerequisite(s): ITB004 or INB210 or AYB114
Corequisite(s): Nil
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2009 SEM-2
Incompatible with: Nil

INB343 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: INB210
Antirequisites: INN343
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point

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: 2011 SEM-1

INB346 ENTERPRISE 2.0
Web technologies and applications are reshaping contemporary organisations. By 2009 it has been predicted that more than 80% of organisations will have blogs and more than 50% of organisations will have wikis as part of their business solutions and strategies. Furthermore, with the advent of Cloud Computing, many companies are outsourcing key business functions to external web applications. The successful contemporary organisation requires expertise in not just business and management practice but in the critical design, use and consequences of new and emerging technologies. This unit will explore the ways in which IT has impacted on how organisations design and deliver activities and services internally and externally. The aim of this unit is to provide you with an understanding of how web 2.0 is changing the way contemporary organisations function.

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

INB347 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.

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

INB350 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.

Prerequisite(s): INB251
Corequisite(s): Nil
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2009 SEM-1
Incompatible with: ITB624, ITB629, ITB720, ITN524, ITN529, ITN667, ITN720 or equivalent

INB350 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.
Prerequisites: INB251 or ITB006 or ITB510
Antirequisites: ITB624, ITB629, ITB720, ITN525, ITN667, ITN720
Credit points: 12 Contact hours: 3 per week
Campus: Gardens Point Teaching period: 2009 SEM-2

INB351 COMPUTER 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.

Prerequisite(s): INB251 or ITB006 Corequisite(s): nil
Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2009 SEM-2

INB351 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: INB350 Equivalents: ITB721, ITB625, ITB535, ITB525 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-2

INB352 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: INB350 Antirequisites: ITB551, ITB628, ITB722, INN352, ITN551, ITN722, ENN523 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-2

INB352 NETWORK PLANNING AND DEPLOYMENT
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.

Prerequisite(s): INB350 Corequisite(s): Nil Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-2

INB353 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: INB251 or ITB006 Antirequisites: ITN723
Assumed knowledge: Networks or equivalent networking knowledge is assumed knowledge Equivalents: ITB723 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-2

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

INB355 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.

Antirequisites: ITB646, ITB548, ITB566 Assumed knowledge: Maths B or equivalent is assumed knowledge. Equivalents: ITB732 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-1

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Antirequisites: ITB646, ITB548, ITB566 Assumed knowledge: Maths B or equivalent is assumed knowledge. Equivalents: ITB732 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2011 SEM-1
algorithms and protocols. This elective unit covers the main cryptographic technical concepts including encryption, digital signatures and cryptographic protocols.

Prerequisite(s): Maths B/ MAB105 or equivalent
Corequisite(s): Nil
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2009 SEM-1
Incompatible with: ITB646, ITB548, ITB566, ITB732, ITN566, ITN512, ITN581, ITN732

INB365 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: INB270 or ITB003 or INB371
Antirequisites: ITB745, ITB706, INN365
Assumed knowledge: Fundamentals of computer architecture; high level programming languages (such as C, C++, Java Python) is assumed knowledge.
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 SEM-2

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Prerequisite(s): INB270 or ITB003 & ITB005
Corequisite(s): Nil
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2009 SEM-2
Incompatible with: ITB745 & ITB706

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
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2011 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.

Prerequisite(s): INB270
Corequisite(s): Nil
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2009 SEM-1
Incompatible with: Nil

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.

Prerequisite(s): INB270 or ITB003 or equivalent
Corequisite(s): Nil
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2009 SEM-1
Incompatible with: ITB112(SD2), ITB711, ITB702

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
INB372 AGILE SOFTWARE DEVELOPMENT
This unit introduces you to the software development process. You will look at each of the major activities involved in developing a software system. You will also learn how to manage and control the software development process for a large project when a number of team members are involved in the development. This unit develops the professional practice of working on large software systems.

Prerequisite(s): INB370 or INB371  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2011 SEM-1

INB372 AGILE SOFTWARE DEVELOPMENT
This unit introduces you to the software development process. You will look at each of the major activities involved in developing a software system. You will also learn how to manage and control the software development process for a large project when a number of team members are involved in the development. This unit develops the professional practice of working on large software systems.

Prerequisite(s): INB370  Antirequisites: INN372, ITB612, ITB712  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

INB373 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.

Prerequisite(s): INB271 or equivalent  Corequisite(s): Nil
Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2009 SEM-1  Incompatible with: ITB716, ITN716, INN373

INB374 ENTERPRISE SOFTWARE ARCHITECTURE
This unit aims to introduce you to the field of enterprise architecture. It attempts to give you a grounding in the basic knowledge and skills required by an enterprise architect. This includes a solid understanding of the IT challenges currently facing medium to large size organizations, the theory and technologies currently used to address them and an appreciation of the business imperative for which they are utilized.

Prerequisite(s): INB270 or ITB003  Equivalents: ITB717
Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2011 SEM-2

INB374 ENTERPRISE SOFTWARE ARCHITECTURE
This unit aims to introduce you to the field of enterprise architecture. It attempts to give you a grounding in the basic knowledge and skills required by an enterprise architect. This includes a solid understanding of the IT challenges currently facing medium to large size organizations, the theory and technologies currently used to address them and an appreciation of the business imperative for which they are utilized.

Prerequisite(s): INB270 or ITB003  Corequisite(s): Nil
Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2009 SEM-2  Incompatible with: ITB717

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.

Prerequisite(s): INB371, (ITB702 & ITB749) and MAB281  Corequisite(s): Nil
Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2009 SEM-1  Incompatible with: ITB648, ITB649, ITB441, ITN440, ITB460, ITN460, ITB746, ITN746
INB381 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 and MAB281  
Equivalents: ITB746  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2011 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.

Prerequisite(s): INB371, INB381 and MAB281  
Corequisite(s): Nil  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2009 SEM-2  
Incompatible with: Nil

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: ITB648 and ITB649  
Equivalents: ITB747  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2011 SEM-1

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.

Prerequisite(s): INB271  
Corequisite(s): INB272  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2009 SEM-1  
Incompatible with: ITB257

INB386 ADVANCED MULTIMEDIA SYSTEMS
This advanced level unit will provide you with 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: 2011 SEM-2

INB860 COMPUTATIONAL INTELLIGENCE FOR CONTROL AND EMBEDDED SYSTEMS  
This is a specialisation unit in the area of Infomechatronics that introduces five methods from the field of computational intelligence and relates them to applications on real time control and embedded systems. The methods are:
Knowledge Base Systems, Fuzzy Control, Neural Networks, Reinforcement Learning and Evolutionary Computation. The unit is also intended to teach the specific design and programming skills that will enable you to solve problems using computational intelligence methods in real-time embedded systems. It is assumed that you already have knowledge of programming.

Assumed knowledge: Knowledge of a programming language like Python, Java or C is assumed.  
Equivalents: ITB847  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2011 SEM-1

INS350 CCNA 1&2 NETWORK FUNDAMENTALS AND ROUTING  
This unit provides in-demand Internet technology skills for designing, building and maintaining networks. Combining instructor-led, online education with hands-on laboratory exercises, the curriculum enables students to apply what they learn in class while working on actual networks. From building basic networking skills to advanced VLAN troubleshooting, the Networking Academy curriculum prepares students for industry certification that lead to lifelong opportunities. Particular emphasis is given to using decision-making and problem-solving techniques in the application of science, mathematics, communication and social studies concepts to solve networking problems.

Antirequisites: INS450  
Equivalents: ITS701, ITS601, ITB011, ITN011  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2011 SEM-1 and 2011 SEM-2

INS351 CCNA 3&4 LAN SWITCHING  
This unit is the second step to a Cisco career certification path. The aim of this unit is to prepare students for the topics covered in Interconnecting Cisco Networking Devices Part 2 (ICND2) v1.0 (640-816) and Cisco Certified Network Associate Exam (CCNA 640-802). The ICND exam is one of the two qualifying exams available to candidates pursuing a two-exam option for the Cisco Certified Network Associate (CCNA) certification and CCNA 640-802, single-exam option for the Cisco Certified Network Associate CCNA certification.

Prerequisites: INS350  
Antirequisites: INS451  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2011 SEM-1 and 2011 SEM-2

INS352 CCNP 1: BUILDING SCALABLE INTERNETWORKS  
This unit is the second step to a Cisco career certification path. It provides more knowledge and practical skills on Wide Area Network through various routing protocols and layer 2 related technologies. This unit provides you with advanced level of study on WAN technologies.

Prerequisites: INS351  
Antirequisites: INS456, INS452  
Assumed knowledge: INS350, CCNA 1/2/3/4 are recommended prior study  
Equivalents: ITS703  
Credit points: 12  
Campus: Gardens Point

INS353 CCNP 2: BUILDING MULTI LAYERED SWITCHED NETWORKS  
This unit provides more knowledge and practical skills on building multi-layered switched networks. The aim of the unit is to provide professional knowledge and skills focusing on multi layer switched networks.

Prerequisites: INS352  
Antirequisites: INS453  
Equivalents: ITS704  
Credit points: 12  
Campus: Gardens Point

INS354 CCNP3: BUILDING MULTI LAYERED SWITCHED NETWORKS  
This unit is the second step to a Cisco career certification path. It provides more knowledge and practical skills on securing enterprise networks with various security technologies. The aim of this unit is to provide professional knowledge and skills focusing on securing LANs and WANs environment.

Prerequisites: INS350 and INS351  
Assumed knowledge: INS350 and INS351 are recommended prior study  
Equivalents: ITS705  
Credit points: 12  
Campus: Gardens Point

INS355 CCNP 4: OPTIMISING CONVERGED NETWORKS  
This unit provides more knowledge and practical skills on optimising converged networks. The aim of the unit is to provide professional knowledge and skills focusing on converged networks.
Prerequisites: INS354  Antirequisites: INS455  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point

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.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2009 SEM-1 and 2009 SEM-2  Incompatible with: KIB801, KIB101 Foundations of Communication Design

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 presentation models.
Prerequisite(s): KIB101/KIB801  Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove  Teaching period: 2009 SEM-2  Incompatible with: KIB802

KIB103 INTRODUCTION TO WEB DESIGN AND DEVELOPMENT
This unit provides an introduction to theories and skills underpinning the application of multimedia technology with the Creative Industries, providing a foundation of conceptual and practical skills related to contemporary modes of electronic hypermedia production, communication and publishing.
Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove  Teaching period: 2009 SEM-1 and 2009 SEM-2  Incompatible with: KKB007, KKB818

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.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2009 SEM-1

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.
Credit points: 12  Contact hours: 3 per week  Campus: Kelvin Grove  Teaching period: 2009 SEM-2  Incompatible with: KIB825

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).
Prerequisite(s): ITB003 and Senior Mathematics B or MAB105  Credit points: 12  Contact hours: 4 per week  Campus: Gardens Point  Teaching period: 2009 SEM-2

MAB281 MATHEMATICS FOR COMPUTER GRAPHICS
Computer graphics is a rapidly growing field of the computer science industry. It has applications in computer games, virtual reality, CAD systems and geometric modelling. Fundamental to all of these applications is mathematics. Thus, to be a working professional in this area you will need a working knowledge of the basic mathematics and concepts that are central to this field. This unit is also ideal for non-specialists as it demonstrates some of the various fields of applications of mathematics in everyday life. The aim of this unit is to introduce you to the mathematics of computer graphics and relate this to the solutions of problems that arise in the many applications of computer graphics.
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: 2011 SEM-2