The Bachelor of Information Technology (IT23) program equips you to build and apply creative, innovative IT solutions across diverse industries. A hands-on, real-world based curriculum gives you the opportunity to explore a wide range of areas within IT, and gain deep understanding within your chosen area of speciality, such as networking, software engineering, data warehousing, business process modelling, enterprise systems, information management, web technologies, or digital societies. You experience an innovative, hands-on approach to learning through projects where you develop IT systems. You will be able to gain entrepreneurial skills if you wish to learn how to develop an idea into a commercial opportunity. You learn to harness your creativity and people skills to maximise the impact of your technical know-how in the booming IT marketplace. It positions you for a challenging and rewarding career within the global economy. Full-time students are eligible for the Cooperative Education Program; paid industry work experience with credit towards your degree. Students are also offered many other work-integrated learning opportunities where you receive first-hand industry experience.

Course Structure

**Block A: Core Studies**

Students obtain a basic grounding in IT by completing eight (8) core IT units. Full-time students will normally take the first four core units (INB101, INB102, INB103 and INB104) in the first semester of their first year and part-time students will take these first four core units over two semesters in their first year. The remaining four core units are to be completed across the rest of the degree.

INB201 should be taken shortly after completing three or four breadth units as it consolidates the material from those units and shows how the knowledge and skills from those units contribute to creating large-scale systems. INB300 and INB301 should be taken after completing at least two specialisation units. INB300 gives you the opportunity to apply your skills in a professional work environment. INB301 prepares you for the completion of your degree and your transition into your career. INB302 should be taken in the final semester of your degree as it consolidates what you have learnt in your degree and demonstrates your overall capabilities.

**Block B: Breadth and Depth**

Students obtain breadth of IT knowledge by completing four (4) units of their choosing from the Breadth option list. Students gain depth of IT knowledge in an area of their choosing by completing four (4) units from the list of units in the different Specialisations Areas. Many specialisation units have specific breadth units as their pre-requisites. If a particular specialisation area or unit is of interest to you make sure you check on pre-requisites to ensure you take the appropriate breadth units. Note that most breadth and specialisation units are only offered once per year. You will need to check the semester in which units are offered to put together a timetable that allows you to take the units of interest to you. This may require that you adjust your course structure from the one suggested below by taking complimentary studies units earlier or later than indicated.

**Block C: Complimentary Studies**

Students can compliment their IT knowledge with either study from a different discipline (offered by any other Faculty at QUT) and/or further IT study in a different specialisation area or further breadth or elective units.
Students choose a total of eight (8) units in this block.

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

**Entry Requirements**

Year 12 or equivalent  
Prerequisites: Nil  
Assumed Knowledge: English (4,SA), Maths A, B or C (4,SA)  
Primary Fields: B  
Secondary Fields: C  
OP Guarantee: Yes

**International Students**

English language requirements  
In addition to the above academic entry requirements, international students must meet the University’s English language requirements of IELTS of 6.5 (with no lower than 6.0 for any one band).  
#October entry only for students completing entire degree at QUT (i.e. not eligible for Advanced Standing)

**Pathways to Further Studies**

In 2001, the Faculty introduced an accelerated Honours program to increase the number of Bachelor of Information Technology students continuing their studies to complete the Honours year. The program allowed selected high achieving students the opportunity to undertake one postgraduate unit in the final semester of the Bachelor of Information Technology which would be counted both for completion of the degree and towards Honours. The program also provided students with the opportunity to commence their Honours studies over the Summer Semester.

The Dean’s Scholars program was introduced in Semester 1, 2006. This program provides a scholarship for OP 1 and 2 students throughout their Bachelor and Honours degrees. Students in the program are required to maintain a high GPA to continue to qualify for the scholarship each semester. Students in the Dean’s Scholars program will be able to take advantage of the Accelerated Honours program. Students in the Dean’s Scholars program will have an option to follow an accelerated pathway through the Bachelor of Information Technology, allowing them to complete the Bachelor of Information Technology course plus the Bachelor of Information (Honours) course in a total of three years.

To encourage students to enter the Dean’s Scholars program, domestic students have their undergraduate HECS paid by the Faculty and those proceeding to Honour’s level will also receive full HECS support. International students who have completed a Year 12 education in Australia and meet the entry requirements for the program will have a third of their tuition fees paid by the Faculty for the undergraduate and Honours program.

An alternative to the Honours program is the Master of Information Technology (Research). Students who complete IT23 with a grade point average equal to, or greater than 5 (7 point scale) and who have decided against enrolling in an Honours program, could undertake this course. In addition, students may wish to enrol in the re-designed postgraduate coursework Masters which has ten specialisations allowing students to either extend their area of interest or specialise in other areas at the Masters level.

**Cooperative Education Program**

An optional half or full year period of paid work experience is available to eligible full-time students. Students participating in this program enrol in INS011 Co-Operative Education 1 in the first semester of the program and in INS012 Co-Operative Education 2 in the second semester of the program. The cooperative education program and its mentoring and assessment requirements make up the required contact and assessment components of both units. Eligibility criteria apply. International students are not eligible due to visa restrictions. International students wishing to undertake a similar program should consider applying to take part in a CEED project (http://corptech.com.au/) or for an ACS Foundation scholarship (http://www.acsfoundation.com.au/).

Part-time students who are working in a professional IT position may be able to use their current employment to meet the criteria for completing INB300 Professional Practice in IT, after completion of 168 credit points in the Bachelor of Information Technology. Further information about this option is available from the unit outline for INB300.

Find out more about the Cooperative Education Program.

**Deferment**

QUT allows current Year 12 school leavers to defer their undergraduate admission offer for one year, or for six months if offered mid-year admission, except in courses using specific admission requirements such as questionnaires, folios, auditions, prior study or work experience.

Non-year 12 students may also request to defer their QTAC offer on the basis of demonstrated special circumstances. Find out more on deferment.
**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

**IT23 Bachelor of Information Technology Course structure 2010**

<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
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<tbody>
<tr>
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<tr>
<td>IT Breadth Option Unit</td>
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<tr>
<td>INB201 Scalable Systems Development</td>
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<td>IT Breadth Option Unit</td>
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<td>IT Specialisation Option Unit</td>
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<td>INB104 Building IT Systems</td>
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<td>IT Specialisation Option Unit</td>
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</table>
Complimentary Studies Unit

Year 3, Semester 2

INB302  Capstone Project
INB301 must be completed before enrolling in INB302.

IT Specialisation Option Unit
Complimentary Studies Unit
Complimentary Studies Unit

IT Breadth Option Unit List

IT Breadth Option Units
You must complete four (4) units from the following list. You should not commence these units until you have completed INB101, INB102, INB103 and INB104.

INB120  Corporate Systems
INB210  Databases
INB220  Business Analysis
INB250  Systems Architecture
INB251  Networks
INB255  Security
INB270  Programming
INB271  The Web
INB272  Interaction Design

IT Specialisation Option Unit List

IT Specialist Option Units
You must complete four (4) units from the following list. Please ensure you have completed a minimum of 36 credit points (3 units) of IT Breadth Option Units before commencing these units. The units are grouped in areas to assist you in focusing your studies.

1. BUSINESS PROCESS MANAGEMENT:
   INB320  Business Process Modelling
   INB321  Business Process Management
   INB322  Information Systems Consulting
   INB123  Project Management Practice

2. DATA WAREHOUSING:
   INB340  Database Design
   INB341  Software Development With Oracle
   INB342  Enterprise Data Mining
   INB343  Advanced Data Mining and Data Warehousing
   Please note: INB343 not offered in 2010

3. DIGITAL ENVIRONMENTS:
   INB345  Mobile Devices
   INB346  Enterprise 2.0
   INB347  Web 2.0 Applications
   INB335  Information Resources

4. ENTERPRISE SYSTEMS:
   INB123  Project Management Practice
   INB221  Technology Management
   INB311  Enterprise Systems
   INB312  Enterprise Systems Applications

5. NETWORK SYSTEMS:
   INB350  Internet Protocols and Services
   INB351  Computer Network Administration
   INB352  Network Planning and Deployment
   INB353  Wireless and Mobile Networks

6. SOFTWARE ENGINEERING:
   INB370  Software Development
   INB371  Data Structures and Algorithms
   INB372  Agile Software Development
   INB374  Enterprise Software Architecture

7. WEB TECHNOLOGIES:
   INB313  Electronic Commerce Site Development
   INB373  Web Application Development
   INB374  Enterprise Software Architecture
   INB385  Multimedia Systems
   INB386  Advanced Multimedia Systems

8. UNGROUPED:
   INB204  Special Topic 1
   INB205  Special Topic 2
   INB304  Special Topic 3
   INB305  Special Topic 4
   INB306  Project 1
   INB307  Project 2
   INB308  Project 3
   INB355  Cryptology and Protocols
   INB365  Systems Programming
   INB860  Computational Intelligence for Control and Embedded Systems

Please note: INB343 & INB323 are not offered in 2010

IT - Complementary Study Unit List
Complimentary Study Units: A maximum of 96 credit points can be chosen from:

1. The list of Breadth and Specialisation units.
2. Students can also choose from the range of CISCO units including INS350, INS351, INS352, INS353, INS354 and INS355.
3. Undergraduate units available with other QUT faculties.

NOTE: A maximum of four units Advanced Standing for industry certification units permitted.

CISCO Units

CISCO Units

Students can choose from the following CISCO units as part of the Complimentary Study Units

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>INS350</td>
<td>CCNA 1&amp;2 Network Fundamentals and Routing</td>
</tr>
<tr>
<td>INS351</td>
<td>CCNA 3&amp;4 Lan Switching</td>
</tr>
<tr>
<td>INS352</td>
<td>CCNP1: Building Scalable Internetworks</td>
</tr>
<tr>
<td>INS353</td>
<td>CCNP 2: Building Multi Layered Switched Networks</td>
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<tr>
<td>INS354</td>
<td>CCNP3: Building Multi Layered Switched Networks</td>
</tr>
<tr>
<td>INS355</td>
<td>CCNP 4: Optimising Converged Networks</td>
</tr>
</tbody>
</table>

IT23 Course structure - Part-time

Year 1, Semester 1
INB101 Impact of IT
INB102 Emerging Technology

Year 1, Semester 2
INB103 Industry Insights
INB104 Building IT Systems

Year 2, Semester 1
Breadth Option
Breadth Option

Year 2, Semester 2
Breadth Option
Breadth Option

Year 3, Semester 1
INB201 Scalable Systems Development
INB201 can only be taken after you have completed a minimum of 36 credit points of breadth units.

Complimentary Studies Unit (Elective)

Year 3, Semester 2
Specialisation Option
Complimentary Studies Unit (Elective)

Year 4, Semester 1
Specialisation Option
Complimentary Studies Unit (Elective)

Year 4, Semester 2
Specialisation Option
Complimentary Studies Unit (Elective)

Year 5, Semester 1
Specialisation Option
Complimentary Studies Unit (Elective)

Year 5, Semester 2
INB300 Professional Practice in IT

Complimentary Studies Unit (Elective)

Year 6, Semester 1
INB301 The Business of IT
INB301 and INB301 can only be taken after you have completed a minimum of 192 credit points of study.

Complimentary Studies Unit (Elective)

Year 6, Semester 2
INB302 Capstone Project
INB301 must be completed before enrolling in INB302.

Complimentary Studies Unit (Elective)

IT23 Course structure - Mid-Year entry

Year 1, Semester 1
INB101 Impact of IT
INB102 Emerging Technology
INB103 Industry Insights
INB104 Building IT Systems

Year 1, Semester 2
Breadth Option
Breadth Option
Breadth Option
Complimentary Studies Unit (Elective)

Year 2, Semester 1
- Breadth Option
  - Specialisation Option
- Complimentary Studies Unit (Elective)
- Complimentary Studies Unit (Elective)

Year 2, Semester 2
- INB201 Scalable Systems Development
  - INB201 can only be taken after you have completed a minimum of 36 credit points of breadth units.
  - Specialisation Option
  - Complimentary Studies Unit (Elective)
  - Complimentary Studies Unit (Elective)

Year 3, Semester 1
- INB300 Professional Practice in IT
  - INB300 can only be taken after you have completed a minimum of 192 credit points of study.
  - Specialisation Option
  - Complimentary Studies Unit (Elective)

Year 3, Semester 2
- INB301 The Business of IT
- INB302 Capstone Project
  - INB301 can only be taken after you have completed a minimum of 192 credit points of study. INB301 may be taken concurrently with INB302 for students whose course completes in the middle of the year.
  - Specialisation Option
  - Complimentary Studies Unit (Elective)

UNIT SYNOPSES

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

INB102 EMERGING TECHNOLOGY
The aim of this unit is to provide you with a conceptual framework so that you clearly identify Information Technologies and their purpose. This task will be fun as it covers a wide spectrum of ideas and allows us to examine some currently popular technologies. Information Technology has become so entwined with everyday life that identifying its scope is difficult, which also makes it difficult to identify opportunities where IT might further infiltrate into our daily lives for work and play. To achieve these aims, the unit introduces you to some of the theories and engineering practicalities that have already resulted in technological advances in the area of information technology. Concepts leading to existing technologies are introduced during lectures, which are followed by laboratory sessions where students will be encouraged to discuss social change, future information tools and explore the concepts required for constructing these technologies.

Antirequisites: ITB005 Credit points: 12 Contact hours: 3 per week Campus: Gardens Point Teaching period: 2010 SEM-1 and 2010 SEM-2
our daily lives for work and play. To achieve these aims, the unit introduces you to some of the theories and engineering practicalities that have already resulted in technological advances in the area of information technology. Concepts leading to existing technologies are introduced during lectures, which are followed by laboratory sessions where students will be encouraged to discuss social change, future information tools and explore the concepts required for constructing these technologies.

**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:** ITB005

### 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:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2009 SEM-1 and 2009 SEM-2  
**Incompatible with:** ITB002

### 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:** 2010 SEM-2

### INB105 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):** 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
INB201 SCALABLE SYSTEMS DEVELOPMENT
TBA

Prerequisites: (INB102 or ITB005) and (INB104 or ITB001)
Assumed knowledge: Completion of 36cp of Breadth units is assumed knowledge
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1

INB201 SCALABLE SYSTEMS DEVELOPMENT
Not offered in 2009

Prerequisite(s): Nil
Contact hours: 3 per week
Campus: Gardens Point

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.

Prerequisites: INB371
Assumed knowledge: Knowledge of programming in Java, C# or C++. Knowledge of basic data structures (stacks, queues, trees, linked lists, hash tables), complexity analysis
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point

INB205 SPECIAL TOPIC 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: INB255, INB351 and INB365
Assumed knowledge: Basic computer security knowledge, a good understanding of the use of Unix operating systems, computer networking and Programming experience (such as Python, C#, C, Java).
Other requisites: Students must have completed 192 credit points towards their bachelor degree. Students must have a GPA of 5.5
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

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 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).

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.

Prerequisites: INB103 or ITB002 or INB120 or ITB360
Antirequisites: ITN241, ITN251 and ITN366
Equivalents: ITB366, ITB241
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1

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).  

**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

**INB251 NETWORKS**

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

**Antirequisites:** ITB006  

**Credit points:** 12  

**Contact hours:** 3 per week  

**Campus:** Gardens Point  

**Teaching period:** 2010 SEM-2

**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.

**Antirequisites:** ITB161, ITB523, ITB623 and ITN161  

**Equivalents:** ITB730  

**Credit points:** 12  

**Contact hours:** 3 per week  

**Campus:** Gardens Point  

**Teaching period:** 2010 SEM-1

**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

**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 of the content, basic skills in developing dynamic web pages, and an appreciation of the many web technologies that are 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, globalisation, 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:** 2010 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:** 2010 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.

**Prerequisite(s):** Having completed at least 168 credit points within the BIT  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Incompatible with:** ITB010

**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 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.

**Antirequisites:** ITB009, INS010, INS011, INS012, INS020  
**Assumed knowledge:** Completion of 168 credit points within BIT is assumed  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 SEM-1, 2010 SEM-2 and 2010 SUM

**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 differences between startups and other types of businesses. 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'.

**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

**INB302 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.

**Prerequisite(s):** ITB009 or INB301  
**Corequisite(s):** Nil  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Incompatible with:** ITB010

**INB302 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:** 2010 SEM-1, 2010 SEM-2 and 2010 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.

**Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2010 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:** 2010 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.

**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:** 2010 SEM-1, 2010 SEM-2 and 2010 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. 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:** 2010 SEM-1, 2010 SEM-2 and 2010 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 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.

**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:** 2010 SEM-1, 2010 SEM-2 and 2010 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.

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

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

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.

Equivalents: ITB322  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 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.

Antirequisites: INN321  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 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: 2010 SEM-1

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.

Equivalents: ITB332  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

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.

**Prerequisites:** INB210 or ITB004  
**Antirequisites:** ITB229  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 SEM-1

**INB341 SOFTWARE DEVELOPMENT WITH ORACLE**  
Oracle Corporation is the leading supplier of database software. 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.

It is expected that students undertaking this unit will have prior knowledge of relational database terminology and concepts, be thoroughly able to develop SQL for querying, updating and creating tables, and have a sound knowledge of database design.

**Prerequisites:** INB210 or ITB004 or INB122  
**Equivalents:** ITB223  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 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.

**Prerequisites:** INB122 or INB210 or INB340 or AYB114  
**Antirequisites:** INN342  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 SEM-2

**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  
**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:** 2010 SEM-2

**INB346 ENTERPRISE 2.0**  
This unit will help you to acquire the skills and knowledge required to critically explore and utilise applications within diverse contexts and organisations.

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

**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: ITB264, ITB629, ITB720, ITN525, ITN667, ITN720
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1

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.

Prerequisites: INB350
Equivalents: ITB721, ITB625, ITB535, ITB525
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 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.

Prerequisites: INB350
Antirequisites: ITB551, ITB628, ITB722, INN352, ITN551, ITN722
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 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: 2010 SEM-1

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: 2010 SEM-1

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
Antirequisites: INN365, ITB745, ITB706
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: 2010 SEM-2

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

**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.

**Prerequisites:** 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:** 2010 SEM-1

**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.

**Prerequisites:** INB271 or ITB007  
**Antirequisites:**  
INN373  
**Equivalents:** ITB716 and ITN716  
**Credit points:** 12  
**Contact hours:** 3 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-1

**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.

**Antirequisites:** ITB847  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point
period: 2010 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: 2010 SEM-1 and 2010 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: ITB011, ITS451  Equivalents: ITS602 and ITS702 and ITB012  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1 and 2010 SEM-2

INS352 CCNP1: 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: INS452  Assumed knowledge: INS350, CCNA 1/2/3/4 are recommended prior study  Equivalents: ITS703  Credit points: 12  Campus: Gardens Point  Teaching period: 2010 SEM-1

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 layered switched networks.

Prerequisites: INS352    Antirequisites: INS453  Equivalents: ITS704  Credit points: 12  Campus: Gardens Point  Teaching period: 2010 SEM-2

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: INS351    Antirequisites: INS454  Assumed knowledge: INS350 and INS351 are recommended prior study  Equivalents: ITS705  Credit points: 12  Campus: Gardens Point  Teaching period: 2010 SEM-1

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  Teaching period: 2010 SEM-2