Master of Information Technology (Advanced) (Games Design) (IT44)

Overview
This course focuses on developing the design and storytelling skills required to create games and interactive technology. You will have the opportunity to develop and apply these skills to your own discipline area. You will develop advanced project management skills together with the capability to analyse design and requirements appropriate to interactive environments, taking into consideration such aspects as the type of interaction required for your targeted users and the social implications of that interaction. You will also have the opportunity to research and apply the most up-to-date methods and techniques in this discipline. This course allows current industry members to take those skills that they have already acquired and extend them to support career development.

Why study this Major?
As entertainment technologies improve so do the expectations of the users of these technologies. Entertainment technologies have expanded to other applications such as education, simulation, training and more. Young people are growing up in a world of three-dimensional virtual environments. This course gives people within industries not traditionally related to entertainment the opportunity to develop skills within this area to enhance interactive techniques applicable to their own discipline. It allows members of unrelated industries to take the skills developed over many years in the interactive entertainment industries and apply them within a different context.

Career Progression
This postgraduate course allows a graduate to learn the process of designing games even when their profession is not in the games industry, e.g. education, training and simulation. A Career outcome includes a games or simulation designer.

Entry requirements
To be eligible for this Masters Coursework program, students must meet one of the following criteria:

• the Australian equivalent of a bachelor’s degree in any discipline with a grade point average of at least 4.5 (on a 7-point scale)

• evidence of recognised prior higher learning in the field of Information and Information Technology (e.g. at least five years of relevant full-time work experience). Industry certification alone is not sufficient evidence.

International students must complete the above requirements and also achieve an IELTS overall band score of 6.5 or more with no sub-band below 6.0.

International students with an IELTS overall band score between 6.0 and 6.5 with no sub-band below 5.0 are permitted to complete communication units offered by QUT International College as elective units within their Masters degree. These units must be successfully completed in the first semester of the Masters program.

Course completion rules
Before they are able to complete the Masters Advanced program:

• Students are required to complete 192 credit points of units.
• Students are required to complete the specified core unit.
• Students seeking a single area of specialisation must complete the specific unit requirements for a major.
• Students not seeking a single area of specialisation may graduate with no major.
• Students must complete 48 credit points of project or advanced research units.
• Students may be allowed to take up to four units of electives. These units may be selected from postgraduate units outside of the Faculty of Science and Technology.

Early exit options
Students enrolled in this course may be eligible to exit their courses with a Graduate Certificate (IT85), after successful completion of an approved 48 credit points, or with a Graduate Diploma (IT37), after successful completion of an approved 96 credit points, or with a Masters (IT43) after...
successful completion of an approved 144 credit points.

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

Ernest Foo
Phone: +61 7 3138 2782
Email: enquiry.scitech@qut.edu.au

**Course structure**

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<th>Core</th>
<th>INN500</th>
<th>PRINCE2 (R) Project Management</th>
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<tr>
<td>All of the following units:</td>
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<tr>
<td>INN180</td>
<td>Computer Games Studies</td>
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<td>INN272</td>
<td>Interaction Design</td>
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<td>INN280</td>
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<tr>
<td>INN281</td>
<td>Advanced Game Design</td>
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In addition, select 3 of the following units:

| INN181 | Introduction to Games Production |
| INN385 | Multimedia Systems |
| INN386 | Advanced Multimedia Systems |
| INN600 | Advanced Readings 1 |
| INN601 | Advanced Readings 2 |
| INN700 | Introduction To Research |
| KIB201 | Concept Development for Game Design and Interactive Media |
| KIB202 | Enabling Immersion |
| INN381 | Modelling and Animation Techniques |
| INN382 | Real Time Rendering Techniques |
| INN383 | AI for Games |
| MAN281 | Mathematics for Computer Graphics |
| INN701 | Advanced Research Topics |

**Elective Units**

Select any four Postgraduate Units

**Advanced Research Units (Project Units)**

Students of IT44 are required to complete 48cp of advanced research/project units in the forms of a 48cp Dissertation or two 24cp Projects.

**Postgraduate IT Units**

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<td>INN330</td>
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<td>INN351</td>
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<td>INN352</td>
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<td>Wireless and Mobile Networks</td>
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<td>INN355</td>
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<td>INN365</td>
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UNIT SYNOPSES

INN101 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: INB101, ITB361, ITN361
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1 and 2010 SEM-2

INN120 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:** ITN360 and INB120  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1

### INN122 ORGANISATIONAL DATABASES

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

**Antirequisites:** INB122, ITB362, ITN365  **Equivalents:** ITN122  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1

### INN124 INFORMATION SYSTEMS DEVELOPMENT

IT professionals work with a wide variety of organisational 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.

**Antirequisites:** INB124  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-2

### INN180 COMPUTER GAMES STUDIES

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

**Antirequisites:** INB180, ITB750  **Equivalents:** ITN750  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1

### INN181 INTRODUCTION TO GAMES PRODUCTION

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

**Antirequisites:** INB181, ITB751, ITN751  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-2

### INN210 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.

**Antirequisites:** INB210  **Equivalents:** ITN200  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-2

### INN220 BUSINESS ANALYSIS

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

**Antirequisites:** INB220  **Equivalents:** ITB365, ITN365, ITB222, ITN222  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1

### INN221 TECHNOLOGY MANAGEMENT

This unit presents operational, tactical and strategic insights that support the activities central to the leadership and management of technology. These insights include project management, organisational leadership, outsourcing, planning, governance and millennium technologies. Such insights are used to inform decision-making - the core skill of any manager. Technology managers must understand the factors influencing any decision point. This unit equips students for the challenges of management and to contribute to the decision-making faced by managers and the staff who advise on these issues.
Antirequisites: ITN241, ITN251, ITN366, INB221
Assumed knowledge: INB103, ITB002 or ITB360 is assumed knowledge
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1

INN230 FOUNDATIONS OF INFORMATION RETRIEVAL
This unit is an advanced specialisation unit in the area of information retrieval. The unit aims to fuse together and present a coherent picture of modern information retrieval problems, solutions, and open questions. It aims to equip students with the ability to design and implement information retrieval systems that are designed to operate in range of environments, from PC based single user systems to web based search engines operating over distributed collections. The unit is also intended to teach the specific design and programming skills that will enable you to solve IR problems using database and web technology.

Antirequisites: INB230
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point

INN250 COMPUTER ARCHITECTURES AND SYSTEMS
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.

Antirequisites: INB250
Assumed knowledge: Basic familiarity with set theory (Venn diagrams and set operators), elementary algebra (polynomial and summation expressions, exponents and logarithms, etc) and simple probability concepts (permutations and combinations).
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

INN251 NETWORKS
Computer systems and communications networks are essential to the activities of modern organisations. When you graduate from a course in Information Technology, employers expect you to have a sound understanding of the terminology and concepts of computer systems, communications networks, and network services. This unit provides you with an introductory study of communications network technologies and network applications. The unit serves as an entry point to further specialised studies in the field of computer network systems.

Antirequisites: INB251
Equivalents: ITN701
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

INN255 SECURITY
This unit aims to give you an understanding of the major issues in information security. You will be able to identify critical information security concepts and determine the information security implications of interactions between entities. You will have knowledge of a range of techniques for protecting information, and understand the limitations of these techniques. You will be aware of international information security management standards.

Antirequisites: INB255
Equivalents: ITB161, ITB523, ITB623, ITB730, ITN161, ITN511, ITN523, ITN623, ITN663, ITN730
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

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

Antirequisites: INB270
Equivalents: ITN700
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

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

Antirequisites: INB271
Equivalents: ITB623, ITB730, ITN161, ITN511, ITN523, ITN623, ITN663, ITN730
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2
Antirequisites: INB271  Assumed knowledge: Basic programming knowledge is assumed. Equivalents: ITB007, ITB227, ITN007, ITN277  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

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

Antirequisites: INB272  Equivalents: ITN254  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

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

Antirequisites: ITB016 and INB280  Equivalents: ITN016  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

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

Prerequisites: INN280  Antirequisites: ITB017 and INB281  Equivalents: ITN017  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

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

Antirequisites: INB311  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

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

Antirequisites: INB312, ITB233  Equivalents: ITN233  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

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

Antirequisites: INB313 and ITB260  Equivalents: ITN260  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

INN320 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.

Antirequisites: ITB298 and ITB320   Equivalents: ITN301  
Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2010 SEM-2

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

Antirequisites: INB321   Equivalents: ITN298  
Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2010 SEM-1

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

Antirequisites: INN335, INN332, INB322  
Assumed knowledge: Good knowledge of professional oral and written communication practices and team work processes is assumed.   Equivalents: ITN273  
Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2010 SEM-1

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

Antirequisites: INN335, INN322  
Equivalents: ITN273  
Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2010 SEM-1

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

Antirequisites: INB330  
Equivalents: ITN266  
Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2010 SEM-2

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

Antirequisites: INN331  
Equivalents: ITN274  
Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2010 SEM-1

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

Antirequisites: INN335, INN322  
Equivalents: ITN273  
Credit points: 12   Contact hours: 3 per week   Campus: Gardens Point   Teaching period: 2010 SEM-1
The unit encompasses the planning, implementation and evaluation of an information product or service for a particular community of use. The community may be anything from a specialised professional or business group, to community members with special needs etc. Emphasis is on identification of user needs, creating an information product or program and marketing or promoting its use. The unit also explores the impact of web 2.0 technologies (e.g. blogs, wikis, facebook, YouTube, flickr) and concepts such as creative commons and open access on program and product design and delivery are explored.

**Antirequisites:** ITN330  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 SEM-2

**INN334 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:** INB334  
**Equivalents:** ITN330  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 SEM-1

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

**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

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

**Antirequisites:** INB340  
**Assumed knowledge:** INN210 or ITN200 is assumed knowledge  
**Equivalents:** ITN229

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

**Prerequisites:** INN210 or ITN200 or INN122 or ITB004  
**Antirequisites:** INB341, ITB223  
**Equivalents:** ITN223  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 SEM-2

**INN342 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:** INN210 or INN340 or INN122  
**Antirequisites:** ITB239, INB342  
**Equivalents:** ITN239  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 SEM-2

**INN345 MOBILE DEVICES**
This unit provides the opportunity for exploring new and emerging mobile devices and wireless technology including iPhone, Netbook, 3G, WiMax, and RFID. Students will critically review and understand how they can be used for current contexts such as government, business, education and social community, as well as emerging ‘wilderness’ environments with no power and wired communication. Students will appreciate the impacts of these devices and be inspired for the current and future opportunities in ICT usage trends.

**Antirequisites:** INB345  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2010 SEM-1

**INN346 ENTERPRISE 2.0**
This unit will help you to acquire the skills and knowledge required to critically explore and utilise applications within diverse contexts and organisations.
Antirequisites: INB346  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

INN347 WEB 2.0 APPLICATIONS
Web 2.0 applications enable the user to be control. The unit will provide the opportunity for students to explore web 2.0 applications including blogs, wikis, social networking, social tagging, podcasts, gaming, storytelling and virtual worlds such as second life. Students will critically consider the many and varied web applications and how they can be used in different contexts such as government, small and medium size businesses, non-profit organisations, educational institutions and community groups.

Antirequisites: INB347  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

INN350 INTERNET PROTOCOLS AND SERVICES
An understanding of the theoretical and practical concepts of network protocols and services is highly useful and relevant to network engineers and others working in the Information Processing industries. This unit introduces you to Internet protocols and the design, implementation and operation of network based applications. Theory and practical skills taught in this unit will be useful if you intend undertaking further networking units.

Antirequisites: INB350, ITB624, ITB629, ITB720, ITN524, ITN529, ITN667  Assumed knowledge: INN251 is assumed knowledge.  Equivalents: ITN720  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

INN351 UNIX NETWORK ADMINISTRATION
The aim of this unit is to provide students with a working knowledge of the technical aspects and theory of network administration and management. The unit uses the Unix environment as the learning platform for attaining technical skills and for the development of problem solving skills necessary to be a successful networking professional.

Prerequisites: INN350  Antirequisites: INB351  Equivalents: ITN525, ITN535, ITN721  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

INN352 NETWORK PLANNING
The unit draws together subject matter from a number of different networking-related areas. The aim of the unit is to assemble the previously acquired knowledge and techniques and apply it in a cohesive fashion to the task of network planning.

Antirequisites: INB352, ITN722, ITN551, ITB628, ITB551, ITB722  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

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

Antirequisites: INB353  Assumed knowledge: INN251 is assumed knowledge.  Equivalents: ITB723, ITN723  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

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

Antirequisites: INB355  Assumed knowledge: Maths B or equivalent (e.g. MAB105) is assumed knowledge.  Equivalents: ITB548, ITB566, ITB646, ITB732, ITN566, ITN512, ITN581, ITN732, ITB732  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

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

Prerequisites: INB270 or INN270  Antirequisites: ITB706, ITB745, INB365  Assumed knowledge: Fundamentals of computer architecture; high level programming lanuages (such as C, C++, C#, Java, python) is assumed knowledge  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2
INN370 SOFTWARE DEVELOPMENT
Understanding software development is an integral part of the IT industry for software engineers. Software development relies on object technologies, programming techniques and numerous code libraries provided by language developers and third party vendors. Integrated Development Environments, unit testing frameworks, automated and continuous build tools and versioning systems are all becoming part of the tool set modern software developers must be familiar with. This unit is designed to introduce these technologies and techniques to show how software can be rapidly developed.

Antirequisites: INB370  Assumed knowledge: INN270 is assumed knowledge.  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

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

Prerequisites: INN270 or INB270  Antirequisites: INB371, INB372, TB702, ITB711, ITN711  Equivalents: ITN702  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

INN372 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: INN370  Antirequisites: INB372, ITB712, ITN662, ITN712, ITB612  Assumed knowledge: Good programming, debugging, testing and software development skills.  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

INN373 WEB APPLICATION DEVELOPMENT
This unit will provide you with an understanding of the issues, structure and technologies used for developing web-based systems. The unit will provide you with the theoretical and practical skills needed to develop enterprise critical applications designed with an n-tier architecture using state of the art technologies. A comparative technology approach is taken, including an analysis of how web technologies have evolved to date, in order to identify common themes and to better enable you to comprehend and critically evaluate future web technology offerings.

Antirequisites: INB373  Assumed knowledge: INN271 is assumed knowledge.  Equivalents: ITB716, ITN716, ITB716  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

INN374 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.

Prerequisites: INN270, INB270, ITN700, or ITB003  Antirequisites: INB374 and ITB717  Equivalents: ITN717  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

INN380 GAMES PROJECT
This unit seeks to give you the opportunity to apply, under appropriate guidance, the knowledge and skills gained in your course to date and to execute a substantial related project. The unit also aims to allow you to develop the critical professional skills of working within a cross-disciplinary team and, through implementation of your course to date and to execute a substantial related project. The unit also aims to allow you to develop the critical professional skills of working within a cross-disciplinary team and, through implementation of your project, develop the understanding of the role of careful planning, scope control and task management in ensuring that the project is successful.

Prerequisite(s): Students undertaking this unit must be enrolled in the Bachelor of Games and Interactive Entertainment and have completed ITB009  Corequisite(s): Nil  Contact hours: 3 per week  Campus: Gardens Point  Incompatible with: ITB020

INN381 MODELLING AND ANIMATION TECHNIQUES
The unit will provide you with the knowledge and skills to use an industry standard graphics API to implement graphics applications and to develop a basic real time animation system using an industry standard language.

Prerequisites: INB371 or INN371, and MAB281  Antirequisites: INB381, ITB441, ITB460, ITB648, ITB649, ITB746  Equivalents: ITN440, ITN460, ITN746  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1
INN382 REAL TIME RENDERING TECHNIQUES
This unit will provide you with knowledge and skills in basic to advanced techniques in real-time rendering using shading languages. You will be able to implement a high-quality real-time rendering system in an industry standard API.

Prerequisites: INN381 and MAB281
Antirequisites: INB382
Equivalents: ITN747
Credit points: 12
Campus: Gardens Point
Teaching period: 2010 SEM-2

INN383 AI FOR GAMES
The aim of this unit is to provide students with an intermediate to advanced level course in computer game AI, involving algorithmic and utility-based approaches to solving a wide range of problems in the interactive entertainment and game industries. You will gain both practical and theoretical knowledge about a range of AI techniques applied in computer games. You will be able to identify and explain different types of AI agents, describe their algorithms using a pseudo code convention, identify and explain different structures and algorithms used to represent and solve a range of problems in computer game AI.

Antirequisites: INB383
Assumed knowledge: MAN281, INN371 or equivalent is assumed knowledge
Credit points: 12
Contact hours: 4 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1

INN385 MULTIMEDIA SYSTEMS
This unit will explore the concepts underpinning multimedia systems and the role played by these technologies in the overall knowledge of a computer professional. You will learn to: design and develop different kinds of interactive multimedia applications; understand the bank of knowledge in cultural developments surrounding the emergence of multimedia technologies; analyse design and processes that contribute to the production of a creative work, using contemporary hardware and software technologies; develop the creative potential of temporal media forms and their placement and use within new media works; understand principles and conventions associated with the interpretation and production of meaning through interactive visual representation.

Antirequisites: INB385
Assumed knowledge: INN271 is assumed knowledge. INN272 should be enrolled in the same teaching period.
Equivalents: ITN257, ITB257
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1

INN386 ADVANCED MULTIMEDIA SYSTEMS
This advanced level unit will give you high level design and development skills in some of the current and emerging areas of the new media. Web delivered applications, stand-alone systems and installations will be included. It will endeavour to give you an in-depth understanding of interactive Multimedia Systems. You will be given the theoretical basis and practical skills to motivate you in the design and creation of a state-of-the-art system in this discipline. In the process it will encourage a professional team approach appropriate to the industry environment.

Prerequisites: INN385
Antirequisites: INB386 and ITB259
Equivalents: ITN259
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

INN500 PRINCE2 (R) PROJECT MANAGEMENT
The majority of information technology (IT) initiatives, such as systems developments and implementations, are introduced into organizations through projects, and the success of these projects depends on their effective management. This unit covers the integration of the multi-disciplinary skills that students would have acquired at stage in the course required to manage IT projects successfully. Specifically, it covers the administrative, technical, communication and socio-political demands placed on modern IT project managers. The unit covers practical, relevant and topical IT project management issues delivered through practical tutorials and lectures.

Prerequisites: Completion of 36 credit points of Postgraduate units (INN% or PUN% or GSN%)
Antirequisites: INB123, ITB365, ITB272
Credit points: 12
Contact hours: 4 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1 and 2010 SEM-2

INN530 WEB CONTENT RELIABILITY
The primary aim of this unit is a capstone experience for you, to prepare you for entry to your profession. While the primary aim is the development of your professional skills, you will also have the opportunity to listen to and learn from real world work experiences from industry experts working in this field. You will have the opportunity to reflect on how your studies or previous life experiences have prepared you for this type of work. Through this observation and reflection process you will develop an introductory knowledge of the principles of web content management as they are applied in organisations today. You will develop an appreciation of the tasks, issues, practices, principles and policies required for dynamic forms of web architecture, and you will begin to explore the development of skills required to work with and manage content management systems.

Prerequisites: INN330
Equivalents: ITN278
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2
INN531 INFORMATION SERVICES

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

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

INN532 INFORMATION LITERACY EDUCATION

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

Equivalents: ITN279
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1

INN533 INFORMATION ORGANISATION

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

Equivalents: ITN275
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

INN540 USER EXPERIENCE

The aim of this unit is to critically evaluate technologies within the context of the user's experience.

Assumed knowledge: 24 credit points of INN units
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-2

INN545 INTRODUCTION TO HEALTH TECHNOLOGY

This unit introduces health practitioners, health technologists and information specialists to common framework by which they can describe, discuss, apply and manage Health Technology enabling better health outcomes in the sector and the community. Technology types covered will include, inter alia, user devices, clinical and administrative systems, and diagnostic and treatment systems across modalities as well as support systems such as asset management, tracking, and logistics. We anticipate considerable industry involvement in this unit including site visits and presentations from industry managers and possibly vendors.

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

INN546 MAJOR ISSUES IN HEALTH TECHNOLOGY

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

Prerequisite(s): Nil
Corequisite(s): Nil
Credit points: 12
Campus: Gardens Point
Teaching period: 2009 SEM-2
Incompatible with: Nil

INN550 COMPUTER FORENSICS

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

Assumed knowledge: INN255 is assumed knowledge. INN250 and INN251 should be enrolled in the same teaching period.
Equivalents: ITN774
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1

INN570 INTERNATIONALISATION OF SOFTWARE
Software is now a global market, and developers need to be able to produce applications that can be used in many different cultures and nations. There is a significant body of enabling technology that allows efficient and cost effective development of applications that can be used in diverse contexts. Understanding the principles and the technologies involved in internationalisation and localisation is essential for companies seeking to go global or that are already global.

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

**INN600 ADVANCED READINGS 1**
The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  
**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1, 2010 SEM-2 and 2010 SUM

**INN601 ADVANCED READINGS 2**
The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  
**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1, 2010 SEM-2 and 2010 SUM

**INN602 ADVANCED READINGS 3**
The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  
**Credit points:** 12  **Campus:** Gardens Point

**INN605 ADVANCED RESEARCH 1**
The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of 48 credit points of Postgraduate IT units is assumed knowledge.  
**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1 and 2010 SEM-2

**INN606 ADVANCED RESEARCH 2**
The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of 48 credit points of Postgraduate IT units is assumed knowledge.  
**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1 and 2010 SEM-2

**INN607 ADVANCED RESEARCH 3**
The aim of this unit is to broaden your understanding of potential research topics and methods and support you in developing essential skills that enable clarity and focus in investigating IT research; rigour in evaluating claims and accuracy in your understanding of domain problems, related theories and methodologies appropriate to your specialist area.

**Assumed knowledge:** Completion of 48 credit points of Postgraduate IT units is assumed knowledge.  
**Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1 and 2010 SEM-2

**INN610 CASE STUDIES IN ENTERPRISE SYSTEMS**
This unit seeks to develop business process analysts capable of working as consultants. It seeks to develop the generic skills expected in graduates and in particular to develop better interpersonal skills, better written and oral communication skills, skills in conflict resolution, negotiation, project planning and project management. You will learn to identify, analyse and consider interdependencies. You will increase your awareness for the challenges of teamwork. The projects also allow you to apply the theoretical knowledge gained in the pre-requisite unit to real practical problems. Overall, you will get insights into the skills, tools and services of consultants.
Credit points: 12  Campus: Gardens Point  Teaching period: 2010 SEM-2

INN630 EVIDENCE BASED PRACTICE
This unit is designed to enable individuals to come to a better understanding of their capacities as professionals and future managers and leaders, using evidence based practices.

"The semester offering will be during Winter and the unit is run as an intensive short course."

Prerequisite(s): Nil  Corequisite(s): Nil  Credit points: 12  Campus: Gardens Point  Teaching period: 2009 SEM-1

INN631 EXECUTIVE COACHING
This unit has been developed as an overarching unit in the Executive Information Practice program, to establish meaningful links between the various units of study and to introduce you to key aspects of management and leadership as well as personal and professional development as you continue along your career journey. This unit is designed to enable individuals to come to a better understanding of their capacities as professionals and future managers and leaders. The unit is structured as a sequence of six modules, completed as you progress through the course.

Credit points: 12  Campus: Gardens Point

INN632 PROFESSIONAL PRACTICE
This unit has been developed as an overarching unit in the IT70 Master of Information Management program, to establish meaningful links between the various units of study and to introduce you to contemporary professional practice in information agencies. The unit focuses on your own personal and professional development, enabling you to participate in industry seminars, fieldtrips, work placements and career mentoring. The development of your understanding of reflective practice will help you build your own Student ePortfolio to document your insights into and your experiences in the information profession. The unit is structured as a sequence of six modules, completed as you progress through the course.

Equivalents: ITN280-4  Credit points: 2  Campus: Gardens Point  Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

INN632 PROFESSIONAL PRACTICE
This unit has been developed as an overarching unit in the IT70 Master of Information Management program, to establish meaningful links between the various units of study and to introduce you to contemporary professional practice in information agencies. The unit focuses on your own personal and professional development, enabling you to participate in industry seminars, fieldtrips, work placements and career mentoring. The development of your understanding of reflective practice will help you build your own Student ePortfolio to document your insights into and your experiences in the information profession. The unit is structured as a sequence of six modules, completed as you progress through the course.

Equivalents: ITN280-5  Credit points: 2  Campus: Gardens Point  Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

INN632 PROFESSIONAL PRACTICE
This unit has been developed as an overarching unit in the IT70 Master of Information Management program, to establish meaningful links between the various units of study and to introduce you to contemporary professional practice in information agencies. The unit focuses on your own personal and professional development, enabling you
to participate in industry seminars, fieldtrips, work placements and career mentoring. The development of your understanding of reflective practice will help you build your own Student ePortfolio to document your insights into and your experiences in the information profession. The unit is structured as a sequence of six modules, completed as you progress through the course.

**Equivalents:** ITN280-1  **Credit points:** 2  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1, 2010 SEM-2 and 2010 SUM

**INN632 PROFESSIONAL PRACTICE**
This unit has been developed as an overarching unit in the IT70 Master of Information Management program, to establish meaningful links between the various units of study and to introduce you to contemporary professional practice in information agencies. The unit focuses on your own personal and professional development, enabling you to participate in industry seminars, fieldtrips, work placements and career mentoring. The development of your understanding of reflective practice will help you build your own Student ePortfolio to document your insights into and your experiences in the information profession. The unit is structured as a sequence of six modules, completed as you progress through the course.

**Equivalents:** ITN280-2  **Credit points:** 2  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1, 2010 SEM-2 and 2010 SUM

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

**Assumed knowledge:** INB351, INN351, ITN721 or ITB721 is assumed knowledge.  **Equivalents:** ITN771  **Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1

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

**Antirequisites:** ITB731, ITN731  **Assumed knowledge:** It is an advantage that the student has knowledge of the basic principles and technologies for information security, such as those taught in INN255 Security.  **Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-2

**INN652 ADVANCED CRYPTOLOGY**
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 in advanced cryptology. 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  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-2

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

**Assumed knowledge:** Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  **Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1, 2010 SEM-2 and 2010 SUM

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

**Assumed knowledge:** Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  **Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-1, 2010 SEM-2 and 2010 SUM

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

**Assumed knowledge:** Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.  **Credit points:** 12  **Campus:** Gardens Point  **Teaching**
INN693 PROJECT
The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.
Credit points: 12
Campus: Gardens Point
Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

INN694 PROJECT
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: INN694-1
Assumed knowledge: Completion of at least 48 credit points of Postgraduate level units is assumed knowledge.
Credit points: 12
Campus: Gardens Point
Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

INN694 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.

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level units is assumed knowledge.
Other requisites: Students must complete INN694-2 to receive a grade for this unit
Credit points: 12
Campus: Gardens Point
Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

INN695 MAJOR PROJECT
The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units is assumed knowledge.
Credit points: 48
Campus: Gardens Point
Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

INN696 MAJOR PROJECT 2
The aims of this unit are to help you acquire necessary skills in a problem domain, and to enable you to conduct a well-defined project with specific outcomes within a precisely defined project plan. This unit also teaches you how to prepare a well written project report.

Prerequisites: INN696-1
Assumed knowledge: Completion of at least 48 credit points of Postgraduate level IT units
Credit points: 24
Campus: Gardens Point
Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

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

Assumed knowledge: Completion of at least 48 credit points of Postgraduate level units is assumed knowledge.
Other requisites: Students must complete INN696-2 to receive a grade for this unit
Credit points: 24
Campus: Gardens Point
Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

INN700 INTRODUCTION TO RESEARCH
This unit is aimed at those seeking to undertake a major research project. Except in unusual circumstances, you should have a project in mind and have organised a supervisor.

Assumed knowledge: Must be con-currently enrolled in either full-time or part-time Higher Research Degree (i.e. PhD, ProDoc, Research Masters, or Honours) or, if coursework masters then a 48cp research project. In all instances, must have a formal Principle Supervisor
Equivalents: ITN100
Other requisites: Unit Coordinator Approval and a course GPA of at least 5.5 is required to enrol.
Credit points: 12
Campus: Gardens Point
Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM
**INN701 ADVANCED RESEARCH TOPICS**

This unit is designed to allow for the significant development of, or emphasis in, information systems not dealt with in other course units. Selected topics and study areas are offered as required and when the expertise is available. See School of Information Systems announcements for details of topics being offered.

**Equivalents:** ITN269  
Credit points: 12  
Campus: Gardens Point  
Teaching period: 2010 SEM-1, 2010 SEM-2 and 2010 SUM

**INS040 PROFESSIONAL EXPERIENCE (POSTGRADUATE)**

Advanced Standing may be applied for Professional/Industry Experience. For application instructions, please refer to: www.scitech.qut.edu.au/documents/study/courses/vre/INS040.pdf

Credit points: 12  
Campus: Gardens Point  
Teaching period: 2010 SEM-1

**INS450 CCNA 1 AND 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.

**Prerequisites:** INS450 which can be studied in the same teaching period as INS451  
Antirequisites: INS351  
**Equivalents:** ITS702, ITS602  
**Credit points:** 12  
Campus: Gardens Point  
Teaching period: 2010 SEM-1 and 2010 SEM-2

**INS452 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:** INS451  
Antirequisites: INS352  
**Equivalents:** ITS703  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2010 SEM-1

**INS453 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:** INS452  
Antirequisites: INS353  
**Equivalents:** ITS704  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2010 SEM-2

**INS454 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:** INS451  
Antirequisites: INS354  
**Equivalents:** ITS705  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2010 SEM-1

**INS455 CCNP4: 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:** INS454  
Antirequisites: INS355  
Credit points: 12  
Contact hours: 3 per week  
Campus: Gardens Point  
Teaching period: 2010 SEM-2
KIB201 CONCEPT DEVELOPMENT FOR GAME DESIGN AND INTERACTIVE MEDIA
This unit addresses theoretical issues associated with non-linear story structures and interactive narratives through the analysis of game structures, the creation of original game ideas and the application of techniques of information design to the structuring of non-narrative content. Addressing the creative and analytical roles of writers, conceptual designers and information designers in the context of interactive digital media and the Creative Industries.
**Equivalents:** KIB816  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2010 SEM-1

KIB202 ENABLING IMMERSION
As creative practitioners within a highly networked technological society, it is important to develop a critical understanding of how the application of technology influences modes of communication, production processes and creative practices, particularly within the Creative Industries. This unit provides an introductory overview of the philosophies underlying applications of technology, and critically examines current applications in order to explore creative visions of future technology.
**Prerequisites:** KIB201  **Equivalents:** KIB814  **Credit points:** 12  **Contact hours:** 3 per week  **Campus:** Kelvin Grove  **Teaching period:** 2010 SEM-2

MAN281 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, elementary trigonometry and elementary calculus in both two and three dimensions. The unit will develop the mathematical concepts and where practicable show how these concepts are then applied in the field of computer graphics.
**Assumed knowledge:** Grade of at least Sound Achievement in Senior Mathematics B (or equivalent) or MAB105 / MAN105 is assumed knowledge  **Credit points:** 12  **Campus:** Gardens Point  **Teaching period:** 2010 SEM-2