Graduate Certificate in Information Technology (Wireless Games Technology) (IT89)

Year offered: 2010  
Admissions: No  
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)  
Domestic fees (indicative): 2010: Full fee tuition $7,250 (indicative) per semester  
Domestic Entry: February and July  
Assumed knowledge: See Entry Requirements  
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp  
Total credit points: 48  
Course coordinator: Dr Ernest Foo  
Campus: Gardens Point

IT89 - Graduate Certificate in IT (Wireless Games Technology)

Four (4) units to be selected from the following

<table>
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<tr>
<th>Code</th>
<th>Course Title</th>
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<tr>
<td>INN272</td>
<td>Interaction Design</td>
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<tr>
<td>INN350</td>
<td>Internet Protocols and Services</td>
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<tr>
<td>INN353</td>
<td>Wireless and Mobile Networks</td>
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<td>INN381</td>
<td>Modelling and Animation Techniques</td>
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UNIT SYNOPSES

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

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: INB371 or INN371, and MAB281
Equivalents: INB381, ITB441, ITB460, ITB568, ITB649, ITB746
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1 and 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

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, ITB568, ITB649, ITB746
Equivalents: ITN440, ITN460, ITN746
Credit points: 12
Contact hours: 3 per week
Campus: Gardens Point
Teaching period: 2010 SEM-1 and 2010 SEM-2