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

Year offered: 2011
Admissions: No
Course duration (part-time): 2 semesters or 26 weeks (based on completing 2 units/sem)
Domestic Fees (indicative): 2011: Full fee tuition $7,375 (indicative) per semester
Domestic Entry: February and July
Assumed knowledge: See Entry Requirements
Preparatory studies: For information on acquiring assumed knowledge visit http://www.qut.edu.au/assumed-knowledge
Total credit points: 48
Course coordinator: Dr Ernest Foo
Campus: Gardens Point

Course Overview
Please note: From 2009, this course is discontinued. IT89 continuing students should contact the course coordinator, Ernest Foo for enrolment or progression advice via enquiry.scitech@qut.edu.au or 3138 2782.

The Graduate Certificate in Information Technology consists of four designated units (48 credit points) which highlight career specialisations. Students can complete the program over 26 weeks part-time (based on two subjects per semester).

The GCert IT (Wireless Games Technology) is aimed at developing knowledge and skills in wireless game applications. Assumed skills include familiarity with object oriented programming in Java and/or C++.

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

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

IT89 - Graduate Certificate in IT (Wireless Games Technology)

Four (4) units to be selected from the following

<table>
<thead>
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<th>Unit</th>
<th>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: 2011 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: 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: 2011 SEM-1

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

INN381 MODELLING AND ANIMATION TECHNIQUES
The development of computer graphics tools is a significant application within the IT, Games and related industries,
relying heavily on software engineering methodologies. These tools, such as CAD systems, 3D modelling systems and games engines, are used in such industries as advertising, engineering, manufacturing, simulation for education and training, computer games, film special effects, etc. Modelling techniques are intrinsic to a 3D graphics system, especially one used for real time animation. With increased CPU and GPU power, the ability to animate in real time is allowing more sophisticated interaction and the merger of games/simulation and film. The unit will provide you with the knowledge and skills to use an industry standard graphics API to implement graphics applications and to develop a basic real time animation system using an industry standard language.

**Prerequisites:** (INB371 or INN371) and (MAB281 or MAN281)  
**Antirequisites:** INB381, ITB441, ITB460, ITB648, ITB649, ITB746  
**Equivalents:** ITN440, ITN460, ITN746  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Gardens Point  
**Teaching period:** 2011 SEM-2