Bachelor of Fine Arts (Interactive and Visual Design) / Bachelor of Information Technology (IX69)

Year offered: 2010
Admissions: Yes
CRICOS code: 064812A
Course duration (full-time): 4 years
Domestic fees (indicative): 2010: CSP $3,500 (indicative) per semester
International Fees (indicative): 2010: $10,500 (indicative) per semester

Domestic Entry: February
International Entry: February
QTAC code: 409612
Past rank cut-off: 86
Past OP cut-off: 8
OP Guarantee: Yes
Assumed knowledge: English (4 SA), Maths A, B or C (4 SA)
Preparatory studies: For information on acquiring assumed knowledge visit http://www.studentservices.qut.edu.au/apply/ug/info/knowledge.jsp

Total credit points: 384
Course coordinator: Head, Undergraduate Studies (Creative Industries); Mr Richard Thomas (Science and Technology)
Discipline coordinator: Mr Gavin Sade (Interactive and Visual Design)
Campus: Gardens Point and Kelvin Grove

Course Structure
This course is made up of 384 credit points. Each component (i.e. Information Technology, and Interactive and Visual Design) comprises 192 credit points.

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

Study Areas
The Bachelor of Information Technology will not have nominated majors and minors and consequently there will not be a Study Area A shown on a graduate’s parchment. Instead, it will have specialisations. The specialisation areas that will be available for students will include:
- Business Process Management
- Data Warehousing
- Digital Environments
- Enterprise Systems
- Information Management
- Network Systems
- Software Engineering
- Web Technologies

Course Description
This degree 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 the two strands of this degree, and gain deep understanding within your chosen area speciality, such as networking, software engineering, data warehousing, business process modelling, enterprise systems, information management, web technologies, or digital societies. You will 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.

Visual and interaction design plays a pivotal role in the rapidly expanding fields of contemporary communication, marketing and new technology.

This course will provide you with the conceptual understanding, practical skills and working methods you will need to become a creative and innovative designer. As well as developing core understandings in visual and interactive design, you will choose study pathways to develop a specialist focus in graphic design, animation, 3D computer graphics and/or interaction design for tangible media.

You will be immersed in your Interactive and Visual Design major with 14 studio units, and have a broad creative industries perspective from the two foundation units. Your information technology degree component comprises eight core units and eight units in your information technology major.

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).

Pathways to Further Studies
In 2001, an accelerated Honours program was introduced 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 their a BIT degree (or double degree) which would be counted both for completion of the degree and towards the Honours program. The program also provided students with the opportunity to commence their Honours studies over the Summer Semester.

An alternative to the Honours program is the Master of Information Technology (Research). Students who complete a BIT degree (or double degree) 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.

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.

Cooperative Education
The School of IT’s Cooperative Education Program gives you the opportunity of 10-12 months paid industry placement during your course where you can integrate real experience with what you’re learning in your degree. Companies that QUT’s Coop Ed students have worked with include Energex, Boeing, CITEC, CSC Mining, Environmental Protection Agency, Dialog, UNITAB, RACQ and many Queensland Government departments. The Coop Ed Program is available to Australian citizens and permanent residents only.

Find out more about the Cooperative Education Program.

Why choose this course?
With its emphasis on creative and experimental approaches to design for new technologies, this course will take you beyond vocational design courses. You will gain an understanding of established design principles and technical skills. Our studio approach will also support you to develop a strong conceptual understanding of design innovation, which you will apply through exploration in a choice of media and technologies.

You will develop creative approaches to designing visual and interactive media through your studio work. You will specialise your design interests in the areas of graphic design or interaction design for physical computing.

You can also complement your design studies with options in 3D computer graphics, film production, visual arts, sound design, game design, information technology or business to diversify your employment options.

You will build a portfolio of individual design practice, as well as experiencing industry-based, interdisciplinary team projects, which you can consolidate through research opportunities and industry placements.

Career outcomes
This course will prepare you for a range of careers in the creative industries such as advertising and marketing, Web design and electronic publishing, multimedia entertainment design, games design, and interactive exhibition design.

Graduates work in traditional design companies in areas such as graphic design, marketing, branding and print and television campaigns, Web design, interaction design, usability, knowledge management and information architecture. They also gain employment in new industries. Games companies employ graduates to work on content production, interaction design, visual design and real-time and virtual environments modelling. Film and television production companies employ graduates to work in visual effects and post-production.

Multimedia design and interactive installation production is also a growth area in museums and other cultural institutions. Visualisation companies also increasingly provide opportunities across industries as diverse as mining, architectural and medical visualisation.

Further Information
For further information about this course, please contact the following:
Course structure for students who commenced in 2010

Notes
From year 2, students are recommended to take one of the following pathways:
* Visual Communication (comprising KIB230, KVB204, KIB335 and KIB338); OR
* Interactive Media Design (comprising KKB216, KIB205, KIB309 and KIB314)

Year 1, Semester 1
INB101 Impact of IT
INB102 Emerging Technology
KIB103 Introduction to Web Design and Development
KKB101 Creative Industries: People and Practices

Year 1, Semester 2
INB103 Industry Insights
INB104 Building IT Systems
KIB101 Visual Communication
KKB102 Creative Industries: Making Connections

Year 2, Semester 1
IT Breadth Option Unit
KIB104 Digital Media
KVB105 Drawing for Design

Year 2, Semester 2
IT Breadth Option Unit
KIB102 Visual Interactions
KIB105 Animation and Motion Graphics

Year 3, Semester 1
INB201 Scalable Systems Development
KIB214 Design for Interactive Media

SELECT Either KIB230 or KKB216:
KIB230 Interface and Information Design
KKB216 Graphical Development Environments for Media Interaction

Year 3, Semester 2
INB300 Professional Practice in IT
KIB216 Advanced Web Design
SELECT Either KIB205 or KVB204:
KIB205 Programming for Visual Designers and Artists
KVB204 Graphic Design

Year 4, Semester 1
INB301 The Business of IT
KIB315 Contemporary Issues in Digital Media
SELECT Either KIB309 or KIB335:
KIB309 Embodied Interactions
KIB335 Typography and Illustration

Year 4, Semester 2
INB302 Capstone Project
KIB322 Design Project
SELECT Either KIB314 or KIB338:
KIB314 Tangible Media
KIB338 Print Media

Course structure for students who commenced in 2009

Notes
From year 2, students are recommended to take one of the following pathways:
* Visual Communication (comprising KIB230, KVB204, KIB335 and KIB338); OR
* Interactive Media Design (comprising KKB216, KIB205, KIB309 and KIB314)

Year 1, Semester 1
INB101 Impact of IT
INB102 Emerging Technology
KIB101 Visual Communication
KKB101 Creative Industries: People and Practices

Year 1, Semester 2
SELECT Either KIB230 or KKB216:
KIB230 Interface and Information Design
KKB216 Graphical Development Environments for Media Interaction

Year 3, Semester 1
INB201 Scalable Systems Development
KIB214 Design for Interactive Media

SELECT Either KIB205 or KVB204:
KIB205 Programming for Visual Designers and Artists
KVB204 Graphic Design

Year 3, Semester 2
INB300 Professional Practice in IT
KIB216 Advanced Web Design
SELECT Either KIB309 or KIB335:
KIB309 Embodied Interactions
KIB335 Typography and Illustration

Year 4, Semester 1
INB301 The Business of IT
KIB315 Contemporary Issues in Digital Media
SELECT Either KIB309 or KIB335:
KIB309 Embodied Interactions
KIB335 Typography and Illustration

Year 4, Semester 2
INB302 Capstone Project
KIB322 Design Project
SELECT Either KIB314 or KIB338:
KIB314 Tangible Media
KIB338 Print Media
INB103 Industry Insights
INB104 Building IT Systems
KIB103 Introduction to Web Design and Development
KKB102 Creative Industries: Making Connections

Year 2, Semester 1

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<th>IT Breadth Option Unit</th>
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<td>INB104 Digital Media</td>
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<td>KIB105 Drawing for Design</td>
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Year 2, Semester 2

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<th>IT Breadth Option Unit</th>
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<td>KIB102 Visual Interactions</td>
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<td>KIB105 Animation and Motion Graphics</td>
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Year 3, Semester 1

| INB201 Scalable Systems Development    |
| IT Specialist Option Unit              |
| KIB214 Design for Interactive Media    |
| SELECT Either KIB230 or KKB216:        |
| KIB230 Interface and Information Design|
| KKB216 Graphical Development Environments for Media Interaction |

Year 3, Semester 2

| INB300 Professional Practice in IT     |
| IT Specialist Option Unit              |
| KIB216 Advanced Web Design             |
| SELECT Either KIB205 or KVB204:       |
| KIB205 Programming for Visual Designers and Artists |
| KVB204 Graphic Design                  |

Year 4, Semester 1

| INB301 The Business of IT              |
| IT Specialist Option Unit              |
| KIB315 Contemporary Issues in Digital Media |
| SELECT Either KIB309 or KIB335:        |
| KIB309 Embodied Interactions           |
| KIB335 Typography and Illustration     |

Year 4, Semester 2

| INB302 Capstone Project                |
| IT Specialist Option Unit              |
| KIB322 Design Project                  |
| SELECT Either KIB314 or KIB338:        |
| KIB314 Tangible Media                  |
| KIB338 Print Media                     |

IT Breadth Option Unit List

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

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
   INB373 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

Potential Careers:

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

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.
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

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

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

**Credit points:** 12  

**Contact hours:** 3 per week  

**Campus:** Gardens Point  

**Teaching period:** 2010 SEM-2

### 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). 

**Credit points:** 12  

**Contact hours:** 3 per week  

**Campus:** Gardens Point  

**Teaching period:** 2010 SEM-1

### 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:**
Antirequisites: ITS020, INS010, INS011, INS012, INS020
Assumed knowledge: Completion of 168 credit points

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

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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 192cp of which at least 144cp must be 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

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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.
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.

Anti-requisites: 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: ITB298  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.

Anti-requisites: 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.

Anti-requisites: 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: ITB322  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  Anti-requisites: 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-1

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
Equivalents: ITB239
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
Teaching period: 2010 SEM-1

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-1

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-1

INB350 INTERNET PROTOCOLS AND SERVICES

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

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 software 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: 4 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1 and 2010 SEM-2

INB373 WEB APPLICATION DEVELOPMENT
This unit will provide you with an understanding of the issues, structure and technologies used for developing web-based systems. The unit will provide you with the theoretical and practical skills needed to develop enterprise critical applications designed with an n-tier architecture using state of the art technologies. A comparative technology approach is taken, including an analysis of how web technologies have evolved to date, in order to identify common themes and to better enable you to comprehend and critically evaluate future web technology offerings.

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

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

Prerequisites: INB270 or ITB003  Equivalents: ITB717  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-2

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, standalone 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-2

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

Antirequisites: ITB847  Credit points: 12  Contact hours: 3 per week  Campus: Gardens Point  Teaching period: 2010 SEM-1

KIB101 VISUAL COMMUNICATION
Communication Design deals with visual communication and the creation of meaning through images. This unit will introduce you to the principles, production and presentation of visual design and communication.

Equivalents: KIB801  Credit points: 12  Contact hours: 4 per week  Campus: Kelvin Grove  Teaching period: 2010 SEM-1 and 2010 SEM-2
KIB102 VISUAL INTERACTIONS
This unit further develops interface design skills for communications technologies including design priorities, interaction, visual systems, refinement of concepts, project analysis and problem solving through presentation models.
Prerequisites: KIB101 or KIB801 or KPB101 or KPB150 or KPB155
Equivalents: KIB802
Credit points: 12
Contact hours: 3.5 per week
Campus: Kelvin Grove
Teaching period: 2010 SEM-2

KIB103 INTRODUCTION TO WEB DESIGN AND DEVELOPMENT
This unit provides an introduction to theories and skills underpinning the application of multimedia technology with the Creative Industries, providing a foundation of conceptual and practical skills related to contemporary modes of electronic hypermedia production, communication and publishing.
Antirequisites: INB271, KIP403
Equivalents: KIB807, KKB007, KKB818
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove
Teaching period: 2010 SEM-1

KIB104 DIGITAL MEDIA
This unit explores multimedia development and design concepts and practices and investigates the user and user interaction principles.
Equivalents: KIB808
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove
Teaching period: 2010 SEM-1 and 2010 SEM-2

KIB105 ANIMATION AND MOTION GRAPHICS
This unit provides an introduction to animation and motion graphics concepts and practices, with an emphasis on principles of design in motion
Equivalents: KIB804
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove
Teaching period: 2010 SEM-2

KIB205 PROGRAMMING FOR VISUAL DESIGNERS AND ARTISTS
As part of a contemporary art and design production, practitioners often need to understand aspects of computer programming. This unit provides artists and designers with an introduction to computer programming. It demonstrates how artists and designers use programming within their practices and introduces the principles of programming that will allow you to use computing as a tool for art and design innovation. The unit is presented in a manner that is suited to the learning styles of visual designers and artists, and requires no previous computer programming experience. These skills will developed and applied to the development of art and design outcomes in a studio setting.
Antirequisites: INB270
Assumed knowledge: Fluency in the use of typical multimedia software applications is assumed knowledge.
Equivalents: KIB210
Credit points: 12
Contact hours: 4 per week
Campus: Kelvin Grove
Teaching period: 2010 SEM-2

KIB214 DESIGN FOR INTERACTIVE MEDIA
Designing for contemporary media requires a sophisticated understanding of how we effectively interact with new technologies, software applications, displays and environments. This unit focuses on the field of interaction design and user experience design. It develops an understanding of the theories, methods, and processes employed by Interaction Designers through a series of lectures and tutorials. These principles are then applied to authentic design briefs within design studios.
Prerequisites: KIB102 or KIB202 or KIB802 or KIP402
Equivalents: KIB210
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove
Teaching period: 2010 SEM-1

KIB216 ADVANCED WEB DESIGN
Web Design has extended significantly from the concept of information delivery into social networking and other expanded modes of engagement. Web applications now appear in a range of delivery platforms from the desktop to personal and mobile technologies, such as media players and mobile phones. This unit will extend upon the knowledge and skills acquired in Introduction to Web Design, Interaction Design and Interface Design. It will introduce you to dynamic Web publishing employing contemporary open source content management systems. Theoretical understandings gained in lectures will be complemented by technical skills and applied to the development of authentic projects within design studios.
Prerequisites: KIB103 or KIB807
Equivalents: KIB211, KIB817
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove
Teaching period: 2010 SEM-2

KIB230 INTERFACE AND INFORMATION DESIGN
With the advent of new technologies for communication, graphical user interfaces have become fundamental to the design of effective communication, and a key factor in the uptake, ease of use and experience of technology systems. This unit builds upon knowledge and skills acquired in units on visual communication and Web design to establish the knowledge and skills required to design and produce effective visual interfaces for technology applications such as Web, small screens in mobile media, and interactive displays. It will cover theories and principles of visual communication, information architecture and user experience design, which will be applied in the production of interfaces for interactive media and digital projects. The unit will be taught through a combination of lectures, tutorials
and practical classes, in which skills and knowledge will be applied.

**Prerequisites:** KIB101 or KIB801  
**Equivalents:** KIB211  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-1  

**KIB309 EMBODIED INTERACTIONS**

Interaction with technology has advanced beyond the desktop paradigm of mouse and keyboard to embodied interfaces that incorporate video tracking, audio input, and gestural interaction techniques. Applications range from wearable technology to tangible media installations. This unit introduces an experimental field of interactive media design through the practical application of the processes and techniques of tangible media applications. Lectures, which provide the theoretical grounding of the study area, methodologies and examples of the application of tangible media are complemented by practical classes which extend the technical skills acquired in Programming for Designers and Artists and support the development of tangible media outcomes within design studios.

**Prerequisites:** KIB205 or INB385  
**Equivalents:** KIB311  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-1

**KIB314 TANGIBLE MEDIA**

This unit extends the understandings of tangible media interfaces and applications gained in the embodied media unit. In this unit students will develop a tangible media project from concept through to design, production, evaluation, and exhibition. Theoretical understandings on tangible media object design, interaction and installation gained through lectures will be supplemented with production skills in workshops, and applied to the development of tangible media works in design studios. Finished works will be displayed in a final exhibition where members of the public will interact with them.

**Prerequisites:** KIB309  
**Equivalents:** KIB311  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-2

**KIB315 CONTEMPORARY ISSUES IN DIGITAL MEDIA**

The ubiquitous uptake of new technologies in communication, social interaction, and artistic expression has changed the way that we conceptualize art and design. Designing within a contemporary context requires a sophisticated understanding of new design practices, methods, and theoretical models. This theory unit is designed to create an awareness of contemporary design practices, theories, and historical and philosophical contexts; and to develop the critical, creative and analytical thinking that is required for design innovation. The unit will be taught through a combination of lectures, seminars and presentations.

**Prerequisites:** Completion of 72 credit points of study  
**Equivalents:** KIB813  
**Credit points:** 12  
**Contact hours:** 4 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-1

**KIB322 DESIGN PROJECT**

Design Project is an advanced studio unit for interactive and visual designers. The second of two capstone units, it supports students to develop a final project which brings together the creative approaches, specialist design knowledge, and organizational skills that have been acquired through the Interactive and Visual Design course. In this unit, you will develop a design project based on proposals and prototypes produced in Design Project 1. The unit will be taught through presentations and seminars, critical reviews and design studio processes. The outcomes of this unit will contribute to a design portfolio and a graduate exhibition.

**Prerequisites:** Completion of 168 credit points of study  
**Equivalents:** KIB806  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-2

**KIB338 PRINT MEDIA**

This unit builds on the visual communication and graphic design units to develop specialist skills in design layout and the creative production of print media. It will introduce the theory and principles involved in combining text, image and design elements into a coherent design layout and will extend this theory into practice through the development of advanced design publishing techniques. Theoretical understandings gained through lectures will be augmented with technical skills in workshops, and applied to the production of team-based, professional quality print projects in design studios.

**Prerequisites:** KVB204  
**Antirequisites:** KCP361, KCP405  
**Credit points:** 12  
**Contact hours:** 3 per week, plus several workshops during semester  
**Campus:** Kelvin Grove  
**Teaching period:** 2010 SEM-2

**KKB101 CREATIVE INDUSTRIES: PEOPLE AND PRACTICES**

This unit introduces concepts of the creative industries and the work of creative industries practitioners and professionals who explore and exploit the expression of creativity for commercial and artistic gain. In exploring the work of creative industries practitioners you will develop written communication skills for new media and academic contexts and reflect on your own emerging role as a creative industries practitioner.

**Equivalents:** KKB009, KKB618  
**Credit points:** 12  
**Contact hours:** 3 per week  
**Campus:** Kelvin Grove and
KKB102 CREATIVE INDUSTRIES: MAKING CONNECTIONS
The capacities to work collaboratively and to communicate effectively using multimedia technologies are essential characteristics for any Creative Industries professional. In this unit you will have the opportunity to acquire and apply collaborative principles and practices and multimedia communication skills in the production of creative content.
Assumed knowledge: KKB101 is assumed knowledge.
Equivalents: KKB007, KKB818
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove and Caboolture
Teaching period: 2010 SEM-1

KKB216 GRAPHICAL DEVELOPMENT ENVIRONMENTS FOR MEDIA INTERACTION
You will build interactive software systems for sampling, synthesising and manipulating media in real-time using graphical programming environments (also known as “patcher languages”). This will enable you to design and implement custom audio/video software for live performances and/or installations.
Credit points: 12
Contact hours: 3 per week
Campus: Kelvin Grove
Teaching period: 2010 SEM-2

KVB105 DRAWING FOR DESIGN
This is a studio based unit that introduces you to media, processes, strategies and traditions of drawing and associated imagery for use in animated media. The development of critical/reflective frameworks of traditional and contemporary practice underpins studio development.
Equivalents: KVB755
Credit points: 12
Contact hours: 4 per week
Campus: Kelvin Grove
Teaching period: 2010 SEM-1

KVB204 GRAPHIC DESIGN
Graphic design is a long established field of study involving the presentation of aesthetic elements, image and text for the purpose of effective communication. New modes of reproduction, display and transmission are reshaping the way that text, images and messages are communicated. This unit will develop an understanding of enduring graphic design principles, emphasize the importance of targeted communication, and introduce new and innovative ways of approaching graphic design for contemporary media. You will apply these principles by articulating and graphically presenting design options for production in a range of mediums. Lectures will introduce graphic design principles, theory and practices and this knowledge will be applied in a range of contexts within design studios.
Prerequisites: KIB101 or KIB801 or KIP401
Antirequisites: KVP401
Credit points: 12