

2019 Study Plan Template

Bachelor of Information Technology (Digital Media)

Please note that this document is provided as a guide only. Students are responsible for ensuring that they have completed 108 units of study according to the official course rule available at <http://www.flinders.edu.au/courses/rules/undergrad/bitdm.cfm>.

Students are responsible for planning their Core, Option and Table C topics ahead to ensure they meet the topic prerequisites.

A list of all topics, including topic prerequisite information and alternate study period availabilities, is available at <http://www.flinders.edu.au/topic>.

Semester 1, 2019 start:

Year 1	S1	COMP1001 Fundamentals of Computing (4.5 units)	COMP1701 Simulation and Serious Game Design (4.5 units)	COMP1711 Database Modelling and Knowledge Engineering (4.5 units)	SCME Year 1 Option # Select one topic from list below (4.5 units) (S1 or S2)	ENGR1401 Professional Skills (4.5 units) (S1 or S2)
	S2	COMP1102 Computer Programming 1 (4.5 units)	COMP1712 Software Engineering Principles and Practice (4.5 units)	ENGR1762 Networks and Cybersecurity (4.5 units)		
Year 2	S1	ENGR2881 Computer Networks (4.5 units)	COMP Option ^ Select one topic from list below (4.5 units)	SCME Year 2 Option ++ Select one topic from list below (4.5 units)	SCME Year 2 Option ++ Select one topic from list below (4.5 units)	
	S2	COMP2772 Web-Based Systems Development (4.5 units)	COMP2812 Operating Systems (4.5 units)	MATH/STAT Option *** Select one topic from list below (4.5 units)	INNO1001 Innovative and Creative Thinking: Recognising Opportunities (4.5 units) OR Table C Topic (4.5 units)	
Year 3	S1	COMP3732 Enterprise Cloud Systems (4.5 units)	COMP3751 Interactive Computer Systems (4.5 units)	SCME2202 3D Media Studio B (4.5 units)	SCME2203 3D Media Studio C (4.5 units)	
	NS1	~ ENGR3750 Workplace Preparation (0 units) (<i>only if COMP3792 is being undertaken</i>)				
	S2	COMP3752 Computer Game Development (4.5 units)	ENGR3704 (NS2) Project Management for Engineering and Science (4.5 units)	COMP3792 Information Technology Practicum (9 units) and ~ ENGR3750 Workplace Preparation (0 units) (<i>NS1</i>) OR COMP3782 Information Technology Project (4.5 units) and Table C Topic (4.5 units)		

Semester 2, 2019 start:

Year 1	S2	COMP1102 Computer Programming 1 (4.5 units)	COMP1712 Software Engineering Principles and Practice (4.5 units)	ENGR1762 Networks and Cybersecurity (4.5 units)	SCME Year 1 Option # Select one topic from list below (4.5 units) (S1 or S2)	ENGR1401 Professional Skills (4.5 units) (S1 or S2)
	S1	COMP1001 Fundamentals of Computing (4.5 units)	COMP1701 Simulation and Serious Game Design (4.5 units)	COMP1711 Database Modelling and Knowledge Engineering (4.5 units)		
Year 2	S2	COMP2772 Web-Based Systems Development (4.5 units)	COMP2812 Operating Systems (4.5 units)	MATH/STAT Option *** Select one topic from list below (4.5 units)	INNO1001 Innovative and Creative Thinking: Recognising Opportunities (4.5 units) <u>OR</u> Table C Topic (4.5 units)	
	S1	ENGR2881 Computer Networks (4.5 units)	COMP Option ^ Select one topic from list below (4.5 units)	SCME Year 2 Option ++ Select one topic from list below (4.5 units)	SCME Year 2 Option ++ Select one topic from list below (4.5 units)	
	NS1	~ ENGR3750 Workplace Preparation (0 units) (only if COMP3792 is being undertaken)				
Year 3	S2	COMP3752 Computer Game Development (4.5 units)	ENGR3704 (NS2) Project Management for Engineering and Science (4.5 units)	COMP3792 Information Technology Practicum (9 units) and ~ ENGR3750 Workplace Preparation (0 units) (NS1 previous year) <u>OR</u> COMP3782 Information Technology Project (4.5 units) and Table C Topic (4.5 units)		
	S1	COMP3732 Enterprise Cloud Systems (4.5 units)	COMP3751 Interactive Computer Systems (4.5 units)	SCME2202 3D Media Studio B (4.5 units)	SCME2203 3D Media Studio C (4.5 units)	

Key:	
Core Topic	Compulsory topic
Option Topic	A choice from a list of specified topics (see below)
Table C Topic	A choice from topics listed in Table C (http://www.flinders.edu.au/courses/rules/undergrad/se_elec/table-c.cfm)

# SCME Year 1 Option Topics: SCME1002 Convergence Cultures (4.5 units) (S1 only) SCME1003 Essential Multimedia (4.5 units) (S2 only)	^COMP Option Topics: COMP2711 Computer Programming 2 (4.5 units) COMP2741 Application Development (4.5 units)
***MATH/STAT Option Topics: MATH1121 Mathematics 1A (4.5 units) MATH1701 Mathematics Fundamentals A (4.5 units) STAT1121 Data Science (4.5 units) STAT1122 Biostatistics (4.5 units) (S2 only)	++ SCME Year 2 Option Topics: SCME2004 Intro to Digital Graphic Design (4.5 units) SCME2108 Multimedia Production Part 1 (4.5 units) SCME2201 Interaction Design (4.5 units) SCME3005 Digital Games (4.5 units) SCME3006 Digital Media Cultures (4.5 units)