

Programme Structure

Programme	Bachelor of Computer Science							Bachelor of Business Information Systems	Bachelor of Information Technology
	Big Data & Cyber Security	Digital Systems Security & Big Data	Digital Systems Security & Cyber Security	Big Data	Cyber Security	Digital Systems Security	Game and Mobile Development		
Degree Major	Year 1/2 (Double Major)			Year 1/2 (Single Major)					
Common Core	<ul style="list-style-type: none"> • Networks and Communications • Human Computer Interaction • Fundamental Programming with Python • Problem Solving • System Analysis 							<ul style="list-style-type: none"> • Data Management and Security • Object Oriented Design and Programming • Introduction to Web Technology • IT Project Management 	
Degree Core	<ul style="list-style-type: none"> • Mathematics for Computer Science • Algorithms and Data Structures • Advanced Programming • Database Systems 						Mathematics for Information Technology		
Degree Core							Principles of eBusiness		
Degree Core	Introduction to Management		Knowledge and Information Engineering						
Electives	-			3 Y1/2 Elective Modules*				4 Prescribed Business Electives*	
Degree Major	Year 3 (Double Major)			Year 3 (Single Major)					
Common Core	Software Development Methodologies								
Common Core	Project								
Electives	-			1 Y3 Elective Module*				-	
Major Core	System Security	✓	✓	✓		✓	✓		
	Big Data Mining Techniques and Implementation	✓	✓		✓				
	Big Data Management	✓	✓		✓			✓	✓
	Data Mining and Knowledge Discovery	✓	✓		✓				
	Database Performance Tuning	✓	✓		✓				
	Ethical Hacking	✓		✓		✓			
	Cybersecurity	✓		✓		✓			
	Contemporary Topics in Security	✓		✓		✓			
	Cryptography and Secure Applications		✓	✓			✓		
	Network Security		✓	✓			✓		
	3D Modelling and Animation / Mobile Application Development							✓	
	Interactive Computer Graphics							✓	
	Game Engine Essentials							✓	
	Systems Administration							✓	✓
	Business Process Management							✓	✓
	Web Server Programming							✓	✓
Management Information Systems							✓	✓	
Web Security		✓	✓			✓			
Virtual and Augmented Reality							✓		

*Elective modules are subject to availability and should not be repeated.

1. The subjects offered may be updated to be aligned with onshore delivery and are subject to variation.
2. Some subjects have prerequisite requirements; students must successfully complete these requirements before being allowed to enrol in the subject.
3. Subjects in Year 3 are taught by UOW academics.