

Bachelor of Information Technology (322HG.1)

Please note these are the 2015 details for this course

Domestic students

Selection rank	
Delivery mode	
Location	
Duration	3.0 years
Faculty	Faculty of Education, Science, Technology & Maths
Discipline	Academic Program Area - Maths & Technology
UAC code	
English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).
	View IELTS equivalences

International students

Academic entry requirements	To study at UC, you'll need to meet our academic entry requirements and any admission requirements specific to your course. Please read your course admission requirements below. To find out whether you meet UC's academic entry requirements, visit our academic entry requirements page.
	View UC's academic entry requirements

Delivery mode	
Location	
Duration	3.0 years
Faculty	Faculty of Education, Science, Technology & Maths
Discipline	Academic Program Area - Maths & Technology
CRICOS code	079277G
English language requirements	<p>An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).</p> <p>View IELTS equivalences</p>

About this course

The Bachelor of Information Technology focuses on the systems development aspects of employment in the information technology profession. Students gain extensive experience in developing information and communications technology to address the needs of modern organisations. Teamwork, project management and communication skills are developed in addition to exploration of the technical and human aspects of information technology and its use. The information technology related units covered in the course include basic programming constructs and modern programming environments, networking engineering principles and wireless networking protocols, object-oriented software architectures, enterprise web, cloud and mobile technologies, and software quality management. Information Systems units include database management, corporate IT strategy and governance, information systems analysis and design, document and workflow and management support. The programming environments include .Net, and Linux programming environments using Visual Studio.NET and Eclipse tools, and analysis and specification methods include UML, XML, structured and web design and development methodologies. The program provides students with the opportunity to develop their teamwork, project management and communication skills as well as exploring the technical and human aspects of information technology and its use. Final year students complete a team project, producing and implementing a substantial networked or distributed software -based system to address current and emerging needs of local business, government and community organisations. Graduates gain employment in a wide range of businesses and organisations that develop or use IT-based systems. Some graduates work with IT or networking equipment and software suppliers. Others work with specialist consulting groups.

Professional accreditation

This course is being submitted for accreditation with the Australian Computer Society.

Admission requirements

Applicants must meet normal University requirements for admission to an undergraduate course or hold qualifications deemed to be equivalent.

Additional admission requirements

None.

Assumed knowledge

None.

Periods course is open for new admissions

This course is not open for new admissions.

Credit arrangements

There are currently no formal credit transfer arrangements for entry to this course. Any previous study or work experience will only be considered as part of the application process in accordance with current [course rules and university policy](#).

Course requirements

Bachelor of Information Technology (322HG) | 72 credit points

Required - 72 credit points as follows

[Expand All](#) | [Collapse All](#)

Major in Information Technology (MJ0237) | 24 credit points

Required - Must pass 24 credit points as follows

Introduction to Information Technology (4478) | 3 credit points — Level 1

Software Technology 1 (4483) | 3 credit points — Level 1

Security and Support in IT (7167) | 3 credit points — Level 2

System Software (7171) | 3 credit points — Level 2

Visual and Interactive Computing (7174) | 3 credit points — Level 3

Web Design and Programming (7175) | 3 credit points — Level 2

Software Systems Architecture (8745) | 3 credit points — Level 2

Enterprise and Cloud Computing (9281) | 3 credit points — Level 3

Major in Information Systems (BIT) (MJ0238) | 24 credit points

Required - Must pass 24 credit points as follows

Database Design (5915) | 3 credit points – Level 1

Information Systems in Organisations (6348) | 3 credit points – Level 1

Systems Analysis and Modelling (6365) | 3 credit points – Level 2

Document and Workflow Management (6388) | 3 credit points – Level 3

Systems Project and Quality Management (7173) | 3 credit points – Level 3

Social Informatics (8571) | 3 credit points – Level 3

Corporate Strategy and IT Governance (9276) | 3 credit points – Level 3

Minor in Network Engineering (MN0178) | 12 credit points

Required - Must pass 12 credit points as follows

Computer and Network Security (8019) | 3 credit points – Level 3

Wireless Networks (8227) | 3 credit points – Level 2

Introduction to Network Engineering (8741) | 3 credit points – Level 2

Mobile Technologies (8878) | 3 credit points – Level 2

Required Units - Must pass 12 credit points as follows

Mathematical Methods (577) | 3 credit points – Level 1

Information Technology Project (7164) | 6 credit points – Level 3

Professional Practice in IT (7722) | 3 credit points – Level 1

In addition to course requirements, in order to successfully complete your course you must meet the inherent requirements. Please refer to the [inherent requirements statement](#) applicable to your course

Typical study pattern

UC Melbourne - City Campus

Standard Full Time, Semester 1 Commencing

Year 1

Semester 1

Information Systems in Organisations (6348)

Introduction to Information Technology (4478)

Introduction to Network Engineering (8741)

Mathematical Methods (577)

Semester 2

Database Design (5915)

Professional Practice in IT (7722)

Security and Support in IT (7167)

Software Technology 1 (4483)

Year 2

Semester 1

Computer and Network Security (8019)

Mobile Technologies (8878)

System Software (7171)

Wireless Networks (8227)

Semester 2

Enterprise and Cloud Computing (9281)

Systems Analysis and Modelling (6365)

Visual and Interactive Computing (7174)

Web Design and Programming (7175)

Year 3

Semester 1

Document and Workflow Management (6388)

Social Informatics (8571)

Systems Project and Quality Management (7173)

Semester 2

Corporate Strategy and IT Governance (9276)

Information Technology Project (7164)

Software Systems Architecture (8745)

Course information

Course duration

Standard six semesters full-time or equivalent. Maximum twenty semesters.

Learning outcomes

Learning outcomes	Related graduate attributes
<p>On completing the course students should be able to:</p> <ul style="list-style-type: none">- Be employed as a work ready graduate in the IT industry in a range of possible careers spanning software development, network deployment, IT management, IT development and IT maintenance;- Lead or be part of a professional project team tasked with delivering an ICT or network solution for business;- Produce advanced creative works, in a variety of different ICT technologies;- Deliver IT solutions that take into account social and ethical issues;- Adapt existing ICT solutions to meet future needs of business enterprises;- Assist business with the implementation of new and emergent technologies, including business applications for social networking and mobile computing solutions.	<p>Analysis and enquiry</p> <p>Communication</p> <p>Working independently and with others</p> <p>Problem Solving</p> <p>Professionalism and social responsibility</p>
<p>On completing the course students should be able to:</p> <ul style="list-style-type: none">- Identify and evaluate potential software, and hardware solutions; <p>Analyse, specify, design construct and implement a software system to meet a business need;</p> <ul style="list-style-type: none">- Demonstrate an integrated and iterative approach to software design and development, test and evaluation.	<p>Analysis and enquiry</p> <p>Communication</p> <p>Working independently and with others</p> <p>Problem Solving</p>
<p>On completing the course students should be able to:</p> <ul style="list-style-type: none">- Act in a professional role within the IT industry, across range of possible careers spanning media, IT development, systems process and IT maintenance;- Analyse the need for and requirements of a contemporary IT and media system for business;- Specify the requirements for a business computer system or networked IT system;- Design a business computer system including<ul style="list-style-type: none">- Web and Cloud based User Interfaces;- Mobile device user interfaces- Traditional, and GUI human computer interfaces;- Construct an IT solution using current best practice technologies including object oriented programming languages- Implement appropriate IT solutions for the needs of a contemporary e-business;	<p>Analysis and enquiry</p> <p>Problem Solving</p> <p>Professionalism and social responsibility</p> <p>Communication</p>

- Produce and analyse creative works, in a variety of different technologies including enterprise web, cloud and mobile platforms;	
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The course will provide students with a broad knowledge of:

- Information Technology (IT), network engineering and systems in a dynamic cultural and business context;
- Contemporary information Technology, networking and systems in a business environment;
- Emergent roles of computer systems, networks and systems in business;
- The construction and management of computer systems and networks
- The role of the internet as an Information Communications Technology (ICT) and business enabler.
- Human computer interaction models including mobile, and social interaction;
- The role of information, knowledge, and data and in our society.
- Current and emergent technologies such as mobile, wireless and cloud computing technologies.
- E-business practices.
- The role of ICT technologies and Information Systems in our society;

Analysis and enquiry

Problem Solving

Professionalism and social responsibility

Majors

- [Major in Information Systems \(BIT\) \(MJ0238\)](#)
- [Minor in Network Engineering \(MN0178\)](#)
- [Major in Information Technology \(MJ0237\)](#)

Awards

Award	Official abbreviation
Bachelor of Information Technology	BIT

Honours

High performing students may be eligible to enrol in the Honours in Information Science courses offering at UC Canberra.

Enquiries

Student category	Contact details
Prospective Students	Please telephone: 1800 864 226.

Current and Commencing Students

Email: UCM.Enquiry@canberra.edu.au Phone: (03) 9564 1648

Download your course guide



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UC acknowledges the Ngunnawal people, traditional custodians of the lands where Bruce campus is situated. We wish to acknowledge and respect their continuing culture and the contribution they make to the life of Canberra and the region. We also acknowledge all other First Nations Peoples on whose lands we gather.