

Bachelor of Information Technology / Bachelor of Media Arts and Production (998AA.2)

Please note these are the 2017 details for this course

Domestic students

Selection rank	68.00
	Note:
	The selection rank is the minimum ATAR plus adjustment factors required for admission to the program in the previous year. This is an indicative guide only as ranks change each year depending on demand.

English language requirements	An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).
	View IELTS equivalences

Duration	4.0 years
-----------------	-----------

UAC code

Faculty	Faculty of Science and Technology
----------------	-----------------------------------

Discipline	Discipline of Creative and Cultural Practice Academic Program Area - Technology
-------------------	--

Location

Fees 

Per Unit	Per Annum	Full Course
----------	-----------	-------------

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](#)

English language requirements

An IELTS Academic score of 6.0 overall, with no band score below 6.0 (or equivalent).

[View IELTS equivalences](#)

CRICOS code

065745K

Faculty

Faculty of Science and Technology

Discipline

Discipline of Creative and Cultural Practice
Academic Program Area - Technology

Location

Duration

4.0 years

Fees 

Per Unit

Per Annum

Full Course

About this course

Double degree: Extend your flair for media arts with an IT edge

Australian storytellers are making their mark on the world stage. Take your creativity to the outer limits with the latest knowledge in computer technology.

As a pioneering designer and producer of interactive and computer-based media, you'll be rewarded with rich and creative international career opportunities.

Combine a Bachelor of Information Technology with a Bachelor of Media Arts and Production at UC to:

- study majors in information systems and software engineering
- explore units in web design and programming
- gain sophisticated knowledge and the ability to produce advanced creative works for film, television and in multimedia
- focus on the latest techniques in all forms of media production
- enjoy greater career flexibility and international work options.

Study opportunities

Exit this course early with a:

- Bachelor of Information Technology
- Bachelor of Media Arts and Production.

Career opportunities

Accreditation with the Australian Computer Society (ACS) is being sought.

A broad perspective across both multimedia production and computing will enrich your employment opportunities in the private and public sectors.

Important to know

Fast track your career and finish in 4 years.

Professional accreditation

For the Bachelor of Information Technology, this course is accredited by the professional body, the Australian Computer Society, at the Professional level.

Admission requirements

Applicants must meet normal University requirements for admission to an undergraduate course or hold qualifications deemed to be equivalent by the University's Admissions Committee.

Additional admission requirements

Refer to individual courses.

Assumed knowledge

Refer to individual courses.

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](#). Credit is not permitted towards completion of a graduate certificate.

Course requirements

Bachelor of Information Technology / Bachelor of Media Arts and Production (998AA) | 96 credit points

Required - 81 credit points as follows

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

Information Technology - 39 credit points as follows

Minor in Information Systems (MN0045) | 12 credit points

Required - Must pass 12 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](#)

[Designing Human-Computer Interaction \(6389\) | 3 credit points – Level 2](#)

Note:

- From 2019 the unit code for 6365 Systems Analysis and Modelling has changed to 11486.

Required Units - Must pass 27 credit points as follows

[Introduction to Information Technology \(4478\) | 3 credit points – Level 1](#)

[Software Technology 1 \(4483\) | 3 credit points – Level 1](#)

[Discrete Mathematics \(6698\) | 3 credit points – Level 1](#)

[Game Programming Techniques \(7160\) | 3 credit points – Level 3](#)

[Software Technology 2 \(7170\) | 3 credit points – Level 2](#)

[Systems Project and Quality Management \(7173\) | 3 credit points – Level 3](#)

[Web Design and Programming \(7175\) | 3 credit points – Level 2](#)

[Information & Communication Technology Project \(9785\) | 6 credit points – Level 3](#)

Media Arts and Production - 42 credit points as follows

Minor in Media Arts (MN0077) | 12 credit points

Required - Must pass 6 credit points as follows

[Editing Sound and Image \(8120\)](#) | 3 credit points – Level 1

[Introduction to Media Production \(8121\)](#) | 3 credit points – Level 1

Restricted Choice - 6 credit points as follows

Part A - May do up to 6 credit points from the following

[Cross-Media Production \(7879\)](#) | 3 credit points – Level 3

[Introduction to Cinematography \(7880\)](#) | 3 credit points – Level 1

[Networked Media Production \(7881\)](#) | 3 credit points – Level 1

[3D Animation \(7882\)](#) | 3 credit points – Level 2

[Documentary Production \(7883\)](#) | 3 credit points – Level 2

[Sound Design and Production \(7886\)](#) | 3 credit points – Level 2

[Motion Graphics \(7887\)](#) | 3 credit points – Level 2

[Professional Media Project \(7888\)](#) | 3 credit points – Level 3

Part B - May do up to 3 credit points from the following

[Web Design and Production \(9292\)](#) | 3 credit points – Level 1

Part C - May do up to 3 credit points from the following

[Drama Production \(7885\)](#) | 3 credit points – Level 2

[Short Film Production \(9671\)](#) | 3 credit points – Level 2

Note:

- 1. Some units in this minor are restricted to students enrolled in the Bachelor of Media Arts and Production.
- 2. Students enrolled in the Bachelor of Media Arts and Production and associated double degrees need to complete units 7887 Motion Graphics and 7886 Sound Design and Production as part of this minor.

Major in Advanced Media Arts (Restricted) (MJ0130) | 24 credit points

Required - Must pass 18 credit points as follows

[Cross-Media Production \(7879\)](#) | 3 credit points – Level 3

[Introduction to Cinematography \(7880\)](#) | 3 credit points – Level 1

Networked Media Production (7881) | 3 credit points – Level 1

Professional Media Project (7888) | 3 credit points – Level 3

Major Creative Project (8145) | 6 credit points – Level 3

Restricted Choice - 6 credit points from the following

Part A - May do up to 6 credit points from the following

3D Animation (7882) | 3 credit points – Level 2

Documentary Production (7883) | 3 credit points – Level 2

User Interface and Experience (9291) | 3 credit points – Level 2

Part B - May do up to 3 credit points from the following

Drama Production (7885) | 3 credit points – Level 2

Short Film Production (9671) | 3 credit points – Level 2

Required Units - Must pass 6 credit points as follows

Australian National Cinema (9016) | 3 credit points – Level 2

Foundations of Professional Planning (9799) | 3 credit points – Level 1

Restricted Choice - 15 credit points as follows

Information Technology - 9 credit points as follows

Part A - Must pass 3 credit points from the following

Object Oriented Software Design (7165) | 3 credit points – Level 3

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

Part B - Must pass 3 credit points from the following

Mathematics for Information Sciences (7089) | 3 credit points – Level 1

Distributed Systems Technology (7159) | 3 credit points – Level 3

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

Media Arts and Production - 6 credit points as follows

Part A - Must pass 3 credit points from the following

Cultural Research (8902) | 3 credit points – Level 2

Research and Practice (9989) | 3 credit points – Level 2

Part B - Must pass 3 credit points from the following

Faculty of Arts and Design Restricted Choice Unit (ARTSFOUND) | credit points

Pre Curriculum Renewal 2019 Units - May select from

Introduction to Journalism (5565) | 3 credit points – Level 1

Editing Sound and Image (8120) | 3 credit points – Level 1

Introduction to Media Production (8121) | 3 credit points – Level 1

Writing Short Narratives (8147) | 3 credit points – Level 1

Globalisation and Resistance (8169) | 3 credit points – Level 1

Introduction to Creative Writing (8304) | 3 credit points – Level 1

Cultures and Diversity (8671) | 3 credit points – Level 1

People, Place and the Past (8948) | 3 credit points – Level 1

Digital Media Literacy (9022) | 3 credit points – Level 1

Introduction to Communication (9023) | 3 credit points – Level 1

Introduction to Political Communication (9024) | 3 credit points – Level 1

Media, Technology and Society (9027) | 3 credit points – Level 1

Design History (9483) | 3 credit points – Level 1

Academic English (9487) | 3 credit points – Level 1

Units Available from 2019 - May select from

Pixels and Polygons (11013) | 3 credit points – Level 1

Heritage Conservation (11015) | 3 credit points – Level 1

BE: History and Culture (11016) | 3 credit points – Level 1

The Art and Power of Communication (11079) | 3 credit points – Level 1

Digital Media Fundamentals (11080) | 3 credit points – Level 1

Journalism Now and Next (11084) | 3 credit points – Level 1

Introduction to Creative Writing (11113) | 3 credit points – Level 1

Writing, Rewriting (11114) | 3 credit points – Level 1

Cultures and Diversity (11129) | 3 credit points – Level 1

Fundamentals for Building Construction Management (11483) | 3 credit points – Level 1

Note:

- 1. If one of the units in this list is already a required unit within the typical course structure, it cannot be counted as an Arts Foundation Unit.
- 2. This list includes units from both Semesters 1 and 2 so you will need to check unit availability.
- 3. Pre Curriculum Renewal 2019 Units are not offered at UC BRUCE from Semester 1, 2019. Students who commenced prior to 2019 can have these units counted towards course completion.
- 4. Units 9494 AND 9498 are no longer apart of this course from Semester 2, 2016. Students who commenced prior to 2017 can have these units counted towards course completion.

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 - Canberra, Bruce

Standard Full Time, Semester 1 Commencing

Year 1

Semester 1

[Foundations of Professional Planning \(9799\)](#)

[Introduction to Information Technology \(4478\)](#)

[Introduction to Media Production \(8121\)](#)

Faculty of Arts and Design Restricted Choice Unit

Semester 2

[Database Design \(5915\)](#)

[Discrete Mathematics \(6698\)](#)

[Editing Sound and Image \(8120\)](#)

[Software Technology 1 \(4483\)](#)

Year 2

Semester 1

Information Systems in Organisations (6348)

Motion Graphics (7887)

Networked Media Production (7881)

Software Technology 2 (7170)

Semester 2

Introduction to Cinematography (7880)

Sound Design and Production (7886)

Systems Analysis and Modelling (6365)

Web Design and Programming (7175)

Year 3

Semester 1

Short Film Production (9671) - 3 cp, Level 2 OR User Interface and Experience (9291) - 3 cp, Level 2

Designing Human-Computer Interaction (6389)

Game Programming Techniques (7160)

Research and Practice (9989)

Semester 2

IT Restricted Choice Part A Unit

3D Animation (7882) - 3 cp, Level 2 OR Documentary Production (7883) - 3 cp, Level 2

Australian National Cinema (9016)

IT Restricted Choice Part C Unit

Year 4

Semester 1

Cross-Media Production (7879)

Professional Media Project (7888)

Systems Project and Quality Management (7173)

IT Restricted Choice Part B Unit

Semester 2

Information & Communication Technology Project (9785)

Major Creative Project (8145)

Course information

Course duration

Standard eight semesters full time or equivalent. Maximum twenty semesters.

Learning outcomes

Learning outcomes	Related graduate attributes
Expertise and skills in research to test established theories against a body of knowledge in IT fields; expertise and skills in designing and testing hypothesis for problem solving and conducting research; expertise and skills in contributing new knowledge and skills to the IT fields.	Analysis and enquiry Problem solving Personal attributes: critical thinking, reflective practice, thriving in an environment of change
Knowledge, skills, understanding and application of the investigation, analysis, and synthesis to IT systems and their business environments, policies, and management with a high level of professional ethics, responsibilities, values and standards.	Analysis and enquiry Problem solving Professionalism and social responsibility Personal attributes: critical thinking, reflective practice, thriving in an environment of change
Creative and responsible in their application of their acquired knowledge and skills as they respond to a changing media production landscape	Problem solving Professionalism and social responsibility
Broad understanding of Media Production practices, technical literacy and workflows	Analysis and inquiry

<p>Expertise and skills to critique, synthesise and apply new development, skills, knowledge, and standards in the IT fields to real world IT systems, with respect to their business environments, policies, and management.</p>	<p>Analysis and enquiry</p> <p>Problem solving</p> <p>Personal attributes: critical thinking, reflective practice, thriving in an environment of change</p>
<p>Communication skills in listening, reading, speaking, explaining, teaching, and writing from and to audiences of different backgrounds and papers of different scopes and levels.</p>	<p>Professionalism and social responsibility</p> <p>Communication; Problem solving</p> <p>Working independently and with others</p>
<p>Demonstrated analytical and creative skills within a problem solving context and have developed communication skills for sharing ideas and working in teams</p>	<p>Working independently and with others</p> <p>Communication</p>
<p>Advanced skills in and knowledge of one or more media production techniques, and the ability to further develop skill and knowledge within Media Arts and Production.</p>	<p>Problem solving</p> <p>Analysis and inquiry</p>
<p>Solid foundation of the relevant theories and the basic principles in IT fields, including business, information systems, system analysis and modelling, system administration, security, networking, software development, and artificial intelligence etc.; from the foundation to acquire up-to-date knowledge and skills in the future.</p>	<p>Analysis and enquiry</p> <p>Personal attributes: critical thinking, reflective practice, thriving in an environment of change</p>
<p>Knowledge and skills of the cutting edge development in the information technology (IT) industry and application of the knowledge and skills to real life IT systems and their business environments, policies, and management, independently and/or work in a team.</p>	<p>Analysis and enquiry</p> <p>Working independently and with others</p>

Majors

- [Minor in Media Arts \(MN0077\)](#)
- [Major in Advanced Media Arts \(Restricted\) \(MJ0130\)](#)
- [Minor in Information Systems \(MN0045\)](#)

Awards

Award	Official abbreviation
Bachelor of Information Technology	BIT
Bachelor of Media Arts and Production	B MediaA&Prod

Honours

None.

Enquiries

Student category	Contact details
Prospective Domestic Students	Email study@canberra.edu.au or Phone 1800 UNI CAN (1800 864 226)
Prospective International Students	Email international@canberra.edu.au or Phone +61 2 6201 5342
Current and Commencing Students	Please contact the University Student Centre by Email student.centre@canberra.edu.au or Phone 1300 301 727

Download your course guide

Scholarships

Find the scholarship that's the right fit for you

[Explore Scholarships](#)

Printed on 02, April, 2023

University of Canberra, Bruce ACT 2617 Australia

+61 2 6201 5111

ABN 81 633 873 422

CRICOS 00212K

TEQSA Provider ID: PRV12003 (Australian University)

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.