

Bachelor of Information Technology / Bachelor of Media Arts and Production (998AA.3)

Please note these are the 2018 details for this course

Domestic students

Selection rank	60
	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
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UAC code	366084
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Faculty	Faculty of Science and Technology
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Discipline	School of Arts and Communications
	Academic Program Area - Technology

Location	UC Canberra - Bruce Campus
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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
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Faculty	Faculty of Science and Technology
Discipline	School of Arts and Communications Academic Program Area - Technology
Location	UC Canberra - Bruce Campus
Duration	4.0 years

About this course

Extend your flair for the creative arts with an IT edge

A super-charged career catalyst, this Double Degree will certify you as a pioneering designer and producer of interactive and computer-based media across a range of dynamic sectors.

Be amply rewarded with creative (and lucrative) international career opportunities in the fields of animation, computer programming, media design, content strategy or as an applications developer, and gain a broad perspective across both multimedia production and computing.

You'll study a compelling range of topics from sound editing and database design to 3D animation, cinematography and software systems architecture, plus your IT qualifications are accredited by the Australian Computer Society. Now that's career optimization!

Combine a Bachelor of Information Technology / Bachelor of Media Arts and Production at UC and you will:

- study information systems and software engineering
- explore a range of 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.

Work-integrated learning

Work-integrated learning (WIL) is learning first-hand through real work or work-like experiences. WIL is a key element to enhancing employability in the workplace and is integral to many of our courses. This reinforces our commitment to preparing professional and highly employable graduates with the right mix of skills and knowledge.

Career opportunities

Opportunities exist for Bachelor of Information Technology / Bachelor of Media Arts and Production graduates in a range of public and private sectors, including as a:

- Animator
- Applications Developer
- Computer Programmer
- Content Strategist
- Creative Digital Designer and Developer
- Digital Media Designer
- Flash Animator / Developer
- Games Developer

- Multimedia Developer
- Video Editor
- Web Designer

Course specific information

Applicants must meet normal university requirements for admission to an undergraduate degree course or hold qualifications deemed to be equivalent by the University's admissions committee.

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

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](#). 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 - 90 credit points as follows

Information Technology - 48 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 36 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
- Security and Support in IT (7167) | 3 credit points – Level 2
- Software Engineering Practice (7169) | 3 credit points – Level 3
- System Software (7171) | 3 credit points – Level 2
- Web Design and Programming (7175) | 3 credit points – Level 2
- Professional Practice in IT (7722) | 3 credit points – Level 1
- Software Systems Architecture (8745) | 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 (8178) | 3 credit points – Level 2
- 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

Web Design and Production (8178) | 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

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

Restricted Choice - 6 credit points as follows

Media Arts and Production - 6 credit points from the following

Part B - Must pass 3 credit points from the following

Communication Technologies and Change (8131) | 3 credit points – Level 3

Language, Cultures and Communication (9485) | 3 credit points – Level 3

Part A - Must pass 3 credit points from the following

Communication Evolution (9020) | 3 credit points – Level 2

Literary Studies: Reading the City (9174) | 3 credit points – Level 3

In addition to course requirements, in order to successfully complete your course you may need to 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

Information Systems in Organisations (6348)

Introduction to Information Technology (4478)

Introduction to Media Production (8121)

Professional Practice in IT (7722)

Semester 2

Discrete Mathematics (6698)

Editing Sound and Image (8120)

Introduction to Cinematography (7880)

Software Technology 1 (4483)

Year 2

Semester 1

[Networked Media Production \(7881\)](#)

[Communication Technologies and Change \(8131\)](#) OR
[Language, Cultures and Communication \(9485\)](#)

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

[Motion Graphics \(7887\)](#)

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 \(6389\)](#)

[System Software \(7171\)](#)

[Communication Evolution \(9020\)](#) OR [Literary Studies: Reading the City \(9174\)](#)

Year 4

Semester 1

[Cross-Media Production \(7879\)](#)

[Game Programming Techniques \(7160\)](#)

[Professional Media Project \(7888\)](#)

[Software Engineering Practice \(7169\)](#)

Semester 2

[Research and Practice \(9989\)](#)

[Sound Design and Production \(7886\)](#)

[Systems Analysis and Modelling \(6365\)](#)

[Web Design and Programming \(7175\)](#)

Semester 2

[Australian National Cinema \(9016\)](#)

[Security and Support in IT \(7167\)](#)

[Software Systems Architecture \(8745\)](#)

[3D Animation \(7882\)](#) - 3 cp, Level 2 OR [Documentary Production \(7883\)](#) - 3 cp, Level 2

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
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.	Analysis and enquiry Working independently and with others

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

Analysis and enquiry Personal attributes: critical thinking, reflective practice, thriving in an environment of change

the future.

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

Communication skills in listening, reading, speaking, explaining, teaching, and writing from and to audiences of different backgrounds and papers of different scopes and levels.

Professionalism and social responsibility
Communication; Problem solving Working
independently and with others

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.

Analysis and enquiry Problem solving Personal
attributes: critical thinking, reflective practice,
thriving in an environment of change

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

Broad understanding of Media Production practices, technical literacy and workflows

Analysis and inquiry

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.

Problem solving Analysis and inquiry

Demonstrated analytical and creative skills within a problem solving context and have developed communication skills for sharing ideas and working in teams

Working independently and with others
Communication

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

Majors

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

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

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CRICOS 00212K

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.