

## Study Abroad and Exchange at UTS: Information Technology (IT)

As a Study Abroad or Exchange Student, you may design a program of subjects from more than one faculty at UTS, provided you enrol in 24 credit points of full-time study. IT subjects are 6 credit points each. In other faculties at UTS, however, subjects are offered at different credit point levels, so make sure that you satisfy the credit point requirements when choosing your subjects.

### When can I study?

Study Abroad and Exchange is available:

- 1) March – July (Autumn Semester) **A**
- 2) July – November (Spring Semester) **S**

### Please note:

- In Australia, **Autumn** occurs in the first half of the year. **Spring** occurs in the second half of the year.
- If you apply for a subject with one or more prerequisites, you will need to demonstrate that you have the prior skills and knowledge necessary to undertake the subject.
- Most IT subjects are offered in both sessions, except where indicated **A** or **S**. Please check the timetable in case of a change
- Undergraduate students are not normally permitted to study postgraduate subjects

### Further Details:

- For details on subjects, including prerequisites, refer to the UTS Handbook: [www.handbook.uts.edu.au](http://www.handbook.uts.edu.au)
- For availability of subjects, check the timetable at <https://www.uts.edu.au/current-students/timetable/uts-timetable-planner>
- UTS Faculty of IT programs: <https://www.uts.edu.au/future-students/information-technology>
- UTS Study Abroad and Exchange: <https://www.uts.edu.au/future-students/international/study-abroad-and-exchange-students/welcome> Tel: (+61 2) 9514 7915, Email: [studyabroad.exchange@uts.edu.au](mailto:studyabroad.exchange@uts.edu.au)

### Key:

Information included: **Subject Number, Subject Name, Level and Session offered**

- \* the subject has prerequisite(s)
- **L1** (Level 1) Usually undertaken in first year (similar to 100 level, introductory level)
- **L2** (Level 2) Usually undertaken in second year (similar to 200 level, prior knowledge is required)
- **L3** (Level 3) Usually undertaken in third year (similar to 300 level, advanced level)
- **A** the subject is offered in Autumn Session (subject to change)
- **S** the subject is offered in Spring Session (subject to change)
- **CCNA** = Cisco Networking Academy subjects

## Undergraduate subjects

The following are undergraduate subjects in Faculty of IT at UTS. Students with no prior IT background should start with Level 1 subjects (introductory level).

### Core Subjects

<a href="#">31265</a>	Communication for IT Professionals	L1 A/S
<a href="#">31266</a>	Introduction to Information Systems	L1 A/S
<a href="#">48023</a>	Programming Fundamentals (Java)	L1 A/S
<a href="#">31268</a>	Web Systems	L1 A/S
<a href="#">31269</a>	Business Requirements Modelling *	L1 A/S
<a href="#">31270</a>	Networking Essentials (CCNA1)	L1 A/S
<a href="#">31271</a>	Database Fundamentals *	L2 A/S
<a href="#">31272</a>	Project Management and the Professional *	L3 A/S

### Business Information Systems Management

These subjects are suitable for students with a background in information systems.

<a href="#">31247</a>	Collaborative Business Processes*	L1 A/S
<a href="#">31255</a>	Finance and IT*	L2 A
<a href="#">31257</a>	Information System	L2 A
<a href="#">31258</a>	Innovations for Global Relationship Management*	L2 S
<a href="#">31276</a>	Networked Enterprise Architecture *	L2 S
<a href="#">31097</a>	IT Operations Management*	L3 A
<a href="#">31245</a>	Business Process and IT Strategy*	L3 A
<a href="#">31282</a>	Systems Testing and Quality Management *	L3 S

### Computer Graphics and Animation

For IT students with no prior background in computer graphics, 31080 is recommended as a starting point.

<a href="#">31264</a>	Introduction to Computer Graphics (C++)*	L2 A
<a href="#">31262</a>	Introduction to Computer Game Design*	L2 A
<a href="#">31080</a>	Digital Multimedia (Flash)*	L2 S
<a href="#">31241</a>	3D Computer Animation (Maya) *	L3 A
<a href="#">31249</a>	Computer Graphics Rendering Techniques (C++)*	L3 A
<a href="#">31263</a>	Introduction to Computer Game Programming (C#, XNA)*	L3 S

### Data Analytics

These subjects are suitable for students with a background in statistics, business intelligence and/or analytics.

<a href="#">31250</a>	Introduction to Data Analytics*	L2 A
<a href="#">31005</a>	Advanced Data Analytics*	L2 S
<a href="#">31256</a>	Image Processing and Pattern Recognition*	L2 S
<a href="#">31075</a>	Object-relational Databases (Oracle)*	L2 S
<a href="#">31253</a>	Database Programming (PL/SQL)*	L3 A
<a href="#">31000</a>	e-Business Trading (Java)*	L3 A

### Enterprise Systems Development

These subjects are suitable for students with a background in software development. All subjects assume introductory Java programming ability.

<a href="#">48024</a>	Applications Programming (Java)*	L1 A/S
<a href="#">31251</a>	Data Structures and Algorithms (C++)*	L2 A
<a href="#">31260</a>	Interface Design*	L2 S
<a href="#">48440</a>	Software Engineering Practice*	L2 S
<a href="#">31285</a>	Mobile Applications Development (Android)*	L3 A/S
<a href="#">31284</a>	Web Services Development (JSP, XML)*	L3 A/S
<a href="#">31100</a>	Enterprise Development with .NET (C#)*	L3 A
<a href="#">31253</a>	Database Programming (PL/SQL)*	L3 A
<a href="#">41001</a>	Cloud Computing and Software as a Service*	L3 A
<a href="#">41889</a>	Application Development in the iOS Environment*	L3 A
<a href="#">31242</a>	Advanced Internet Programming*	L3 S
<a href="#">31075</a>	Object-relational databases (Oracle) *	L3 S
<a href="#">31777</a>	Human-Computer Interaction*	L3 S
<a href="#">31927</a>	Application Development with .NET (C#)*	L3 S
<a href="#">48433</a>	Software Architecture*	L3 S

## Internetworking and Applications

These subjects are suitable for students with a background in networking and data communications.

<a href="#">48024</a>	Applications Programming (Java) *	L1 A/S
<a href="#">31254</a>	e-Commerce*	L1 A
<a href="#">31274</a>	Network Management*	L1 A
<a href="#">31748</a>	Programming on the Internet (PHP, Javascript)*	L2 A
<a href="#">31246</a>	Network Design*	L2 S
<a href="#">31275</a>	Mobile Networking*	L2 S
<a href="#">31277</a>	Routing and Internetworks (CCNA2)*	L2 A/S
<a href="#">31284</a>	Web Services Development (JSP, XML)*	L2 A/S
<a href="#">31338</a>	Network Servers (Linux, Windows 2008)*	L2 S
<a href="#">31283</a>	WANS and Virtual LANS (CCNA3/4)*	L3 A/S
<a href="#">31285</a>	Mobile Applications Development (Android)*	L3 A/S
<a href="#">41889</a>	Application Development in the iOS Environment*	L3 A/S
<a href="#">41900</a>	Fundamentals of Security*	L2 A/S
<a href="#">48730</a>	Network Security *	L3 A/S
<a href="#">31242</a>	Advanced Internet Programming (Java EE)*	L3 S
<a href="#">48436</a>	Digital Forensics *	L3 S
<a href="#">41891</a>	Cloud Computing Infrastructure*	L3 S

## Postgraduate subjects

The following are postgraduate subjects in IT at UTS. Apart from the foundation IT subjects mentioned below, generally students are required to have completed a bachelor degree in computing, IT or a related field (or have equivalent prior knowledge) to be eligible to study the following subjects.

### Foundation IT subjects

These postgraduate subjects are suitable for students who have completed their bachelor degree in a field other than computing or IT.

<a href="#">32144</a>	Technology Research Preparation	A/S
<a href="#">32524</a>	LANs and Routing	A/S
<a href="#">32541</a>	Project Management	A/S
<a href="#">32555</a>	Fundamentals of Software Development	A/S
<a href="#">32557</a>	Enabling Enterprise Information Systems	A/S
<a href="#">32563</a>	IT Professional and Society	A/S
<a href="#">32606</a>	Database	A/S

### Computer Graphics and Gaming

<a href="#">32003</a>	Computer Game Design	A
<a href="#">32501</a>	Computer Graphics	A
<a href="#">32543</a>	3D Animation	A
<a href="#">32004</a>	Game Programming	S
<a href="#">32544</a>	Advanced Image Synthesis Techniques	S

### Data Analytics

<a href="#">32568</a>	Business Intelligence Modelling and Analysis	A
<a href="#">32130</a>	Fundamental of Data Analytics	A
<a href="#">32113</a>	Advanced Database	S
<a href="#">32513</a>	Advanced Data Analytics Algorithms	S
<a href="#">32567</a>	Business Intelligence for Decision Support	S
<a href="#">32146</a>	Data Visualisation and Visual Analytics	S
<a href="#">42901</a>	Object Relational Databases	S

### Software Development

<a href="#">32013</a>	.NET Enterprise Development	A
<a href="#">32509</a>	Interaction Design	A
<a href="#">32569</a>	Enterprise Business Requirements	A
<a href="#">32571</a>	Enterprise Software Testing	A
<a href="#">32603</a>	Systems Quality Management	A
<a href="#">32998</a>	.NET Application Development	A
<a href="#">42889</a>	iOS Application Development	A

<a href="#">42904</a>	Cloud Computing and Software as a Service	A
<a href="#">42901</a>	Object-Relational Databases	S
<a href="#">32570</a>	Enterprise Software Architecture and Middleware	S

### Business Information Systems

<a href="#">32208</a>	Information Systems Strategy	A
<a href="#">32569</a>	Enterprise Business Requirements	A
<a href="#">32558</a>	Business Intelligence	A
<a href="#">32559</a>	Business Systems Design	A
<a href="#">32603</a>	Systems Quality Management	A
<a href="#">32560</a>	Information Systems Architecture Design	S
<a href="#">32990</a>	IT Contracts and Outsourcing	S
<a href="#">32531</a>	Global Information Systems	S
<a href="#">42900</a>	Sustainability and Information Systems	S

### Internetworking

<a href="#">32118</a>	Mobile Communications and Computing	A/S
<a href="#">32548</a>	Network Security	A/S
<a href="#">32521</a>	WANS and VLANS	A/S
<a href="#">32547</a>	UNIX Systems Programming	A/S
<a href="#">32528</a>	Network Management	A
<a href="#">32702</a>	Contemporary Telecommunications	A
<a href="#">32516</a>	Internet Programming	A
<a href="#">32001</a>	Mobile Commerce Technologies	A
<a href="#">32209</a>	Advanced Topics in Computer Networks	S
<a href="#">32527</a>	Internetwork Design	S

### Interactive Media

<a href="#">95564</a>	Digital Media Technologies	A
<a href="#">95566</a>	Digital Experience Design	A
<a href="#">32027</a>	Multimedia Systems Design	S
<a href="#">95563</a>	Digital Media Development Process	S