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

As a Study Abroad/Exchange student, you may design a program of subjects from more than one faculty at UTS (provided you enroll in 24 credit points of full-time study). IT subjects are weighted 6 credit points each. Subjects offered in other faculties may carry different credit point values. Be mindful of this when choosing your subjects.

Please note: This guide focuses on key study areas to locate our more popular IT subjects. In addition to the subjects in this guide, you can search for all subjects and majors using the UTS Handbook.

When can I study?

Study Abroad and Exchange is available:

<table>
<thead>
<tr>
<th>Period</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>March – July</td>
<td>A: Autumn Session</td>
</tr>
<tr>
<td>July – November</td>
<td>S: Spring Session</td>
</tr>
</tbody>
</table>

Please note:

- In Australia, Autumn Session occurs in the first half of the year. Spring Session 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.
- Subjects offered in A: Autumn Session or S: Spring Session may be subject to change.
- Undergraduate students are not permitted to study postgraduate subjects.
- Sessions include the examination weeks. Should you leave the country prior to attending and completing the assessments, you will not receive a grade/mark for your exam or quiz or any other assessments.

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](https://www.uts.edu.au/current-students/timetable/uts-timetable-planner)
- To find out more about Faculty of IT programs: [https://www.uts.edu.au/future-students/information-technology](https://www.uts.edu.au/future-students/information-technology)
- To find out more about UTS Study Abroad and Exchange programs, visit: [https://www.uts.edu.au/future-students/international/study-abroad-and-exchange-students/welcome](https://www.uts.edu.au/future-students/international/study-abroad-and-exchange-students/welcome)
- For general enquiries contact: T: (+612) 9514 7915, E: studyabroad.exchange@uts.edu.au

Key: (Information included: Subject Number, Subject Name, Level and Session offered)

- 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)
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).
- The list is not exhaustive – there may be other subjects available to Study Abroad/Exchange students.
- * Indicates this subject has prerequisite(s)

### Core subjects

<table>
<thead>
<tr>
<th>Code</th>
<th>Subject</th>
<th>Level</th>
<th>Credits</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>31265</td>
<td>Communication for IT Professionals</td>
<td>L1</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31266</td>
<td>Introduction to Information Systems</td>
<td>L1</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>48023</td>
<td>Programming Fundamentals</td>
<td>L1</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31268</td>
<td>Web Systems</td>
<td>L1</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31269</td>
<td>Business Requirements Modelling*</td>
<td>L1</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>41092</td>
<td>Network Fundamentals</td>
<td>L1</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31271</td>
<td>Database Fundamentals*</td>
<td>L2</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31272</td>
<td>Project Management and the Professional*</td>
<td>L3</td>
<td>A or S</td>
<td></td>
</tr>
</tbody>
</table>

### Interaction Design

These subjects are suitable for students with a background in software, interactive media and interaction / user design.

<table>
<thead>
<tr>
<th>Code</th>
<th>Subject</th>
<th>Level</th>
<th>Credits</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>31260</td>
<td>Fundamentals of Interaction Design</td>
<td>L1</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>41019</td>
<td>Prototyping Physical Interaction*</td>
<td>L2</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>31777</td>
<td>Advanced Interaction Design*</td>
<td>L2</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31080</td>
<td>Interactive Media</td>
<td>L2</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>41021</td>
<td>Interaction Design Studio (12CP)*</td>
<td>L3</td>
<td>S</td>
<td></td>
</tr>
</tbody>
</table>

### Data Analytics

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

<table>
<thead>
<tr>
<th>Code</th>
<th>Subject</th>
<th>Level</th>
<th>Credits</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>31250</td>
<td>Introduction to Data Analytics*</td>
<td>L2</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31005</td>
<td>Advanced Data Analytics*</td>
<td>L2</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31256</td>
<td>Image Processing and Pattern Recognition*</td>
<td>L2</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31075</td>
<td>Object-relational Databases*</td>
<td>L2</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31253</td>
<td>Database Programming*</td>
<td>L3</td>
<td>A</td>
<td></td>
</tr>
</tbody>
</table>

### Business Information Systems Management

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

<table>
<thead>
<tr>
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<th>Level</th>
<th>Credits</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>31247</td>
<td>Collaborative Business Processes*</td>
<td>L1</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31255</td>
<td>Finance and IT Professionals*</td>
<td>L2</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>31257</td>
<td>Information System Development Methodologies</td>
<td>L2</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>31258</td>
<td>Innovations for Global Relationship Management*</td>
<td>L2</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31276</td>
<td>Networked Enterprise Architecture*</td>
<td>L2</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31245</td>
<td>Business Process and IT Strategy*</td>
<td>L3</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31097</td>
<td>IT Operations Management*</td>
<td>L3</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>31282</td>
<td>Systems Testing and Quality Management*</td>
<td>L3</td>
<td>S</td>
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</tbody>
</table>

### Computer Graphics and Animation

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

<table>
<thead>
<tr>
<th>Code</th>
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<th>Level</th>
<th>Credits</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>31264</td>
<td>Introduction to Computer Graphics*</td>
<td>L2</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>31262</td>
<td>Introduction to Computer Game Design*</td>
<td>L2</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>31080</td>
<td>Interactive Media*</td>
<td>L2</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31241</td>
<td>3D Computer Animation*</td>
<td>L3</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>31263</td>
<td>Introduction to Computer Game Development*</td>
<td>L3</td>
<td>S</td>
<td></td>
</tr>
</tbody>
</table>

### Enterprise Systems Development

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

<table>
<thead>
<tr>
<th>Code</th>
<th>Subject</th>
<th>Level</th>
<th>Credits</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>48024</td>
<td>Applications Programming*</td>
<td>L1</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31260</td>
<td>Fundamentals of Interaction Design</td>
<td>L2</td>
<td>A or S</td>
<td></td>
</tr>
<tr>
<td>31251</td>
<td>Data Structures and Algorithms*</td>
<td>L2</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>48440</td>
<td>Software Engineering Practice*</td>
<td>L2</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31100</td>
<td>Enterprise Development with .NET*</td>
<td>L3</td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>31253</td>
<td>Database Programming*</td>
<td>L3</td>
<td>A</td>
<td></td>
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<tr>
<td>41001</td>
<td>Cloud Computing and Software as a Service*</td>
<td>L3</td>
<td>A</td>
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<tr>
<td>41889</td>
<td>Application Development in the iOS Environment*</td>
<td>L3</td>
<td>A</td>
<td></td>
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<tr>
<td>31777</td>
<td>Advanced Interaction Design*</td>
<td>L3</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31242</td>
<td>Advanced Internet Programming*</td>
<td>L3</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31075</td>
<td>Object-relational Databases*</td>
<td>L3</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>31927</td>
<td>Application Development with .NET*</td>
<td>L3</td>
<td>S</td>
<td></td>
</tr>
<tr>
<td>48433</td>
<td>Software Architecture*</td>
<td>L3</td>
<td>S</td>
<td></td>
</tr>
</tbody>
</table>
Networking and Cybersecurity

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

- **48024** Applications Programming*  
  L1  A or S
- **31274** Network Management*  
  L1  A
- **31277** Routing and Switching Essentials*  
  L2  A or S
- **41900** Security Fundamentals  
  L2  A or S
- **31748** Programming on the Internet*  
  L2  A
- **31338** Network Servers*  
  L2  S
- **31275** Mobile Networking*  
  L2  S
- **41989** Application Development in the iOS Environment*  
  L3  A
- **31242** Advanced Internet Programming*  
  L3  S
- **48436** Digital Forensics*  
  L3  S
- **41891** 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's 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's degree in a field other than computing or IT.

- **32524** LANs and Routing  
  A or S
- **32541** Project Management  
  A or S
- **32555** Fundamentals of Software Development  
  A or S
- **32557** Enabling Enterprise Information Systems  
  A or S
- **32563** IT Professional and Society  
  A or S
- **32606** Database  
  A or S

Business Information Systems

- **32559** Business Systems Design  
  A or S
- **32558** Business Intelligence  
  A or S
- **32208** Information Systems Strategy  
  A
- **32569** Enterprise Business Requirements  
  A
- **32603** Systems Quality Management  
  A
- **32560** Information Systems Architecture Design  
  S
- **32990** IT Contracts and Outsourcing  
  S
- **32531** Global Information Systems  
  S

Computer Graphics and Gaming

- **32003** Computer Game Design  
  A
- **32501** Computer Graphics  
  A
- **32543** 3D Animation  
  A
- **32004** Game Development  
  S

Data Analytics

- **32130** Fundamental of Data Analytics  
  A or S
- **32568** Business Intelligence Modelling and Analysis  
  A
- **32113** Advanced Database  
  S
- **32513** Advanced Data Analytics Algorithms  
  S
- **32567** Business Intelligence for Decision Support  
  S
- **32146** Data Visualisation and Visual Analytics  
  S
- **42901** Object-Relational Databases*  
  S

Interactive Media

- **95566** Digital Experience Design  
  A
- **95563** Storytelling and Sense-making Studio  
  S
- **32027** Interactive Media  
  S

Internetworking

- **32548** Cyber Security Essentials  
  A or S
- **32547** UNIX Systems Programming  
  A or S
- **32528** Network Management  
  A
- **32516** Internet Programming  
  A
- **32118** Mobile Communications and Computing  
  S

Software Development

- **32013** .NET Enterprise Development  
  A
- **32569** Enterprise Business Requirements  
  A
- **32571** Enterprise Software Testing  
  A
- **32603** Systems Quality Management  
  A
- **42889** iOS Application Development  
  A
- **42904** Cloud Computing and Software as a Service  
  A
- **32509** Advanced Interaction Design  
  S
- **32998** .NET Application Development  
  S
- **42901** Object-Relational Databases  
  S
- **32570** Enterprise Software Architecture and Middleware  
  S