This document has been developed to assist students and their families in researching undergraduate information technology and computer science courses. It isn't an exhaustive list, and students are encouraged to research their options and to attend tertiary information seminars throughout the year.

Exploring courses

You can search the state-based Tertiary Admission Centre websites for information about courses. Please be aware that this information is for the 2018 selection period and some courses may change in 2019. To search for Victorian courses, use the Victorian Tertiary Admissions Centre (VTAC) course search function at http://www.vtac.edu.au/

- **ATARs** – all ATARs listed in brackets in this document are from the 2018 intake and may change for the 2019 intake. Please only use them as a guide.
- **English prerequisite**: EAL = English as an Additional Language.
- **Prerequisites** – can change throughout the year. Please use the ones listed as a guide only.

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ICT Career Websites

Careers With Code	http://bit.ly/2rmZsrs	Myfuture	http://bit.ly/2lZ6HTx
Digital Careers	http://bit.ly/2adStKy	Careers Foundation	http://bit.ly/2flU5a3

Complied by Sandie McKoy, smckoy@ccw.vic.edu.au

Deakin University

Overview

Course search link - http://bit.ly/2rUseSK
Codes:

- Burwood = B
- Geelong = G
- Cloud (online) = C
- ATAR not published = NP.

Prerequisites for all courses listed (unless otherwise stated): Units 3+4: 25 in English (EAL) or 20 in any other English.

Computer Science

Bachelor of Computer Science: (B = 65.40, C = NP). Will complete a compulsory internship.

Information Technology

Bachelor of Information Technology: (B = 60.00, G = 55.35). Will complete an internship.

Majors: Choose 1 or 2 from the following list:

- Application Development
- Cloud Computing
- Creative Technologies
- Game Development
- Cyber Security
- Virtual and Augmented Reality

Can combine with the Bachelor of Information Systems (B - NP).

Software Engineering

Bachelor of Software Engineering (Honours): (B = 66.15). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English, and 20 in either Mathematical Methods or Specialist Mathematics.

Information Systems

Bachelor of Information Systems: (B = NP). Will complete a Work Integrated Learning subject.

Can combine with one of the following bachelor degrees:

- Information Technology (B = NP).
- Commerce (B = 80)

Cyber Security

Bachelor of Cyber Security: (B = 61.10, G = 57.75, C = 65.00). Will complete a work placement – either an Industry Based Learning placement of 6 – 12 weeks or an IT placement of at least 100 hours.

- Can combine with the Bachelor of Criminology (B = 60.20, G = 61.9, C = NP)

Bachelor of Information Technology (majoring in Cyber Security): (B = 60.00, G = 55.35). Will complete an internship. Can choose a second major from the following list:

- Application Development
- Cloud Computing
- Creative Technologies
- Game Development
- Virtual and Augmented Reality

Can combine with the Bachelor of Information Systems (B - NP).

Mathematical Modelling

Bachelor of Science (Majoring in Mathematical Modelling): (B = 66.95, G = 60.65).

Can complete a second major. Can combine the Bachelor of Science with one of the following courses: Arts (could major in Animation), Commerce, Law, or Secondary Teaching

Deakin University

Virtual & Augmented Reality

Bachelor of Information Technology (Majoring in Virtual and Augmented Reality): (B = 60.00, G = 55.35).

Can complete a second major in one of the following areas:

- Creative Technologies
- Game Development
- Application Development
- Cloud Computing
- Cyber Security

Can combine with the Bachelor of Information Systems (B - NP).

Animation

Bachelor of Design (3D Animation): (M = Folio + Folio Presentation).

Bachelor of Film, Television and Animation (M = 66).

Bachelor of Arts (majoring in Film, Television and Animation) (M = 60.10, G = 60.80, C = 69.60).

Can complete a second major in an area such as Digital Media or Media Studies.

Can combine the Bachelor of Arts with one of the following courses:

- Commerce
- International Relations
- Law
- Science
- Health Sciences
- Secondary Teaching

Digital Media/Design

Bachelor of Communication (Digital Media): (M = 64.75, G = 60.25, C = NP).

Bachelor of Arts (majoring in Digital Media) (M = 64.75, G = 60.25, C = NP). (M = 60.10, G = 60.80, C = 69.60).

Can combine the Bachelor of Arts with one of the following courses:

- Commerce
- International Relations
- Law
- Science
- Health Sciences
- Secondary Teaching

Bachelor of Design (Digital Technologies) (M = Folio + Folio Presentation).

Bachelor of Information Technology (Majoring in Creative Technologies): (B = 60.00, G = 55.35).

Can complete a second major in one of the following areas:

- Creative Technologies
- Game Development
- Application Development
- Cloud Computing
- Cyber Security
- Virtual and Augmented Reality

Excellence Program

Global Science and Technology Program - Must achieve an ATAR of at least 80 and be interested in undertaking an overseas experience, http://bit.ly/2olVI6S

La Trobe University

Overview

Course search link - http://bit.ly/28XO2CG

Codes:

- Melbourne (Bundoora) = M
- Bendigo = B
- No ATAR published = NP.

Information Technology

Bachelor of Information Technology: (M = 51.20, B = 50.45). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English.

Students will be able to combine their studies with other disciplines across the university such as business.

Information Technology (Professional)

Bachelor of Information Technology (Professional): (B – minimum ATAR: 80). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English, and 20 in any Mathematics.

Students will complete 40-weeks of industry placement and have the option of completing a paid part-time cadetship.

Computer Science

Bachelor of Computer Science: (M = 55.9). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English, and 20 in either Mathematical Methods or Specialist Mathematics.

Students have the option of obtaining an industry standard CISCO certification and high achieving students may be able to access a scholarship at the end of first year.

Can combine with a Bachelor of Commerce (M = NP)

Business Information Systems

Bachelor of Business Information Systems: (M = 57.40). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English.

Will study information technology and business subjects

Cybersecurity

Bachelor of Cybersecurity: (M = 61.80). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English.

Applicants may be eligible to apply for the Optus sponsored scholarship. Can combine this degree with the Bachelor of Psychological Science (M = 70.00)

Health Information Management

Bachelor of Health Sciences (Medical Classification)/Bachelor of Health Information Management: (M = 65.15).

Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and 20 in one of the following: Biology, Chemistry, Physics, Physical Education or any Mathematics

This double degree combines studies in health science, business and information technology

Early Entry Program

Aspire Early Admissions Program: Recognises the applicants history of community service and leadership in addition to the ATAR through the selection process, http://bit.ly/1cXetap

Swinburne University

Overview

Course search link - http://bit.ly/2ryMSHx

Campus – Hawthorn for university courses

- ATARs: Clearly-in 2018 ATARs listed in brackets)
- English prerequisite for all courses listed (unless otherwise stated): Units 3+4: at least 30 in English (EAL) or at least 25 in any other English.

TAFE

Swinburne offers TAFE courses in areas such as

- Information Technology
- Computer Systems Technology
- Digital Media Technologies
- Digital and Interactive Games
- Information Technology Networking
- Software Development
- Screen and Media (Animation Stream)

Business Information Systems

Bachelor of Business Information Systems: (64.45).

Majors:

- Business Analysis
- Data Analytics
- Data Management.

Can complete a second major or an advanced minor. Can combine with one of the following Bachelor degrees: Business (60.20) or Law (ATAR not published).

Computer Science

Bachelor of Computer Science: (70.15). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and completion of any Mathematics at Unit 1-2 or Unit 3-4 level.

Can pick 1 or 2 of the following majors:

- Cyber Security
- Data Science
- Games Development
- Internet of Things
- Network Design
- Software Design
- Software Development

There are 75 minors to choose from.

Can combine this degree with one of the following Bachelor degrees: Games and Interactivity, Engineering (Honours) or Laws.

Bachelor of Computer Science (Professional): same prerequisites as above, but must achieve an ATAR of at least 80. Guaranteed access to 12-months of paid industry experience. Can only choose 1 major.

Information & Communication Technology

Bachelor of Information and Communication Technology: (60.30). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and completion of any Mathematics at Unit 1-2 level.

Can pick 1 or 2 of the following majors:

- Business Systems
- Network Technology
- Software Technology
- Systems Analysis
- Systems Management

There are 45 co-majors to choose from.

Swinburne University

Gaming

Bachelor of Games and Interactivity: (M = 62.55).

Students can choose to include in their course 1 of 43 co-majors, 1 of 4 advanced minors or 1 of 8 minors.

Can combine with degree with one of the following courses:

- Bachelor of Animation (72.45)
- Bachelor of Computer Science (77.85). Additional prerequisite: completion of any Mathematics at the Unit 1+2 or Unit 3+4 level.

Students can undertake a major in Games and Interactivity in the following courses

Arts

- Bachelor of Arts (60.15)
- Bachelor of Arts (Professional) (80): students are guaranteed 12-months of paid industry experience.
- Combined degree options: Business, Science, Law, Secondary Teaching.

Computer Science: additional prerequisite: completion of any Mathematics at the Unit 1+2 or Unit 3+4 level.

- Bachelor of Computer Science (70.15)
- Bachelor of Computer Science (Professional) (81.20) students are guaranteed 12-months of paid industry experience.
- Combined degree options: Engineering (Honours), Games & Interactivity, Law.

Media and Communication

- Bachelor of Media and Communication (60.20)
- Bachelor of Computer Science (Professional) (80.80) students are guaranteed 12-months of paid industry experience.
- Combined degree options: Business, Design, Law, or Health Science.

Animation

Bachelor of Animation: (68.30).

Students can choose to complete a co-major, advanced minor or minor from the following list:

- **Co-Majors:** Cinema & Screen Studies, Computer Science, Games & Interactivity, Health Communication, International Studies, Professional Writing & Editing

- **Advanced Minors:** 3D Modelling & Animation, Screen & Sound Production, Visual Effects

- **Minors:** Advertising, Creative Writing, Digital Advertising Technology, Digital Media Design, Entrepreneurship, Film & Television Production, Film & Television Theory, Games & interactivity, Innovation, Physics.

Can combine the Bachelor of Animation with the Bachelor of Games and Interactivity (72.45)

Digital Media Design

Bachelor of Design (majoring in Digital Media Design: (65.20).

Prerequisites: Units 3+4: at least 25 in English (EAL) or at least 20 in any other English, plus at least 20 in one of: Art, Product Design & Technology, Media, Interactive Digital Media C, Creative & Digital Media (VCE VET), Studio Arts or Visual Communication Design.

Students can choose to complete a second-major, from the following list:

- Branded Environments
- Communication Design
- Photomedia
- UX Interaction Design

Can combine the Bachelor of Design with either the Bachelor of Business or the Bachelor of Media Communication.

Swinburne University

UX Interaction Design

Bachelor of Design (majoring in UX Interaction Design: (65.20).

Prerequisites: Units 3+4: at least 25 in English (EAL) or at least 20 in any other English, plus at least 20 in one of: Art, Product Design & Technology, Media, Interactive Digital Media C, Creative & Digital Media (VCE VET), Studio Arts or Visual Communication Design.

Students can choose to complete a second-major, from the following list:

- Branded Environments
- Communication Design
- Photomedia
- Digital Media Design

Can combine the Bachelor of Design with either the Bachelor of Business or the Bachelor of Media Communication.

Software Engineering

Bachelor of Engineering (Honours) majoring in Software Engineering: (76.10). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and 20 in Mathematical Methods or Specialist Mathematics.

Can combine this course with one of the following Bachelor degrees:

- Innovation and Design (78.20)
- Business (80.00)
- Computer Science (78.70)
- Science (78.25)
- Law (Not Published)

Bachelor of Engineering (Honours) (Professional) majoring in Software Engineering: (80+). Same as above, but must achieve an ATAR of at least 80. Guaranteed access to 12-months of paid industry experience.

Pathway courses

Diploma of Information Technology (UniLink): (50.95). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English. 8-month pathway course to gain access into one of the following relevant degrees: Information and Communication Technology, Computer Science, Games & Interactivity.

Diploma of Design (UniLink): (50.65). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English. 8-month pathway course to gain access into one of the following relevant degrees: Games & Interactivity, Design, Design/Business.

Diploma of Engineering (UniLink): (50.45). Prerequisites: Units 3+4: 25 in English (EAL) or 20 in any other English, plus at least 20 in Mathematical Methods. 8-month pathway course to gain access into the Bachelor of Engineering Honours (majoring in Software Engineering.

Scholarship Programs

Bachelor of Accounting and Information Systems (Scholarship Program): (80+). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English. Selected students will be chosen for an interview as part of the selection process. Cannot defer this course.

- Will receive a $40 000 industry scholarship and 40 weeks of industry experience.

Bachelor of Information Technology (Scholarship Program): (80+). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and 20 in any Mathematics. Selected students will be chosen for an interview as part of the selection process.

- Will receive a $40 000 industry scholarship and 40 weeks of industry experience.

Swinburne University

Games and Interactivity

Bachelor of Games and Interactivity: (62.55). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English.

There are 43 co-majors to choose from in areas such as Animation, Computer Science, and Digital Advertising Technology. Advanced minors can be chosen from 3D Modelling and Animation, Journalism, Visual Effects or Web and Mobile Devices.

Students can combine the degree with one of the following degrees (same English prerequisite):

- **Bachelor of Computer Science:** (77.85). Additional prerequisite: completion of any Mathematics at Unit 1-2 level.
- **Bachelor of Animation** (72.45).

Software Engineering

Pathway course – Diploma of Engineering (Unilink): (50+). Once students have successfully completed the 8-month Diploma, they will be guaranteed entry into second year of an approved course providing academic expectations are met.

Bachelor of Engineering (Honours) majoring in Software Engineering: (76.10). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and 20 in Mathematical Methods or Specialist Mathematics.

Can combine this course with one of the following Bachelor degrees:

- Innovation and Design (78.20)
- Business (80.00)
- Computer Science (78.70)
- Science (78.25)
- Law (Not Published)

Bachelor of Engineering (Honours) (Professional) majoring in Software Engineering: (80+). Same as above, but must achieve an ATAR of at least 80. Guaranteed access to 12-months of paid industry experience.

Scholarship Programs

Bachelor of Accounting and Information Systems (Scholarship Program): (80+). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English. Selected students will be chosen for an interview as part of the selection process. Cannot defer this course.

- Will receive a $40 000 industry scholarship and 40 weeks of industry experience.

Bachelor of Information Technology (Scholarship Program): (80+). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and 20 in any Mathematics. Selected students will be chosen for an interview as part of the selection process.

- Will receive a $40 000 industry scholarship and 40 weeks of industry experience.

High Achievers Scholarship

Vice Chancellor's Excellence Scholarship: for students who achieve an ATAR of 95+. $5000 per year plus $2000 towards an international study experience and access to the High Achievers Program. Students will be automatically considered for the scholarship based on their ATAR.

RMIT

Overview

Course search link - http://bit.ly/2l5pQFx

ATARs: NP = ATAR wasn't published

TAFE

RMIT offers TAFE courses in areas such as:

- Information Technology
- Information Technology – Networking
- Computer Systems Engineering
- Screen & Media (Interactive Media)

Information Technology

Associate Degree in Information Technology: (50.20). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English, and 20 in any Mathematics. Two-year course. Provides a pathway into a relevant Bachelor degree with credit.

Bachelor of Information Technology: (70.15). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and 20 in any Mathematics.

You can pick one of the following specialist streams:

- Application Programming
- Business Applications
- Cloud Computing
- Mobile Computing
- Multimedia Design
- System Administration
- Social Media
- Web Systems

There are 6 minors available.

Computer Science

Bachelor of Computer Science: (80.05). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and 25 in Mathematical Methods or Specialist Mathematics.

You can pick one of the following majors:

- Artificial Intelligence
- Cloud Computing
- Big Data
- Mobile Computing
- Application Programming
- Games, Graphics and Digital Media
- Security
- Web Systems

You can combine this course with one of the following Bachelor degrees:

- Computer and Network Engineering (Honours) (84.20)
- Telecommunications Engineering (NP)

Computing Studies

Bachelor of Technology (Computing Studies): (60.25). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English.

65% of the course will focus on IT and the rest on other areas of interest such as accounting and law, applied communication, economics, and finance and marketing.

Animation

Bachelor of Design (Animation and Interactive Media): (Folio Selection Kit + Folio). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English.

RMIT

Computer and Network Engineering

Bachelor of Computer and Network Engineering (Honours): (80.35). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and 20 in Mathematical Methods or Specialist Mathematics.

Can combine this course with one of the following Bachelor degrees:

- Business (Management) (NP)
- Computer Science (84.2)

Pathway course

Associate Degree in Engineering Technology (specialising in Computer and Network Engineering). (51.35). Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any English and 20 in Mathematical Methods or Specialist Mathematics.

Once you complete the 2-year program, you may be able to move into the Bachelor of Computer and Network Engineering (Honours) with credit.

Digital Media

Bachelor of Design (Digital Media): (70.15). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English.

Information Systems

Bachelor of Business (Information Systems): (65.40). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English.

Can pick a second business major or a minor.

Bachelor of Business (Information Systems) (Applied): (80.00). Same as above, but students have access to a 12-month industry placement.

Gaming

Bachelor of Design (Games): ATAR + Additional selection criteria. Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English.

Bachelor of Information Technology (Games and Graphics Programming): (76.50). Prerequisite: Units 3+4: 30 in English (EAL) or 25 in any other English, and 25 in Mathematical Methods or Specialist Mathematics.

The University of Melbourne

Science Pathway

Bachelor of Science: (85, Access Melbourne – 78). Prerequisites: Units 3+4: 30 in English (EAL) or 25 in any other English; 25 in either Mathematical Methods or Specialist Mathematics; and 25 in Biology, Chemistry or Physics OR 25 in both Mathematical Methods and Specialist Mathematics, http://bit.ly/1PLXJyP

Bachelor of Science (Extended): Entry for Indigenous students (ATAR – plus additional selection criteria). Prerequisites: Units 3+4: 25 in any English; Units 1+2: completion of one of the following subjects: Biology, Chemistry, any Mathematics or Physics, http://bit.ly/2tk7XrB

Science students can major in one of the following areas:

- Computing and Software Systems
- Data Science
- Spatial Systems
- Computational Biology

Design Pathway

Bachelor of Design: (86.20, Access Melbourne – 78). Prerequisites: Units 3+4: 30 in English (EAL) or 25 in any other English. 25 in Mathematical Methods is required for the Computing and Spatial Systems majors, http://bit.ly/2yCJgIG

You can major in one of the following areas:

- Computing
- Digital Technologies
- Spatial Systems

Informatics

Diploma of Informatics: No prerequisites – you can apply for this concurrent Diploma once you are accepted into the Bachelor degree you have applied for, http://bit.ly/2ownTlK

Eligible Bachelor degrees include Science, Design, Arts, Biomedicine, Commerce, and Music.

You can't apply for the Diploma if you are undertaking the following majors:

- Bachelor of Science: Computing and Software Systems, or Data Science.
- Bachelor of Design: Computing

Graduate Programs

The following are examples of graduate degrees. Please check eligibility to ensure you undertake the right major in your undergraduate degree.

- Information Systems
- Information Technology
- Engineering (Spatial)
- Engineering (Mechatronics)
- Engineering (Software)
- Science (Bioinformatics)
- Data Science

Course information is at this link - http://bit.ly/2t0m4SL

Scholarships

- **Melbourne Chancellor's Scholarships,** http://bit.ly/2F0CxrU
- **Melbourne National Merit Scholarships**, http://bit.ly/2p7YgYh
- **Science Start-Up Scholarships**, http://bit.ly/2tEGn8O
- **Bachelor of Design Pathways Scholarship**, http://bit.ly/2tEGn8O

Monash University

Overview

Course search: http://bit.ly/2naF88F

Campus: all courses are offered at Clayton unless stated

Information Technology

Bachelor of Information Technology (Indigenous Entry): (ATAR + other selection criteria). Prerequisites: Units 3+4: 30 in English (EAL) or 25 in any other English. Completion of any Mathematics at the Unit 1+2 or Unit 3+4 level.

Bachelor of Information Technology: (80, Monash Guarantee – 75). Prerequisites: Units 3+4: 30 in English (EAL) or 25 in any other English. Completion of any Mathematics at the Unit 1+2 or Unit 3+4 level.

Can choose from the following extended majors, majors and minors:

- Business Information Systems
- Computer Networks and Security
- Games Development
- Interactive Media
- Software Development
- Digital Humanities (can only be taken as a second major)

Can minor in the following areas

- All of the above, plus the following
- Computer Science
- Cybersecurity
- Data Science
- Games Design
- IT for Business
- Mobile Apps Development
- Software Engineering
- Web Development.

You can combine this degree with one of the following Bachelor degrees: Arts, Business, Business Specialist, Commerce, Commerce Specialist, Design, Education (Honours), Engineering, Fine Art or Science.

Computer Science

Bachelor of Computer Science: (84.10, Monash Guarantee – 75). Prerequisites: Units 3+4: 30 in English (EAL) or 25 in any other English. 25 in Mathematical Methods or Specialist Mathematics.

Can major in one of the following areas:

- Advanced Computer Science
- Data Science

Can combine this degree with one of the following Bachelor degrees: Commerce, Commerce Specialist, Engineering (Honours), or Science

Bachelor of Computer Science Advanced (Honours): (95.15, Monash Guarantee – 90). Prerequisites: Units 3+4: 30 in English (EAL) or 25 in any other English; 25 in Mathematical Methods or Specialist Mathematics.

This course has a strong research focus. You will complete hands-on projects and an industry or project placement.

Software Engineering

Bachelor of Software Engineering (Honours): (91.75, Monash Guarantee – 86). Prerequisites: Units 3+4: 30 in English (EAL) or 25 in any other English; 25 in Mathematical Methods or Specialist Mathematics; 25 in Chemistry or Physics.

Can combine this degree with one of the following Bachelor degrees: Arts, Commerce, Commerce Specialist, Computer Science, Information Technology or Science.

Communication Design

Bachelor of Communication Design (74.00, Monash Guarantee – 70), Caulfield. Prerequisites: Units 3+4: 30 in English (EAL) or 25 in any other English. You can combine this degree with one of the following Bachelor degrees: Business, Information Technology, Media Communication or Engineering (Honours).

Victoria University

Overview

Course search: http://bit.ly/2naG90l

ATARs – Victoria University doesn't use the ATAR as the primary admission criteria for all courses. No ATARs were published for the following courses.

TAFE

TAFE courses and university diplomas are offered in the following courses areas:

- Information Technology
- Information Technology (Networking)
- Information, Digital Media & Technology

Information Technology

Bachelor of Information Technology: Prerequisites: Units 3+4: 25 in English (EAL) or 20 in any other English and 20 in any Mathematics.

You will major in either:

- Web and Mobile Application Development
- Network and System Computing

You will select a minor from the following list:

- ICT Management
- Software Development
- Network Management
- The Entrepreneurial Mindset
- Graduating Core

Information Technology

Bachelor of Information Technology (Professional): High achieving students in the Bachelor of Information Technology will be eligible to transfer into the Bachelor of IT (Professional) and take part in a 12-month paid industry traineeship.

Information Systems Management

Bachelor of Business (majoring in Information Systems Management): Prerequisite: Units 3+4: 25 in English (EAL) or 20 in any other English.

Can complete a second major in one of 12 areas.

Other

Chancellor's Scholarships program: For high achieving students. Must achieve an ATAR of at least 90. Recipients will receive $5000 per year for up to four-years and access to career and leadership programs, http://bit.ly/1QNBBGF

Innovative new first-year model at Victoria University - http://bit.ly/2sZG4F9

Early Entry Offer Program: Students with a history of leadership, educational disadvantage or who attend an eligible school can apply for the early entry program, which offers successful students and early conditional offer and adjusted ATAR requirements for courses that require an ATAR. Applications will open during 2018, http://bit.ly/2wwwnhC

Federation University

Overview

Information Technology Course Guide, http://bit.ly/2H3zCPI

Course options: http://bit.ly/2H1hKVO

Campus: Mt Helen (Ballarat) = M, Gippsland (Churchill) = G, SMB (Ballarat) = S, Wimmera (Horsham) = W, Online = O.

TAFE

TAFE courses are offered in the following areas:

- Digital Media Technologies (M)
- Information Technology (M)
- Screen and Media (W)

Information Technology

Bachelor of Information Technology:

- Prerequisite: Unit 3+4: 15 in any English

You can complete an in-depth specialisation and also electives from other course areas such as business.

The specialist degrees listed below have the following prerequisite: Unit 3+4: 15 in any English

- Bachelor of Information Technology (Big Data and Analytics) (M, O)
- Bachelor of Information Technology (Business Information Systems) (M, B, O)
- Bachelor of Information Technology (Cloud and Enterprise Computing) (M)

Information Technology

The specialist degrees listed below have the following prerequisites: 15 in any English and 20 in either Mathematical Methods (CAS) or Specialist Mathematics.

- Bachelor of Information Technology (Games Development) (M, O).
- Bachelor of Information Technology (Software Development) (M).

The specialist degrees listed below have the following prerequisites: 15 in any English and completion of any Mathematics at the Unit 1+2 or Unit 3+4 level.

- Bachelor of Information Technology (Mobile App Development) (M, G, B, O).
- Bachelor of Information Technology (Network and Security) (M, G).

Scholarship Programs

Bachelor of Information Technology (Professional Practice) (M). Prerequisites: Unit 3+4 -15 in any English and completion of any Mathematics at the Unit 1+2 or Unit 3+4 level.

Successful applicants will receive 1600 hours in industry placements with a partner such as IMB and an industry scholarship worth at least $35 500.

High Achievers Scholarship (subject to approval for 2019): Year 12 applicants who achieve an ATAR of 80 – 80.95 or are the Dux of their school are eligible to receive a scholarship worth $13 000. Year 12 applicants who achieve an ATAR of 90+ are eligible to receive a scholarship worth $18 000.

Information about the scholarship program can be accessed at this link - http://bit.ly/2CtBONy

Academy of Information Technology

Overview

Course search: http://www.ait.edu.au/

Location: Melbourne

University Degrees

Entry for Bachelor degrees: ATAR = 60 or portfolio interview.

Students can exit at the end of first year with a University Diploma or the end of second year with an Associate Degree.

Bachelor of Information Technology: There are two streams students can choose from - Mobile Applications Development or Games Programming.

Bachelor of Interactive Media: There are four streams students can choose from – Film & Video, 2D Animation, 3D Design, and Game Design.

Bachelor of Digital Design: This course includes some shared electives with the Bachelor of Interactive Media.

University Diplomas

Higher Education Diploma courses are offered in the following areas:

- Information Technology
- Interactive Media (2D Animation, 3D Design, Games Design)
- Digital Design

Scholarship/Internships

initiAIT Scholarship: $8,000 scholarship off tuition fees for all Bachelor courses at AIT.

Internships: AIT's internship program - ActivAIT offers students the opportunity to gain work experience and work placement.