RMIT is internationally recognised for teaching and research excellence in **information and communications technology** with an emphasis on programming and software development.

Our flexible programs reflect leading-edge developments in information and communications technology (ICT). Our programs are developed in consultation with employers and focused on pioneering technology. RMIT’s computing facilities are among the most advanced in Australia.

**Student Profile**

“The information systems degree allowed me to mix my passion for IT with knowledge about how to apply this to business environments that increasingly rely on technology. The program teaches you how the two fields interact and allows you to choose which aspects you want to focus on.”

Tass Grigoriou  
Bachelor of Business (Information Systems) (Applied)
Contents
4 Global Reach
4 Researching Global Solutions
5 Industry Connected
5 Urban Sustainability
8 Computer Science
10 Games, Animation and Interactive Media
15 Information Systems
16 Information Technology
21 Software Engineering
22 How to Apply
22 Important Dates
23 Fees Explained
Professor Jason Potts, Australian Research Council Future Fellow, is leading a project examining the development of business ideas and innovation by groups and communities, rather than by formal structures such as corporations.

Specifically, Professor Potts is taking a deep interest in the growth of 3D printing, a sunrise industry which is demonstrating the way in which sharing ideas in communities can ease the process of commercialisation.

Iman Amini is undertaking a year-long internship with French power and transport multinational Alstom, which includes a $30,000 scholarship as well as funding for travel, language learning and other expenses. The scholarship from the French Embassy’s French Company Experience Program (FCEP) promotes cross-cultural understanding between France and Australia by giving students professional experience in French multinational companies.

Researching Global Solutions

Research at RMIT is all about solving global problems; finding solutions that change the world for the better.

RMIT has an international reputation for excellence in research:

— ranked in the top five Australian universities for excellence in key research disciplines*
— awarded more than $15 million in research funding in 2013
— over 200 research collaborations with overseas industry and partners.

*Source: Australian Research Council

Global Reach

Make the most of RMIT’s global reach and expand your university experience through:

— semester exchanges with over 150 partners in 41 countries
— study tours to Europe, Asia and the Americas
— study at RMIT Vietnam
— internships through the RMIT International Industry Experience and Research Program (RIIERP).

RMIT Fast Facts:

— RMIT has three campuses in Melbourne (City, Brunswick and Bundoora), two in Vietnam (Hanoi and Ho Chi Min City) as well as a centre in Barcelona.
— RMIT graduates are employed in more than 100 countries around the world.
— RMIT’s programs are offered through partnerships in Singapore, Hong Kong, China, Indonesia, Sri Lanka, Belgium, Spain and Germany.

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Urban Sustainability

RMIT is urban in orientation and creativity, shaping sustainable cities of the future.

— The New Academic Street (NAS) project is set to transform the City campus: there will be a new 24-hour computer lab, as well as more dedicated areas for study, group work, informal meetings and on-campus socialising.

— Dedicated to sustainable urban campus environments and design excellence, RMIT’s continuing $800 million capital investment program saw the completion of the Design Hub and Swanston Academic Building (SAB) in Melbourne, and a striking new academic building at the Ho Chi Minh City campus in 2012.

— The Design Hub represents a new era for design innovation and research in Australia. It brings together progressive design academics, industry practitioners and postgraduate researchers within a disciplinary and collaborative urban laboratory – the first of its kind in Australia.

— The Swanston Academic Building (SAB) was named one of the ten most spectacular university buildings in the world by CNN.

Industry Connected

Strong partnerships with industry leaders and a practical approach are at the heart of RMIT qualifications.

— Many RMIT academics work with global companies, enabling the University to develop an enviable range of industry-aligned courses. This means you’ll learn by doing and gain the practical skills to navigate a rapidly changing world before you graduate.

— Industry partners include Adidas, BMW, Rolls-Royce, United Nations, NAB, Alcoa, L’Oréal, IBM, Deloitte, KPMG, China Power, Guess, Siemens, Nestlé, Airbus, ANZ, Boeing, Nanjing University of Chinese Medicine (China) and Arup.

— One of a kind in Australia, the RMIT International Industry Experience and Research Program (RIIERP) offers internships and the opportunity to work on projects with leading organisations in Asia, Europe and the US.
RMIT has been at the forefront of computing and ICT education since the era of space exploration began, becoming one of the country’s largest and most industry-focused program providers.

Developed and delivered in close collaboration with industry leaders, RMIT degrees are designed to equip you with the practical skills and knowledge that employers need and value.

Key features include:

— input and guidance from key industry partners
— practical and career-focused ICT fundamentals
— opportunities for real experience with recognised companies
— high-tech computer labs – among the most advanced in Australia
— expert teaching and student-focused learning environment.

RMIT’s wide range of study programs reflects the many different careers available to computing graduates. From communications to science, business and engineering, as well as new directions emerging to shape the future of society, RMIT offers a study program in each area.

In fact, RMIT is the only Australian university that offers degree programs across the five computing disciplines identified by the Association for Computing Machinery (ACM), the peak international body for computing and IT.

ACM’s five computing disciplines are:

— computer engineering
— computer science
— information systems
— information technology
— software engineering.

Programs in programming, games technology, databases, network systems, hardware development and business information systems are all available at RMIT.
Games and Interactive Media
Games and interactive media is a rapidly expanding field that incorporates digital media and design talents to create characters, environments and worlds for platforms such as computers, consoles and mobile devices.

Who is the Degree for?
Those looking for a career in the digital design fields, using modern technologies to share information and produce games and visual elements that give consumers amazing interactive experiences.

Games and Interactive Media Programs
- Bachelor of Design (Animation and Interactive Media)
- Bachelor of Design (Digital Media)
- Bachelor of Design (Games)
- Bachelor of Information Technology (Games and Graphics Programming)
- Diploma of Interactive Digital Media.

Information Technology
Business, government, healthcare, schools, and organisations of every kind are dependent on information technology, and need computer systems that are reliable and secure. IT specialists are responsible for selecting hardware and software products for companies, integrating those products with operational needs, and installing, customising, and maintaining those products for the organisation’s staff and clients. Employees also need IT support staff who understand the systems and software and can solve computer-related problems.

IT graduates install networks; handle network administration and security; design web pages; develop multimedia resources; install communication equipment; manage email systems; and plan and manage a company’s technology upgrades.

Who is the Degree for?
Those who want a computing career that features a mix of technical and people issues and focuses on users’ needs, rather than focusing on technology. IT graduates work in a variety of organisations and industries.

Information Technology Program
- Bachelor of Information Technology.
RMIT also offers a pathway into the above degree through the following program:
- Associate Degree in Information Technology.

Software Engineering
Software engineering is about the application of a systematic, disciplined, quantifiable approach to the development, operation and maintenance of software.

Software engineers focus on the software development life-cycle and have extensive skills for developing and managing complex, quality measured software systems, studying analysis and design, coding, testing, deployment, project management and other critical areas.

Who is the Degree for?
Those who want to become large scale software developers, working in teams that produce highly efficient products and systems.

Software Engineering Program
- Bachelor of Software Engineering.

Computer Science
Computer science has foundations in theory and mathematics and leads to advanced developments in artificial intelligence, software development, intelligent systems, bioinformatics, computer vision and other areas.

Computer scientists design and develop all types of software, from systems infrastructure (such as operating systems and communications programs) to application technologies (including web browsers, databases and search engines). Computer scientists create these capabilities and develop effective ways to solve computing problems.

Who is the Degree for?
Those wanting to work in a variety of different computing roles or multi skilled teams on innovative projects or research.

Computer Science Programs
- Bachelor of Computer Science
- Bachelor of Computer Science (Honours).

Computer Engineering
Computer engineering is about the design and construction of computers and computer-based systems. Focusing mainly on hardware, computer engineers also need to understand software, communications, and programming.

Computer engineers also develop embedded systems – devices that have software and hardware built into them – such as mobile phones, digital audio and video, alarms and sensors, x-rays, robotics and laser surgery and navigation tools.

Who is the Degree for?
Those who want a career developing computer-based devices and equipment.

Computer Engineering Programs
- Bachelor of Engineering (Computer and Network Engineering) (Honours)*
- Bachelor of Engineering (Electrical and Electronic Engineering) (Honours)*
- Bachelor of Engineering (Electrical and Communication Engineering) (Honours)*
- Bachelor of Engineering (Computer and Network Engineering) (Honours)/Bachelor of Computer Science
- Bachelor of Engineering (Computer and Network Engineering) (Honours)/Bachelor of Business (Management)*
- Bachelor of Engineering (Electrical and Communication Engineering) (Honours)/Bachelor of Computer Science.

*For program information, please refer to the Engineering brochure.
Mobile Computing  
Mobile technologies are driving advances in communications, finance, and information exchange and sharing. The potential for this technology is only just being discovered and the demand for skill sets in this area is sure to grow. You will develop skills in the key areas of mobile computing including mobile software, mobile hardware, and mobile communication and security.

Application Programming  
Application programming covers the theory and the practice of coding solutions, as well as exploring a wide range of situations using software development skills. You will learn how to design, develop and evaluate software systems and applications to high-quality benchmarks of functionality and usability. You will become familiar with languages, such as Java, as well as the concepts, theories and technologies underlying key methods and techniques.

Security  
Organisations in many industries collect, process and store vast amounts of confidential information on computers and database systems. The security of this data, whether in banks or transport networks, telecommunications or utilities, has become vitally important. You will develop the skills to enhance security in computer systems used by all sorts and sizes of organisations. You will concentrate on the mathematical basis of network security, including cryptography, coding for reliable communication and algebra for information security.

Web Systems  
Web users increasingly need more sophisticated search technologies and effective and efficient tools for locating, managing and exchanging information, including documents, pictures, and other structured and unstructured data. You will learn about the design and implementation of search engines, search engine optimisation, structured and unstructured information management and web services. Through in-depth study of web development and web database applications, e-commerce and enterprise systems, web security and web document mark-up languages, you will develop a practical solutions-based approach.

Games, Graphics and Digital Media  
Chart the world of interactive media, digital media, imaging and animation and 3D graphics. Studying and building the tools needed for modern visualisation, you will gain skills in games development, as well as business and science.

Electives  
You can also study a combination of additional computer science electives instead of undertaking a major study.

Industry Connections  
In your final semester you will undertake a project that simulates working in industry. In this project you will apply your skills in large-scale software application development.

Career  
Graduates are in a strong position to gain employment as computing professionals in a number of fields including (but not limited to): software development, system architecture, business and system analysis, database development and administration, network and system administration, testing and quality assurance, project management, and research.

Graduates typically work for commercial organisations, software development companies, government departments, large computer organisations and in research.

Professional Recognition  
This program is accredited at the professional level by the Australian Computer Society (ACS), which accredits information and communication technology-related programs that are offered by Australian universities, onshore and offshore.

The ACS has reciprocal membership agreements worldwide. ACS Certified Professional status gives you global recognition.

Entry Requirements  
Prerequisites  
Units 3 and 4 — a study score of at least 25 in one of Mathematical Methods (CAS) or Specialist Mathematics; and a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection Tasks  
Non-Year 12 applicants must complete and submit a VTAC Personal Statement online if they wish other information to be considered.

Please refer to VTAC for full details on selection requirements.

Bachelor of Computer Science

RMIT Code: BP094  
2015 Clearly-in ATAR: 80.15  
www.rmit.edu.au/programs/bp094  
CITY CAMPUS

You will gain practical and theoretical skills to build innovative software applications, such as those that drive iPads, Facebook, intelligent robots and more.

You will graduate with excellent problem-solving and programming skills and be capable of designing, implementing and maintaining complex software systems.

You can choose from a range of majors within computer science including:
- cloud computing
- big data
- mobile computing
- application programming
- security
- web systems
- games, graphics and digital media.

Graduates find work across a wide range of industries as part of software and IT teams.

Those who prefer a general computer science degree without a major can choose elective courses from a wide range of computer science electives.

What You Will Study

You can specialise in following areas:

Cloud Computing  
Cloud computing allows computing tasks – such as running applications and storing data, to be carried out remotely.

You will integrate high-level computer science knowledge with studies into the theory and practice of cloud computing.

You will gain insights into various cloud computing systems, such as Google, Microsoft Azure, Yahoo’s Hadoop, Google’s MapReduce, Amazon EC2 and S3, and many more.

Big Data  
The profusion of data produced from digital sources (including business, social media and mobile devices) is causing a global information overload. The capacity to store this big data is struggling to keep up with demand.

You will learn to manage the challenges of big data and exploit its potential – capture, curate, storage, search, sharing, transfer, analysis, and visualisation.

Big data analysis develops insights that can tackle practical issues and challenges, such as healthcare delivery or combating crime.

Student Profile

“I was attracted to computer science as the intricacies and delicate nature of computers and their systems intrigue me.

“A highlight of my studies has been meeting a bunch of new people, and gaining a new perspective on what goes on in computer science. I’ve also gained a lot of time management skills.”

Shae Whitehead
Bachelor of Computer Science

Honours  
RMIT offers a Bachelor of Computer Science (Honours) degree.


LEGEND  
V = VTAC  |  D = RMIT Direct  |  S = RMIT School  |  T = Selection task  |  FT = Full-time (years)  |  PT = Part-time (years)  |  PTA = Part-time available  |  N/A = Not available  |  RC = A range of selection criteria applied
Double Degrees in Computer Science

Graduates of double degree programs have a wide range of sought-after skills. They have excellent job opportunities and career prospects, and the potential to be leaders in their professions. Businesses will spend more on software and computer systems in the years to come, so the demand for graduates with both engineering and computer science expertise is expected to be very high.

Bachelor of Engineering (Computer and Network Engineering) (Honours) and Bachelor of Computer Science double degree

RMIT Code: BH091 ................................................................. FT5 – V
2015 Clearly-in ATAR: ............................................................... 85.80
www.rmit.edu.au/programs/bh091 CITY CAMPUS

Engineers with this qualification can work with the hardware and structure of computer systems, as well as the software that is used to control them.

Computer engineers work with embedded computer systems, or ‘smart devices’. They’re also responsible for many of the downloadable apps available today. Network engineers design, implement and maintain digital communication networks, which are vital for many large businesses.

What You Will Study

This program features extensive laboratory work. You will work on designing and building specialised equipment, often using wireless communication.

Year One
You will study programming basics, circuit theory and database concepts. You will also study engineering methods, mathematics and physics – subjects that are essential for engineers.

Year Two
Moving into more technical studies, you will look at electronics, design, embedded systems and more advanced programming, including for the web.

Year Three
You will study a mix of compulsory and elective courses. From here you have the opportunity to specialise by choosing electives that will deepen your technical knowledge.

Years Four and Five
You will undertake project work, which will help you develop teamwork, management and communication skills, making you industry ready. Your study will closely resemble the work of practising engineers.

Career
Our graduates work in industries including defence, health and science, business, communication and security.

They design and build computer and communication networks, and work with both the hardware and structure of computer systems and the software controlling them.

Telecommunication operators such as Telstra, equipment manufacturers such as Cisco, and IT departments of all organisations employ network engineers to carry out design, implementation and maintenance tasks.

Universities and research organisations also need computer scientists and engineers to improve their computer technologies.

Industry Connections

In the final year of your studies you will undertake a major project that is either industry-based or simulates an industrial situation. You will work with industry leaders using the theory and practical experience gained through the program to solve a problem.

In order to graduate from this program you must complete a minimum 12 weeks of engineering industry experience that allows you to gain first-hand experience in an engineering practice environment under the supervision of a practising professional engineer. The nature and timing of this engineering experience can take a range of forms.

Opportunities exist for an overseas work placement of between six and 12 months (this satisfies the work experience requirement). These placements are normally taken during a one-year break in the middle or at the end of the third year of the degree.

As a final year student you can apply for summer research scholarships.

Professional Recognition

In addition to the computer science professional recognition listed in the main entry (page 8), this program is fully accredited by Engineers Australia. Graduates of the program are eligible for graduate membership of Engineers Australia. Full membership as a professional engineer may be obtained after an appropriate period of professional practice.

Australia is one of 15 countries that are signatories to the International Engineering Alliance, also known as the Washington Accord, for professional engineers. The qualification of graduates from this degree is recognised in all countries that are signatories to the Accord.

Entry Requirements

Refer to The Bachelor of Computer Science on page 8.
Bachelor of Design (Animation and Interactive Media)

RMIT Code: BP203

2015 Clearly-in ATAR: ........................................... RC

www.rmit.edu.au/programs/bp203

Learn all aspects of the design and artistic process in the ever-changing world of animation, to prepare you for a career in Australia and overseas.

This program is the top animation program in Victoria. You will become a specialist in animation and interactive media design in areas including:

- animation (2D and 3D)
- motion graphics
- special effects
- digital video
- interactive media

This program looks beyond the animated character at animation in all its forms from different outputs including screen, projection and digital. Presented in a creative and supportive environment, the program focuses on intellectual investigation and conceptual development.

Program graduates demonstrate aesthetic and intellectual maturity and strong technical abilities within design, media and art disciplines.

Students and staff enjoy wide national and international acknowledgement and exhibit in festivals and conferences such as Siggraph, MIAF, LIAF, MILIA and Annecy.

RMIT staff are practising artists, designers and industry practitioners. They are experienced educators actively engaged in research in their areas of expertise.

Career

The animation industry is constantly evolving. You will learn to be adaptable and strategic with your approach to projects.

New roles are being introduced and software updates are constant. The boundaries of traditional forms of animation have expanded greatly, making it more attractive to industries of all kind. As a result, our course content remains relevant and up to date with industry trends.

Student Profile

Ben Ommundson is living the dream after being selected to pitch to DreamWorks Animation.

Ben's work is a quirky collision of influences from fantasy and science fiction.

The third-year RMIT Bachelor of Design (Animation and Interactive Media) student, was chosen to submit his work as part of the Australian Centre for the Moving Image's Designing Dreams Studio.

One of five successful applicants, Ben beat hundreds of aspiring animators vying for a chance to take their work from sketch-to-screen with one of the world's biggest movie studios.

As part of the prize, Ben collaborated with key DreamWorks creatives in an exclusive industry masterclass on the process and technical considerations embedded in upcoming features.

Honours

RMIT offers a Bachelor of Media and Communication (Honours) degree.


Dreaming Large designed by Ben Ommundson.

Thirty Dude designed by Ben Ommundson.

Professional Recognition

This degree has strong connections with the creative industry through organisations such as the Australian Centre for the Moving Image (ACMI), Experimedia and Film Victoria.

Entry Requirements

Prerequisites

Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection Tasks

There are selection tasks for this program.

Please refer to VTAC for full details on selection requirements.

Pathways

Graduates of the following programs may be eligible to apply for exemptions:

- Advanced Diploma of Screen and Media.

LEGEND

V – VTAC  |  | – RMIT Direct  |  | – RMIT School  |  | – Selection task  |  FT – Full-time (years)  |  PT – Part-time (years)  |  PTA – Part-time available  |  N/A – Not available  |  RC – A range of selection criteria applied
Bachelor of Design (Digital Media)

RMIT Code: BP309 .......................... FT3 – V
2015 Clearly-in ATAR: ....................... 72.15
www.rmit.edu.au/programs/bp309  CITY CAMPUS

In this program you will learn to be a digital media professional. You will focus on some of the core areas of the field including visual effects and compositing, motion graphics, interactive media and design, sound design and digital media theory.

You will gain a solid grounding in digital media and will explore how design can be produced, applied and integrated within screen-based content.

What You Will Study

This program has a strong focus on ideas, skills and knowledge by way of practical and theoretical approaches to digital media problems and solutions. You will be assessed by individual and collaborative assignments delivered face-to-face and online.

Internships are available throughout your studies, either with RMIT’s existing industry contacts or with a workplace of your choosing.

All programs are delivered in English. You will have access to online and digital resources through the myRMIT student portal.

Program Structure

You will be introduced to a range of digital media fields and then specialise in a particular area of study.

Year One

Learn about digital media via a comprehensive overview of its theory and practice. You will learn the foundations of graphic and digital media design. You will also develop strategies to enable an understanding of digital media platforms, which will provide the basis for specialisation in later years.

Year Two

You will study advanced theories, ideas and concepts of digital media design while simultaneously gaining advanced skills in interactive, graphic and motion design applications. The focus will be on interactive and time-based media practice.

Year Three

You will focus on industry by way of specialisation in your chosen field with an emphasis on individual, collaborative and conceptual development. You will undertake an internship in the final semester that will allow you to demonstrate a professional and real-life approach to what you have learned over the previous years of study.

Industry Connections

This program is closely connected to Australian and internationally industry practitioners and companies. You will be exposed to current and next generation practice supported by teaching staff, visiting practitioners and industry engagement.

Career

Digital media is a continually evolving field so what is seen as cutting-edge now might not be so in five years time. RMIT has developed a modular way of updating course content and curriculum to reflect expected changes in industry and online applications. Successful graduates of this degree will be equipped to respond to these changes with a focus on core digital media principles that can be updated and redefined. This rapid industry evolution forms part of the challenges within a digital media career. As such, our graduates will be positioned at the forefront of their chosen practice.

Upon graduation you may pursue your chosen specialisation in a broad context with careers in:

- screen design
- time-based media
- visual effects
- interactive media
- app and web development
- digital production
- digital video
- new media practice.

Professional Recognition

This degree has strong connections with local, national and international industry bodies that advise and offer support through our Program Advisory Committees.

Global Opportunities

The global focus of the skills, ideas and problem-solving abilities taught within this program will enable you to develop as a leader in the international digital media community.

This program is also offered at RMIT’s Ho Chi Minh City campus in Vietnam. Students are able to move between campuses for a semester or two, and travel grants may be available for Australian students wishing to study in Vietnam for a semester.

RMIT’s Education Abroad Office (EAO) also supports students to undertake an exchange or short-term mobility activity with over 165 partner universities worldwide.

Entry Requirements

Prerequisites

Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection Tasks

Applicants may need to submit a VTAC Personal Statement online.

Please refer to VTAC for full details on selection requirements.

Pathways

Graduates of the following RMIT programs are eligible to apply for entry into the second year of the Bachelor of Design (Digital Media):

- Advanced Diploma of Screen and Media (Interactive Plan)
- Advanced Diploma of Screen and Media (Screen Plan).

Honours

RMIT offers a Bachelor of Media and Communication (Honours) degree.

Bachelor of Design (Games)

www.rmit.edu.au/programs/bp214 CITY CAMPUS

Make the most of the creative industries’ increasing demand for designers and artists skilled in producing rich interactive experiences by developing your conceptual game design and specialist art skills.

This unique program provides specialist training in computer-generated design with particular emphasis on game studies. You will study design, narrative, imaging, modelling and animation (2D and 3D), concept art and game environments.

RMIT has developed two dedicated games research groups with a specific focus on international world-leading research, attracting expert staff teaching the most up-to-date and industry-leading ideas.

What You Will Study
You will start your hands-on learning from day one, allowing you three full years of exposure to the design and artistic elements involved in animation.

Year One
You will be introduced to the unique and world-class game design studio courses:
— Art and Design Practice
— Introduction to Games Research
— Game Development.

Year Two
You will develop your understanding of game studies and games production through the main studio courses and will find modules focusing on:
— video game culture
— writing for games
— concept art.

In addition, you will begin your journey as a broadly educated designer by taking electives across the School of Media and Communication (in areas such as journalism, film, cultural studies, sound or animation) and from the wider University.

Year Three
You will study in studios that address games design and analysis, games industry and professional portfolio skills. You will produce a major team project aimed at a completed and publically-available game at the conclusion of the year, launching your career either within games, or as a games graduate using your craft to expand the definition of games in other areas.

Career
Upon graduation you will be equipped to start your own successful company and artistic career. This program provides regular learning interaction with students from the Bachelor of Information Technology (Games and Graphics Programming) in a studio that reflects the constantly evolving practices of the games industry.

Graduates from the program are independent thinkers and developers known for their self-sufficiency. As a result, many are employed by design companies around Australia. This program will prepare you for the new games economy, currently dominated by apps but always evolving.

Entry Requirements
Prerequisites
Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection Tasks
There are selection tasks for this program. Please refer to VTAC for full details on selection requirements.

Pathways
Graduates of the Advanced Diploma of Screen and Media may be eligible to apply for exemptions (96 credit points spread throughout the three-year degree).

Student Profile
Anna recently moved to the US to take up a game programmer role at Gameloft, a video game developer and publisher. She says of her skills since graduating at RMIT “I am cross disciplinary having specialised in both design and programming. This has given me a unique opportunity to work in the interface areas between design, art and programming such as user interface development and tools, as well as game play.”

Anna Tito
Bachelor of Design (Games)

Honours
RMIT offers a Bachelor of Media and Communication (Honours) degree. Visit www.rmit.edu.au/programs/bh066 for more information.

LEGEND
V – VTAC | D – RMIT Direct | S – RMIT School | T – Selection task | FT – Full-time (years) | PT – Part-time (years) | PTA – Part-time available | N/A – Not available | RC – A range of selection criteria applied
Bachelor of Information Technology (Games and Graphics Programming)

RMIT Code: BP215

2015 Clearly-in ATAR: 80.40

This multidisciplinary, industry-focused program is the only one of its kind in Australia.

You will learn to write, code or use game-development engines to create computer or video games.

You will work with artists and producers to create, or modify the game to enhance its capabilities, incorporating digital graphics, animation, sound, video, photographs and images.

This unique program mirrors the games design industry, giving you the chance to work with digital art teams in a studio environment to develop computer games and graphics software.

Delivered in a context of IT and a design framework, you will learn specialised skills, knowledge and theory for the development of creative vision and expression in digital art, games graphic design and digital graphics programming.

You will undertake projects in games studio in the first year and interactive digital media in the third year. In second and third years, you will specialise in your area of interest. Elective courses may be taken from either the School of Computer Science or the School of Media and Communication.

What You Will Study

The degree consists of eight core and elective courses per year, selected from a wide range of programming and design electives.

Studies are set in the context of a broader computer science and software engineering framework, applicable to the IT industry in general.

You will undertake projects in the games studio in the first year and interactive digital media in the third year, where classes are delivered largely in studio mode. In the second and third years you will specialise in your area of interest.

A key result of your study will be a professionally produced game to industry standards. Through the process of producing this game, you will learn about the games industry first hand, as the games studio environment replicates industry conditions.

This process will also hone your specialist skills in graphics, programming, design and web development, which you will learn in the core and elective elements of the program.

Industry Connections

You will work on interactive media projects together with students from the design programs. Working in a multidisciplinary environment creates a setting that closely follows the games development process in industry.

Work placements with games companies are also encouraged to give you real industry experience.

Career

Graduates will typically work in the games and computer graphics industries or, more broadly, the general IT industry.

On completion of this degree, you will have aesthetic and technical abilities in art, design and programming. This provides entry into industry as animators, 3D visualisers and modellers, games programmers, graphics programmers, interface designers, and digital artists.

Entry Requirements

Prerequisites

Units 3 and 4 – a study score of at least 25 in one of Mathematical Methods (CAS) or Specialist Mathematics; and a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection Tasks

Non-Year 12 applicants must complete and submit a VTAC Personal Statement online if they wish other information to be considered.

Please refer to VTAC for full details on selection requirements.

Capture the Flag designed by Jayden Ivanovic. Angry Bots Experiment, a game that adapts to your preference and skill level designed by William Raffe.
Diploma of Interactive Digital Media
Advanced Diploma of Screen and Media

RMIT Code: C5218 (Dip) .......................... FT1 – V
National Course Code: CUF50207
www.rmit.edu.au/programs/c5218 CITY CAMPUS

RMIT Code: C6087 (Adv Dip) ....................... FT1 – V
National Course Code: CUF60107
www.rmit.edu.au/programs/c6087 CITY CAMPUS

Qualify for a career in art, design, screen and media by studying in a creative environment that encourages artistic and intellectual investigation and maintains strong links with the digital media industry.

This is Australia’s most renowned interactive and digital media education program, producing highly employable graduates with a diverse range of media skills. It maintains strong connections with industry through teaching staff, guest lecturers and assessment feedback. Students and staff associated with this program have exhibited in local and international festivals including Flickerfest – international short film festival, Sundance Film Festival, Annecy International Animation Film Festival and the Australian Centre of the Moving Image (ACMI).

Class content is industry-driven and kept up to date using industry-standard software and production protocols. The course investigates the conceptual development and completion of media content including motion graphics, 2D and 3D imaging and animation, broadcast, web and interactive design for delivery across a wide range of platforms such as film and television, advertising, the web, smartphone and tablet content.

What You Will Study

RMIT offers a variety of learning and teaching approaches including lectures, seminars, studios, workshops, presentations, group discussions and syndicate work.

You will have access to online resources through the myRMIT student portal.

Learning is conducted in the following environments:

— computer labs – practical classes held in labs that contain industry-standard Apple Mac computers and software including Illustrator, InDesign, Flash, Dreamweaver, Photoshop, Maya, Premiere Pro, After Effects and Soundtrack Pro
— auditoriums – industry speakers and graduates are invited to share their experiences and provide students with valuable insider information
— studio – group projects are undertaken in computer labs, reflecting a professional studio production experience.

As well as computer labs, you will have access to industry-standard production equipment including HD video, professional audio and imaging equipment.

You will be assessed by folio submission as well as skills demonstration. Some assessments will be group based but many projects will be individually conducted and assessed.

Program Structure

This program prepares you for the digital media industry by training you in computer-generated art and design, which incorporates:

— design and presentation
— 2D imaging design
— 2D animation
— video and screen
— interactive design
— 3D digital environments and models
— creative collaboration
— digital visual effects.

You will gain a broad understanding of the design, technical and management skills required to work in the field of interactive design and digital design industries.

While there is a strong emphasis on creativity and conceptual development, you will learn a broad range of software skills.

After you complete this program you can progress to the Advanced Diploma of Screen and Media (interactive plan).

Year 12 applicants typically apply for the Diploma and then continue into the Advanced Diploma of Screen and Media (interactive plan), completing both programs over two years full-time.

Industry Connections

You will be encouraged to undertake part-time, casual or volunteer work in the screen and new media industries to develop your knowledge, apply your skills and acquire workplace experience.

This program has many connections to industry-leading companies including Y&R brands for internships, Wunderman, Ilioua, 2 Bulls and Isobar.

Career

Constant technological changes are driving a multitude of ways to deliver entertainment and information services. Consumers are now interacting with their selected networks in radically different and varied ways. Interactive designers are shaping the creation and delivery of this content.

Our graduates are multi-skilled, greatly increasing their employment opportunities. Many games projects are being funded by government, which has developed as a strong support to the industry.

While many graduates work for media production companies, others start successful freelance practices through industry networks created during their studies.

Roles you may be eligible for upon graduation include:

— user experience (UX) designer
— user interface (UI) designer
— app developer/designer
— interface designer
— media content designer
— graphic/motion graphic designer
— web designer
— front end developer
— 2D/3D animation designer
— 3D modeller/character rigger
— visual effects designer
— compositor
— animator
— producer
— production manager
— design director
— art director
— editor.

Entry Requirements

Prerequisites

None

Selection Tasks

Applicants may need to submit a VTAC Personal Statement online.

Please refer to VTAC for full details on selection requirements.

Pathways

Graduates of this program can progress to the Advanced Diploma of Screen and Media (interactive plan). Completion of the Certificate IV in Tertiary Preparation (Media Studies) may provide guaranteed pathways into this program (certain criteria must be met).

Student Profile

“The best thing about my area of study at RMIT was the strong fundamental and basic knowledge of this industry that will help me develop my skills in the future. I’ve loved 3D animation since I was young and wondered how they were made but had no idea where to start and I was afraid of being on the wrong path. I’m glad I started at RMIT and learned everything I needed.”

Angelia Cuaca
Advanced Diploma of Screen and Media Bachelor of Design (Animation and Interactive Media)
Bachelor of Business (Information Systems) (Applied)
Bachelor of Business (Information Systems)

RMIT Code: BP138 (Applied) .......................... FT4 or PT6 – M
2015 Clearly-in ATAR: ....................................... 76.10
www.rmit.edu.au/programs/bp138

RMIT Code: BP308 .......................... FT3 or PT6 – M
2015 Clearly-in ATAR: ....................................... 68.20
www.rmit.edu.au/programs/bp308

+ Assumes eligibility for exemption from cooperative education program year

**Program Features**

- Specialised degree with compulsory work placement.
- Study information systems as an eight-course major or four-course minor in many business degrees.
- Accredited at professional membership level by the Australian Computer Society.
- Study one semester at RMIT Vietnam.
- Pathways from business vocational education programs.

**What You Will Study**

**BP308: Three-Year Degree**

You will study business common core courses, core information systems courses, and eight flexible courses. Flexible courses may take the form of a second business major; or two minor sequences with one selected from a business discipline; or one minor sequence selected from a business discipline plus four electives.

**Program Features**

- Study information systems as an eight-course major or four-course minor in many business degrees.
- Extend your specialist knowledge through an optional minor in IS security and risk management
- Study one semester at RMIT Vietnam.
- Pathways from business vocational education programs.

**BP138: Four-Year Degree (Applied)**

You will study 28 taught courses including core business and information systems courses, work-integrated learning courses, flexible courses, a one year compulsory industry placement and a business design project.

Flexible courses can be selected from a business minor that is different from your major area of study, or a minor from another discipline, or from general student electives.

### **Prerequisites**

+ Students are required to have completed at least 2 years of study with a minimum ATAR of 76.20.

### **Selection Criteria**

+ Achieves eligibility for exemption from cooperative education program year.

### **Entry Requirements**

**Prerequisites**

Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

**Selection Tasks**

Please refer to VTAC for full details on selection requirements.

**Pathways**

Graduates of many vocational education and associate degree programs may be eligible for exemptions. For further details please visit [www.rmit.edu.au/bus/advanced_standing](http://www.rmit.edu.au/bus/advanced_standing).

An honours year program is available to exceptional students. For further information visit [www.rmit.edu.au/bus/honours](http://www.rmit.edu.au/bus/honours).

**Student Profile**

Ghizal developed an interest in project management through her participation in the Cooperative Education Program offered during her program.

“The way the program is structured and delivered, combined with the assistance provided by the academic staff, make studying at RMIT a rewarding and memorable experience.”

Ghizal Noorzyaye
Bachelor of Business (Information Systems) (Applied)
Bachelor of Technology (Computing Studies)

RMIT Code: BP232 .................................. FT3 – V
2015 Clearly-in ATAR: .................................... 60.80
www.rmit.edu.au/programs/bp232 CITY CAMPUS

This program allows you to build a solid foundation in programming and information technology (IT), while also offering you the flexibility to engage with non-IT topics so you can build your own degree.

You must complete a minimum of 65 per cent computer science and IT courses with the rest drawn from courses in related discipline areas including:

— accounting and law
— applied communication
— economics
— finance and marketing
— entrepreneurship
— logistics
— management
— statistics
— CISCO networking.

This is a degree of choice for those who want a professional IT degree that does not rely on software and IT development.

What You Will Study
This program includes core courses such as:

— database systems
— programming
— project management
— software engineering
— user-centre design
— web programming
— professional computing practice.

In the second and third years you will study four courses from a minor study area, which may include:

— accounting and law
— applied communication
— economics
— finance and marketing
— entrepreneurship
— logistics
— management
— statistics.

The remainder of your courses will be selected from IT electives, advanced IT electives and student electives.

Industry Connections
In the last semester you will undertake a project that simulates working in the industry. It will require your large-scale software application development skills.

Career
Employment opportunities are as flexible and broad as the program itself. By studying a wide range of topics in computing and in other fields, graduates can pursue pure IT roles and roles in other areas that require IT experience such as marketing, advertising, accounting and health administration.

Graduates work in:

— business analysis
— helpdesk and desktop support
— network/systems administration
— technical writing and desktop publishing
— testing
— quality assurance
— web development.

Professional Recognition
This program is accredited to the professional level – the highest possible – with the Australian Computer Society (ACS), which has reciprocal membership agreements worldwide. Graduates can apply for ACS Certified Professional status for global recognition.

Global Opportunities
This degree can be studied worldwide through Open Universities Australia (OUA).

Entry Requirements

Prerequisites
Units 3 and 4 – a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection Tasks
Non-Year 12 applicants must complete and submit a VTAC Personal Statement online if they wish other information to be considered.

Please refer to VTAC for full details on selection requirements.

Pathways
Graduates of the Associate Degree in Information Technology who achieve a grade point average (GPA) of 2.0 or greater are guaranteed entry into the third year (equivalent to 192 credit points) of the Bachelor of Technology (Computing Studies).

Graduates with a GPA of less than 2.0 may apply, and if successful in gaining a place, may be eligible for exemptions.
Bachelor of Information Technology

RMIT Code: BP162 ........................................ FT3 – CITY CAMPUS
2015 Clearly-in ATAR: ....................................... 70.50
www.rmit.edu.au/programs/bp162

Want to support and troubleshoot IT systems or design websites, business applications and program networks?

IT specialists select the right hardware and software products for an organisation. They also install, customise and provide ongoing maintenance for these applications.

Combining your knowledge of IT theory and practice with hands-on expertise, you will be able to develop an organisation’s technology infrastructure and support the people who use it.

What You Will Study

The following major study options are available:

Application Programming
Includes coding solutions and studies across a wide range of industry-relevant problems using advanced software development skills.

Business Applications
Exposes you to specific IT applications relevant to the business world, with courses including business analysis, computerised accounting systems, usability analysis, decision support systems and computer-based audit systems.

Cloud Computing
You will understand the theory and practice of cloud computing, which allows computing tasks – such as running applications and storing data – to be carried out remotely.

You will gain insights into a variety of cloud computing systems, including Google.

Mobile Computing
Mobile technologies are driving advances in communications, finance, and information exchange and sharing. The potential for this technology is only just being discovered and the demand for skill sets in this area is sure to grow.

You will develop skills in the key areas of mobile computing including mobile software, mobile hardware, and mobile communication and security.

Multimedia Design
You will focus your IT skills on the creative world of web and time-based media, narrative for multimedia, 3D imaging software, animation techniques, multimedia authoring and web 3D and media technologies.

Social Media
While you almost certainly use some or many forms of social media yourself, this major takes you behind the interface to find out how it works, why and what the potential applications could be.

You will explore the nature of social media interaction and how people create, share, and/or exchange information and ideas in virtual communities and networks.

You will also examine the mobile and web-based technologies upon which social media depends, and the substantial and pervasive changes to communication between organisations, communities, and individuals that social media has invoked.

System Administration
This study option covers a range of industry-relevant skills, including elements of Cisco certification, Windows and Unix administration, Oracle database administration and Open Systems-based web systems administration.

Web Systems
You will undertake in-depth studies of web development and web database applications, e-commerce and enterprise systems, web security and web document mark-up languages, all with a practical solutions-based approach.

You may also choose a minor study of four courses in one of the following:

— accounting and law
— applied communication
— economics, finance and marketing
— entrepreneurship
— logistics
— management or statistics.

You can choose the remainder of your courses from a wide range of IT and general electives.

Industry Connections
You will undertake a project in your final semester that simulates working in industry. You will apply your skills in large-scale software application development.

Career
Graduates select and deploy software products for commercial organisations, software development companies, government departments and large computer organisations. They create and manage business applications, websites, systems and environments.

Graduates typically work for commercial organisations, software development companies or diverse industries including retail, health or tourism. Graduates also find employment in government departments and large computer organisations.

Professional Recognition
This program is accredited at the professional level by the Australian Computer Society (ACS), which accredits information and communication technology-related programs that are offered by Australian universities, onshore and offshore.

The ACS has reciprocal membership agreements worldwide. ACS Certified Professional status gives you global recognition.

Global Opportunities
You can study this program at RMIT Vietnam.

Entry Requirements

Prerequisites

Units 3 and 4 – a study score of at least 20 in mathematics (any) a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection Tasks
Non-Year 12 applicants must complete and submit a VTAC Personal Statement online if they wish other information to be considered.

Please refer to VTAC for full details on selection requirements.

Pathways

Graduates of the Associate Degree in Information Technology who achieve a grade point average (GPA) of 2.0 or greater are guaranteed entry into the third year (equivalent to 192 credit points) of the Bachelor of Information Technology.

Graduates with a GPA of less than 2.0 may apply, and if successful in gaining a place, may be eligible for exemptions.

Honours

RMIT offers a Bachelor of Computer Science (Honours) degree.


Student Profile

“I feel my degree will prepare anyone who is interested in the IT industry. The beauty of it is that you are exposed to all kinds of specialisations during the first year, so those who are unsure what career path to take can work in a variety of environments and focus on their favourite in the remaining years.”

Adrian Mace
Bachelor of Information Technology
(System Administration)
Associate Degree in Information Technology

RMIT Code: AD006 .................................. FT2 – V 15
2015 Clearly-in ATAR: ............................... 50.15
www.rmit.edu.au/programs/ad006  CITY CAMPUS

This two-year program will enable you to develop the knowledge and technical skills essential for a career in the IT industry.

You will be able to pursue a career in the areas of system administration, networking, technical support, computer programming, web development or database administration.

As well as providing you with practical, industry-current IT courses, this program also provides you with a pathway into a relevant degree to further strengthen your analytical and practical skills.

What You Will Study

Through a blend of theory and hands-on practical courses you will develop a broad-based range of skills in:

— computer hardware
— databases
— human computer interaction
— networking
— operating systems administration
— programming
— UNIX
— virtualisation
— web computing.

You will also complete vocational training for the Cisco Certified Networking Associate certificate and the training required for the CompTIA A+ certification – both industry-recognised employable skills.

Laboratory work is a major component with learning activities focused on the practical application of technical skills.

Career

This qualification provides the skills and knowledge required to successfully manage IT operations, particularly in small-to-medium sized enterprises. You will be ready for a career specialising in system administration, networking, technical support, computer programming, web development or database administration, software development and IT security.

You may find work as a:

— network specialist
— network operations analyst
— network manager
— systems administrator
— systems engineer/management
— client server administrator.

Professional Recognition

As a graduate of this program, you will be eligible for membership of the Australian Computer Society at the associate grade.

Entry Requirements

Prerequisites

Units 3 and 4 – a study score of at least 20 in mathematics (any) and a study score of at least 20 in any English (except EAL) or at least 25 in English (EAL).

Selection Tasks

Non-Year 12 applicants must complete and submit a VTAC Personal Statement online if they wish other information to be considered.

Please refer to VTAC for full details on selection requirements.

Pathways

Providing you graduate the Associate Degree in Information Technology with a grade point average (GPA) of 2.0 or greater, you will be guaranteed entry into the third year (equivalent to 192 credit points) of the following degrees:

— Bachelor of Technology (Computing Studies)
— Bachelor of Information Technology.

If you graduate with a GPA of less than 2.0, you may still apply. If you are successful in gaining a place you may be eligible for exemptions.

What is an Associate Degree?

An associate degree is a two-year university qualification that is taught in a vocational setting.

Associate degree students graduate with industry-ready skills to enter the workforce and can continue on to further study towards a related bachelor degree.

Student Profile

“I’ve always been interested in information technology but more as a hobby. Now that I’m studying the associate degree, I’ve managed to turn my hobby into my future.

“I chose RMIT because I believe it gets you industry-ready and I am driven to enter the workforce as soon as I have the right skills.

“My program has taken me from an entry-level knowledge of code to understanding it easily, and my exposure to Cisco CCNA has taught me how computers operate within business.

“I love what I do because I am fully engaged by the work I produce.”

Andrew Hewitt
Associate Degree in Information Technology
Diploma of Information Technology

RMIT Code: C5300  FT1 or PTA – D
National Course Code: ICAS0111
www.rmit.edu.au/programs/c5300  CITY CAMPUS

Apply your IT skills to a business context by learning about programming, web development, operating systems, networking and databases.

This program focuses on the practical application of business IT skills in the areas of programming (with Java), web development (including PHP and content management systems), operating systems, networking and databases including database modelling and implementation, relational databases and SQL.

Program Features

— Work on industry projects.
— Selected courses delivered in a specialist IT Lab in the award-winning Swanston Academic Building.
— Pathways to related IT and business programs.

In addition to learning the technical skills required by IT professionals, you will develop strong project management skills and techniques in IT by working on industry projects with real clients where possible.

What You Will Study

You will learn a broad spectrum of technical skills in computing and business information technology, with emphasis on website design, software development, database design operating systems and networking.

You will study four core courses and 16 electives chosen from the following areas:

— databases
— networking
— programming
— project management
— website development.

Industry Connections

You will have the opportunity to work on real or simulated projects from industry clients to apply the knowledge you have developed in a real-life context.

Career

Employment outcomes for IT graduates vary depending on the level of qualification. In the vocational education sector, 83.7 per cent of diploma graduates are employed six months after graduation. This program also offers graduates a pathway to more specialised studies, opening up additional career paths in information technology and related industries.

Global Opportunities

Full-time students gain credit points towards their studies by taking part in an international exchange program for either one semester or one year with an institution that has an exchange agreement with RMIT. A limited number of exchange scholarships are available each year.

Entry Requirements

Year 12: successful completion of Australian Year 12 or equivalent (ATAR); or the Australian Senior VCAL Certificate.

Non-Year 12: completion of post-secondary studies or relevant industry work experience.

Prerequisites

None

Selection Tasks

Please refer to VTAC for full details on selection requirements.

Pathways

Graduates of the Diploma of Information Technology may apply for exemptions from the following degrees, subject to meeting each program’s entry requirements:

— Bachelor of Business (Accountancy)
— Bachelor of Business (Economics and Finance)
— Bachelor of Business (Economics and Finance) (Applied)
— Bachelor of Business (Entrepreneurship)
— Bachelor of Business (Human Resource Management)
— Bachelor of Business (Information Systems)
— Bachelor of Business (Information Systems) (Applied)
— Bachelor of Business (International Business)
— Bachelor of Business (International Business) (Applied)
— Bachelor of Business (Logistics and Supply Chain Management)
— Bachelor of Business (Logistics and Supply Chain Management) (Applied)
— Bachelor of Business (Marketing)
— Bachelor of Business (Marketing) (Applied)
— Bachelor of Business (Professional Accountancy).

For further details please visit www.rmit.edu.au/bus/advanced_standing.

Student Profile

“I previously completed a degree in telecommunications but wanted to expand my skills and knowledge. The diploma of IT is perfect for me as it includes both technical and business courses.

“The classes include lots of practical activities rather than just focusing on theory.”

Neelam Panda
Diploma of Information Technology
Certificate IV in Information Technology Networking

RMIT Code: C4299 .................................... FT1 – S
National Course Code: ICA40411
www.rmit.edu.au/programs/c4299 CITY CAMPUS

You will develop technical skills in networks, database administration, programming and client support, and the introductory knowledge to use these skills in the workplace.

This information and communication technology (ICT) program provides a pathway to a vocational degree, complemented by workplace training. This program will train you in a variety of disciplines to meet the needs of the ICT industry and industries requiring ICT technicians and support staff.

Laboratory work is a major component with learning activities focused on the practical application of technical skills

What You Will Study

This program develops skills and knowledge in the installation and management of simple networks, and trains you in network administration, either as an independent ICT specialist or as part of a team. The certificate IV provides skills in the basic use of a range of technologies to provide second and third level diagnostic support to ICT users. Trainees train in CCNA, Comp TIA A+, Windows Server and virtualisation.

Career

This program may lead to employment in:

— IT support/helpdesk
— network support
— network operations support
— network operations technician
— network technician
— network support technician.

Entry Requirements

Prerequisites
None

Selection Tasks

Non-Year 12 applicants can provide a personal statement.

Pathways

Providing you have successfully completed this program, you will be eligible to apply for the Associate Degree in Information Technology.

Student Profile

"I chose RMIT because of its great reputation for facilities and study opportunities and because it offers flexible pathways into further study.

"So far my favourite subject has been programming, which is not surprising for someone who wants to be an app developer. I have been surprised though by how much I’ve enjoyed learning more about virtualisation, servers and taking on some networking skills.

"Next, I plan to study the Associate Degree in Information Technology and get more experience working as a developer in the industry before I go out and start my own company.

"My advice to anyone coming into this program is to put in as much effort and ask as many questions as you can because it will all pay off."

Nour Albtaddini
Certificate IV Information Technology Networking
Bachelor of Software Engineering

RMIT Code: BP096 ............................... FT4 – V
2015 Clearly-in ATAR: ............................... 83.45
www.rmit.edu.au/programs/bp096 CITY CAMPUS

This program will help you develop skills that enable you to design, code, test and manage large quality-measured software systems.

Working on complex software development environments, operating systems, communications, web software, databases and varied applications, you will undertake studies in all facets of the software engineering process.

Software engineering focuses on software development life cycle, but goes beyond programming to assess and meet customer needs, and design and test software.

Developing software solutions often involves assembling an extensive amount of code into working applications, as well as updating and fixing problems in existing software.

This program is particularly suited to those with strong communication skills who will work at the interface between a software system and a business organisation.

What You Will Study

You will learn to develop and manage large, quality-measured software systems, studying analysis and design, coding, testing, deployment, project management and other critical areas.

You will develop an understanding of software quality and reliability through modern methodology.

The industry placement in the third year provides valuable practical experience in a work setting. This industry experience is then integrated within your studies when you return for your fourth and final year.

The first year, and most of the second year are common to the computer science degree program.

Industry Connections

There is an internship opportunity the third year where you will receive assistance with finding a placement and may be eligible for financial support.

The internship year will provide you with an opportunity to build on and apply your learning within a work environment before returning for the final year.

Career

As everyday life becomes more dependent on computers and computer systems, the need for highly skilled software engineers is growing rapidly and presents almost limitless opportunities for qualified graduates.

You could gain employment as a software developer, tester, architect or designer. There are also team leader, project manager and executive-level positions in software development projects.

Professional Recognition

This program is accredited at the professional level by the Australian Computer Society (ACS), which accredits information and communication technology-related programs that are offered by Australian universities, onshore and offshore. ACS has reciprocal membership agreements worldwide. ACS Certified Professional status gives you global recognition.

Entry Requirements

Prerequisites

Units 3 and 4 – a study score of at least 25 in one of Mathematical Methods (CAS) or Specialist Mathematics; and a study score of at least 25 in any English (except EAL) or at least 30 in English (EAL).

Selection Tasks

Non-Year 12 applicants must complete and submit a VTAC Personal Statement online if they wish other information to be considered.

Please refer to VTAC for full details on selection requirements.

Pathways

Other pathways from this program include:

— Master of Information Technology
— Master of Computer Science.

Eligibility is subject to standard program entry requirements.

Honours


Student Profile

“RMIT appealed to me because of its focus on practical work rather than just theory.

“At RMIT, you really get to connect with the teaching staff. I love that our lecturers and tutors always have the time to answer questions, even after work hours.

“Attending interviews for the internship year really boosted my confidence, and I believe that I will be successful in the future thanks to the experience I have gained.”

Beyza Yalavac
Bachelor of Software Engineering

“I love what I do because I feel it will help me make the world a better place. We have entered an era dominated by technology, and technology has the ability to radically change the way we live. I love the sense of accomplishment I get from writing a program that performs even the smallest of tasks. Getting a tangible result after weeks of hard work really makes your efforts worthwhile.”

Beyza Yalavac
Bachelor of Software Engineering
How to Apply

Before applying for a program at RMIT, refer to the program information available at www.rmit.edu.au/study-with-us. All the information you need to apply is at www.rmit.edu.au/study-with-us/applying-to-rmit

Current Year 12 Students
If you are a current Year 12 student applying for Semester 1, you must apply through VTAC for all programs except some that are certificate III and below, which may require you to submit an RMIT school-based application.

Non-Year 12 Students
If you are a non-Year 12 student applying for Semester 1, you must apply for degrees and associate degrees through VTAC but have the choice of applying for certificate IV, diploma and advanced diplomas either through VTAC or direct to RMIT. Please select one application method only.

RMIT Students and Recent Graduates
Current RMIT students and recent graduates can fast-track their application for a new program by applying direct to RMIT as an internal applicant.

How to Apply by Program and Student Type

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<th>Semester 1</th>
<th>Current Year 12 Students</th>
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<th>RMIT Students or Recent Graduates</th>
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<td>RMIT school-based application</td>
<td>RMIT school-based application</td>
<td>RMIT school-based application</td>
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*Some certificate II and below programs are administered by direct application. This will be explained in the individual program information available at www.rmit.edu.au/study-with-us.

Mid-year Entry (Semester 2)
To apply for mid-year entry for any program other than a certificate III (degree, associate degree, certificate IV, diploma and advanced diploma), you need to submit a direct application to RMIT.

To apply for mid-year entry for a certificate III program, you need to submit an RMIT school-based application.

Not all RMIT programs will accept applications for mid-year entry. A list of programs accepting mid-year applications is published in May on the RMIT website.

Selection Tasks
Many programs at RMIT have selection tasks as part of the selection process, such as:
- an interview
- a test
- a folio
- a supplementary form or pre-selection kit.

It is very important that you carefully read any instructions to complete a program’s selection tasks. Selection tasks are listed under programs on the VTAC or the RMIT websites. Failure to complete these tasks by the date specified will jeopardise entry into a program.

Study Scores
Study scores listed in this guide are subject to change. Applicants should refer to VTAC for specific prerequisites and study scores.

Important Dates

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<th>December 2015</th>
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</tr>
<tr>
<td>31 Closing date for direct applications – selected certificate and diploma programs*</td>
<td></td>
</tr>
<tr>
<td>November 2015</td>
<td>May 2016</td>
</tr>
<tr>
<td>6 Closing date for VTAC late applications*</td>
<td>1 Midyear intake opens</td>
</tr>
<tr>
<td>23 Change of Preference opens</td>
<td>31 Closing date for midyear timely applications*</td>
</tr>
</tbody>
</table>

*VTAC dates were in draft status at the time of printing and are subject to change.
*Applications will continue to be accepted for programs that still have places available.
Fees Explained

Fee information relates to 2015 and should only be used as a guide. Fees are set on an annual basis and may be subject to change each calendar year. www.rmit.edu.au/programs/fees

Tuition Fees for Certificates, Diplomas and Advanced Diplomas
The tuition fees you pay depend on whether you are offered a state government subsidised place or a full-fee place, based on the eligibility criteria.

Victorian Government Subsidised Places
For eligible students, this training is delivered with Victorian and Commonwealth Government funding.
Tuition fees for a government subsidised place vary according to each program. For a full list of program fees for a government subsidised place visit www.rmit.edu.au/programs/fees/vocational/govtsubs.
You will be offered a government subsidised place if you meet the eligibility criteria based on your citizenship, age, prior education, the number of programs you are studying in the current year and the number of government subsidised programs you have commenced in your lifetime at each level. Check your eligibility using the eligibility calculator at www.rmit.edu.au/programs/apply/vocational/eligibility.

If you are applying for a government subsidised place, you will be required to provide documentation to establish your eligibility.
You will be enrolled according to how qualifications are defined in the relevant industry training package. This may impact on your eligibility for a government subsidised place for individual qualifications. For more information about enrolment in certificate, diploma and advanced diploma qualifications and eligibility for a government subsidised place visit www.rmit.edu.au/programs/apply/vocational/eligibility.
RMIT University’s RTO Code is 3046.

Fee Concession
You may be entitled to a concession on your tuition fees if you are in a government subsidised place and you meet the eligibility criteria.
For more information about the eligibility criteria and how to apply visit www.rmit.edu.au/programs/fees/vocational/concession.

Full-Fee Places
If you do not meet the criteria for a government subsidised place, then you will be offered a full-fee place (FFP). Tuition fees for an FFP vary according to each program. For a full list of program fees for FFPs visit www.rmit.edu.au/programs/fees/vocational/fullfee.
Financial assistance may be available through the VET FEE-HELP scheme.

VET FEE-HELP
VET FEE-HELP is an optional loan scheme available to assist eligible students enrolling in an eligible diploma, advanced diploma, full-fee vocational graduate certificate or vocational graduate diploma program. If you are a full-fee paying student, a loan fee of 20% will be added to your VET FEE-HELP loan. For more information visit www.rmit.edu.au/programs/fees/helploans/vetfee-help.

Tuition Fees for Degrees and Associate Degrees
Commonwealth Supported Places (CSP)
A Commonwealth supported place is a place at university where the tuition fee is jointly paid by you and the Australian Government. Your share of the fee (student contribution) is set by the government and is determined by the discipline areas (bands) of your individual enrolled courses, not the overall program. For more information about what fees you will pay in 2015 visit www.rmit.edu.au/programs/fees.
The Australian Government has announced changes to funding of CSPs. These may affect the proportion of the fee paid by student contribution from 2016. For more information visit www.rmit.edu.au/programs/fees/highered.

HECS-HELP
You may be eligible to defer payment of the student contribution through the HECS-HELP loan scheme if you are an Australian citizen or holder of an Australian Permanent Humanitarian Visa. You must pay your student contribution up front if you are a New Zealand citizen or permanent resident (other than Australian Permanent Humanitarian Visa holder). For more information visit www.rmit.edu.au/programs/fees/hecshelp.

Full-Fee Places
Students in full-fee places are required to pay a tuition fee that covers the full tuition costs of their program. Financial assistance may be available through the FEE-HELP scheme. The tuition fees vary according to each program and are adjusted on an annual basis. Visit www.rmit.edu.au/programs/fees for more information.

FEE-HELP
FEE-HELP is an optional loan scheme that assists eligible students to pay all or part of their tuition fees. To learn more about FEE-HELP visit www.rmit.edu.au/programs/fees/helploans/fee-help.

Other Fees
In addition to tuition fees, you will be charged a student services and amenities fee (SSAF). Eligible higher education students will be able to defer payment of the fee through SA-HELP.
For more information visit www.rmit.edu.au/programs/fees/ssaf.
You may also be required to purchase items related to your program, including field trips, specified textbooks and equipment. These material fees are not compulsory and students may choose to purchase these items independently. These expenses vary from program to program. For more information visit www.rmit.edu.au/programs/fees/other.

Scholarships
RMIT is committed to enriching and transforming your world. We award more than 2000 scholarships worth millions of dollars each year across a wide range of interest areas.
RMIT scholarships provide more than just financial assistance or recognition of academic excellence. We create opportunities that enable you to pursue your dreams.
Apply for one of these scholarships and make your overseas study ambitions come true, just like RMIT Equity Travel Grant recipient, Rachel Cassar.
www.rmit.edu.au/scholarships

RMIT Experience Days
Years 10, 11 and 12 students can attend free events and engage in hands-on workshops in a range of different interest areas while experiencing life on campus.
Visit www.rmit.edu.au/experiencedays for more information on RMIT’s Experience Day School Holiday programs.
Open Day
Sunday 9 August 2015
City | Brunswick | Bundoora

www.rmit.edu.au/openday

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Every effort has been made to ensure the information contained in this publication is accurate and current at the date of printing.
For the most up-to-date information, please refer to the RMIT University website before lodging your application. Prepared April 2015.
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